Space Journey

Von Tara, David & Lasse

Ein Zusammenspiel aus:

Touch Designer

Auswerten und normalisieren der Kinect Werte

Kinect Azure

Body Tracking

Ableton

Sounddesign, Musikkomposition

Blender

Erstellen und rendern der 3D-Objekte und Kamera

Verbunden mit:

Open Sound Control

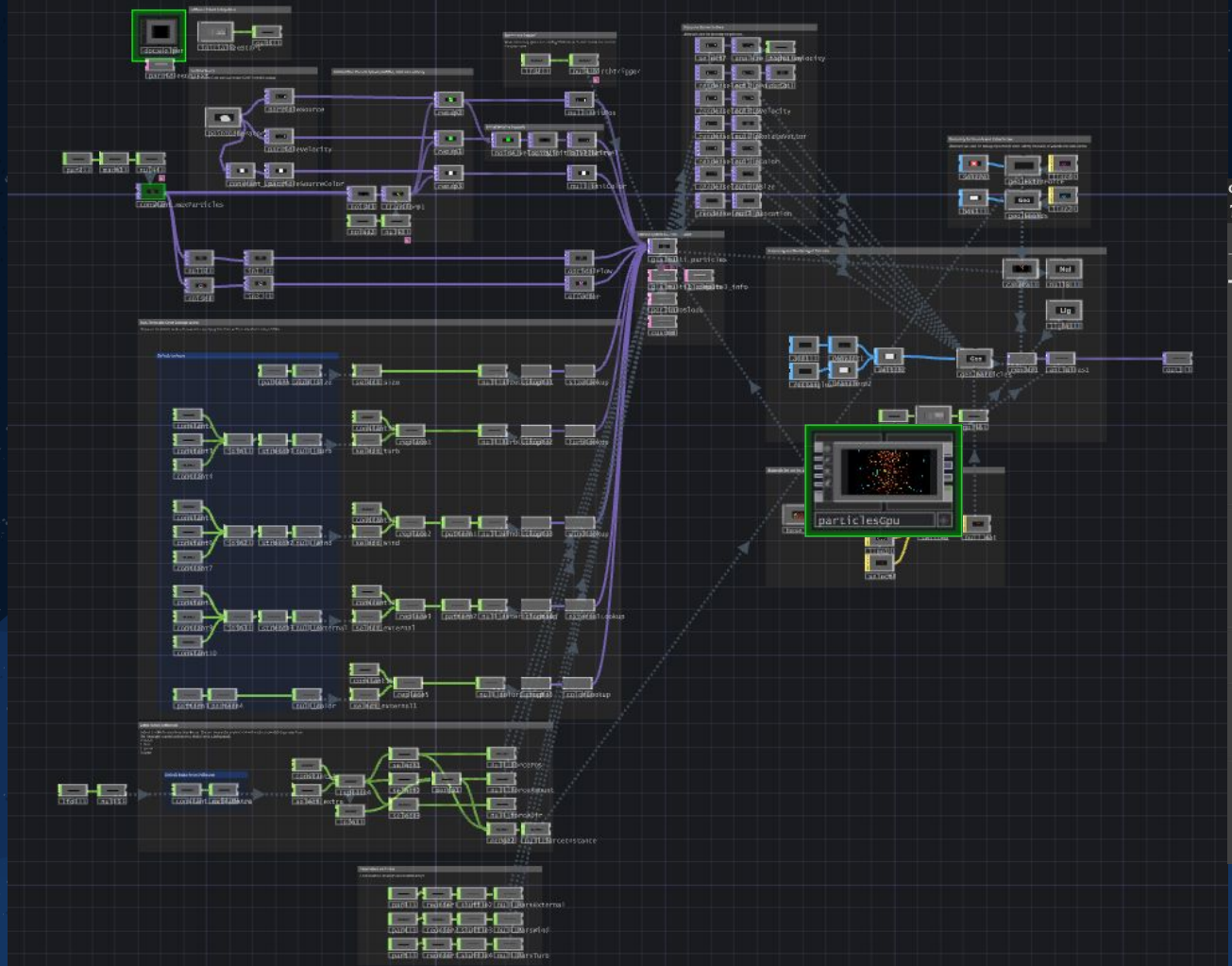
Netzwerk-Kommunikationsprotokoll für Software- und Hardwarekomponenten im Audio- und Medienbereich

TOUCHDESIGNER
BY DERIVATIVE

Was ist das eigentlich?

