***Preparing your Mac for Quartz Composer Development***
*To save time, please complete these steps on your own before the workshop*

1   **If you don't already have one, sign up for a free Apple Developer account**

  – Go to https://developer.apple.com/programs/register/

  – Complete registration

2   **Install Xcode**

  – Go to https://developer.apple.com/xcode/

  – Download and install Xcode

3   **Download "Graphics Tools for Xcode"**

  – Go to https://developer.apple.com/downloads/

  – Type "Graphics Tools" into the search field

  – Install the Graphics Tools package after it is finished downloading

4   **Download some useful Kineme patches**

  – Go to http://www.kineme.net/downloads/

  – Locate "DataTools" and click the "Plugin" download link

  – Locate "FileTools" and click the "Plugin" download link

  – Locate "KinemeCore" and click the "Plugin" download link

  – Double-click to unzip the three plugins in your Downloads folder

  – Go to your desktop and open the Finder's "Go" menu

  – While the menu is open, hold down the option key and select the "Library"
    menu item which appears

  – If there is an existing folder named "Graphics" open it otherwise create a
    new folder named "Graphics" and open it

  – If there is an existing folder named "Quartz Composer Patches" open it
    otherwise create a new folder named "Quartz Composer Patches" and open it

  – Drag the unzipped DataTools, FileTools and KinemeCore plugins inside this
    new folder