- 3D-Engine und Tools
- Rendern von Animationen
- Scripting und Programmierung
- Video-Mapping
- Audio-Analyse und Effekte

und noch vieles mehr...



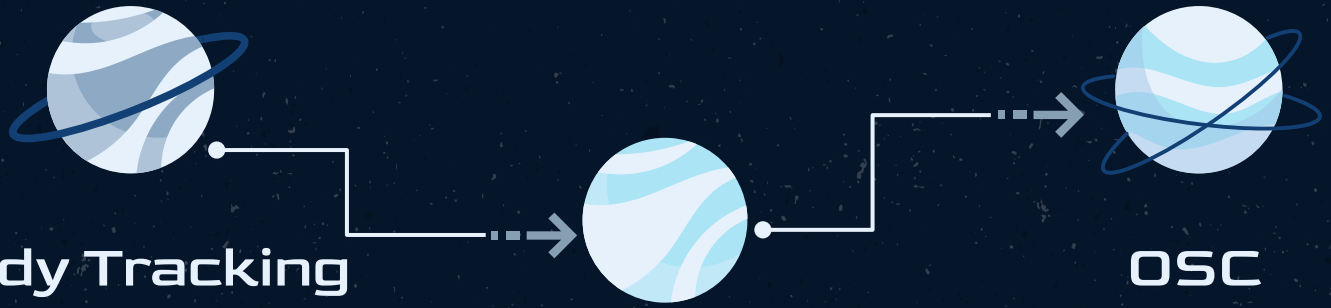
Container particlesGpu

Layout Panel Look Children Drag/Drop Extensions Common

ParticlesGPU Forces Render Material Particle Source About

Create	By Particles per Frame
Particles	4000
Birth	5
Life	20
Lifevariance	0
Size Type	Random
Particle Size Min	1
Particle Size Max	3
Size Lookup (CHOP)	./null_size
Pos Limit Plane	4 4 4
Neg Limit Plane	-4 -4 -4
Hit Behaviour	Fade Out
Avoid Factor	1
Display Bounds	On
Mass	1
Drag	1
Max Velocity	1000
System Max Velocity	0.9678
Velocity Remap	0 2
Speed	1
Max Particles in Simulation	409600
Reset	Off

Touch Designer



Body Tracking

Kinect liefert live Werte von allen Körperteilen

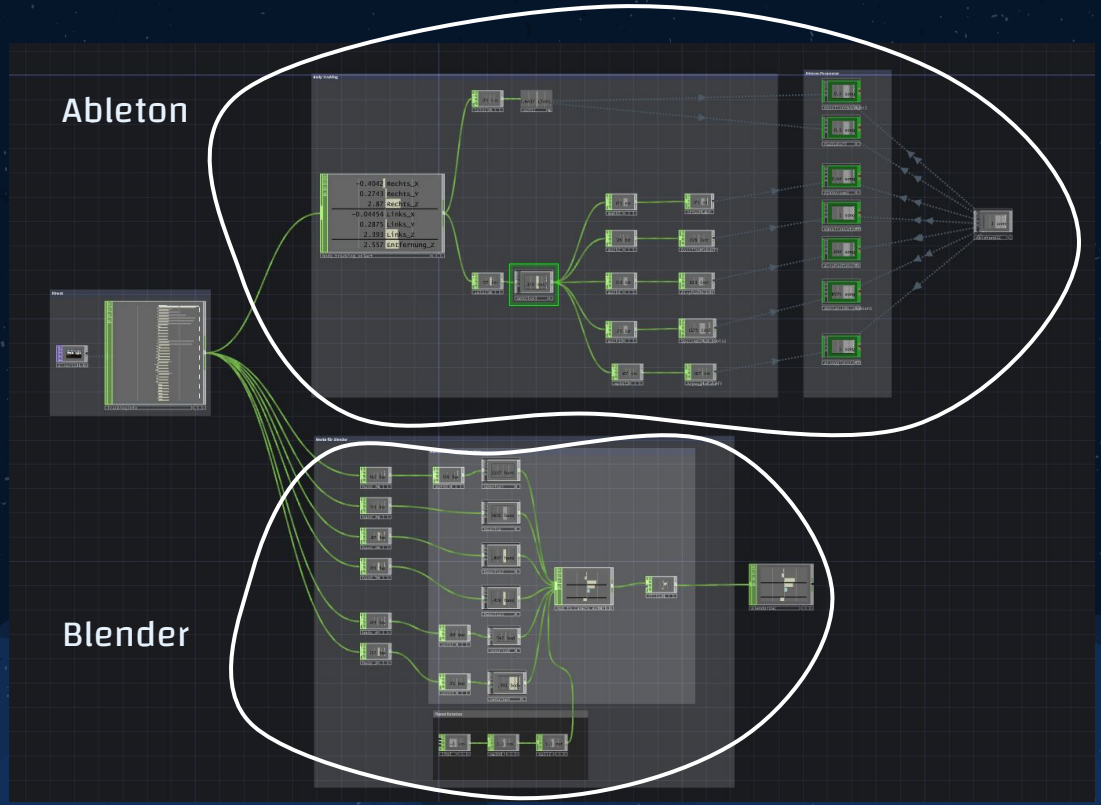
Normalisierung /Mapping

Kinect Werte werden angepasst
z.B. für Filter-Cutoff eines Synthesizers

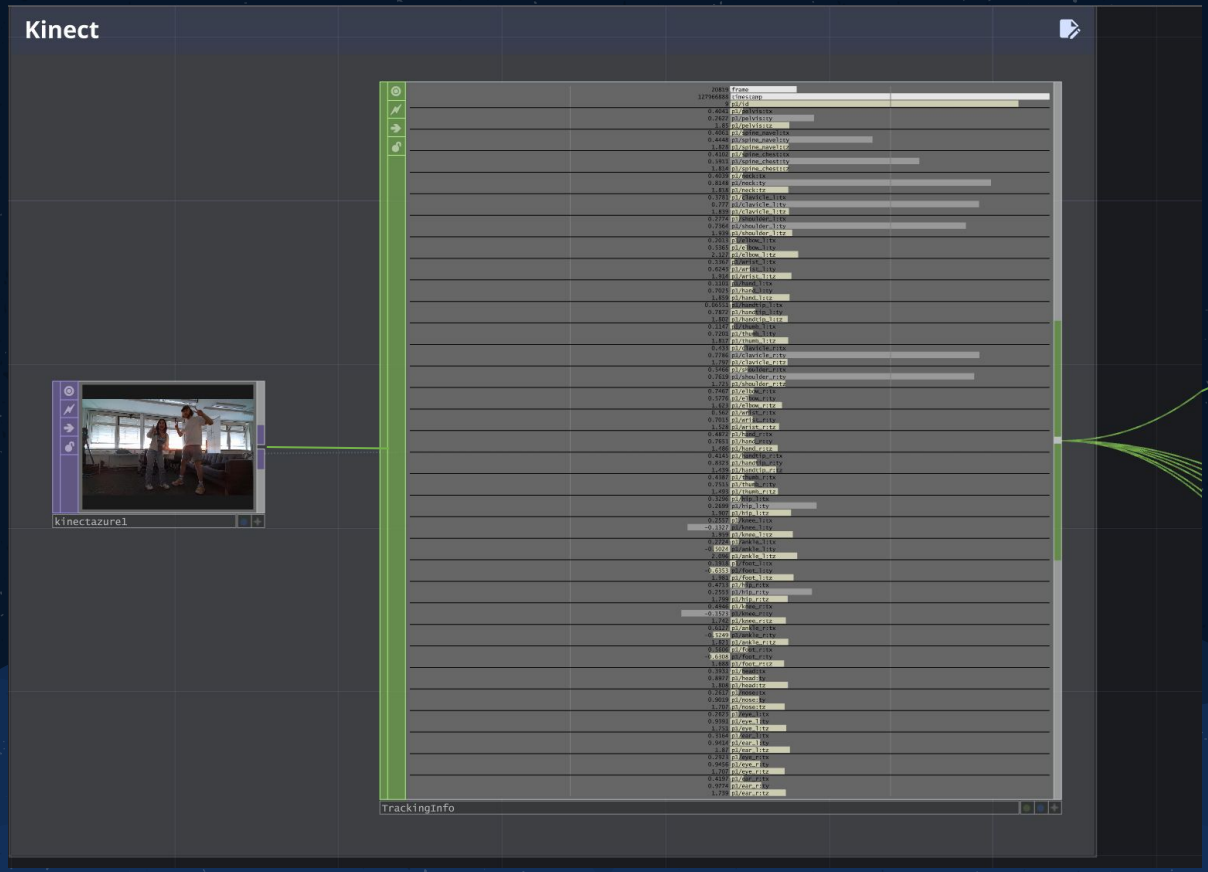
OSC

Versenden der angepassten Werte an Ableton bzw. Blender

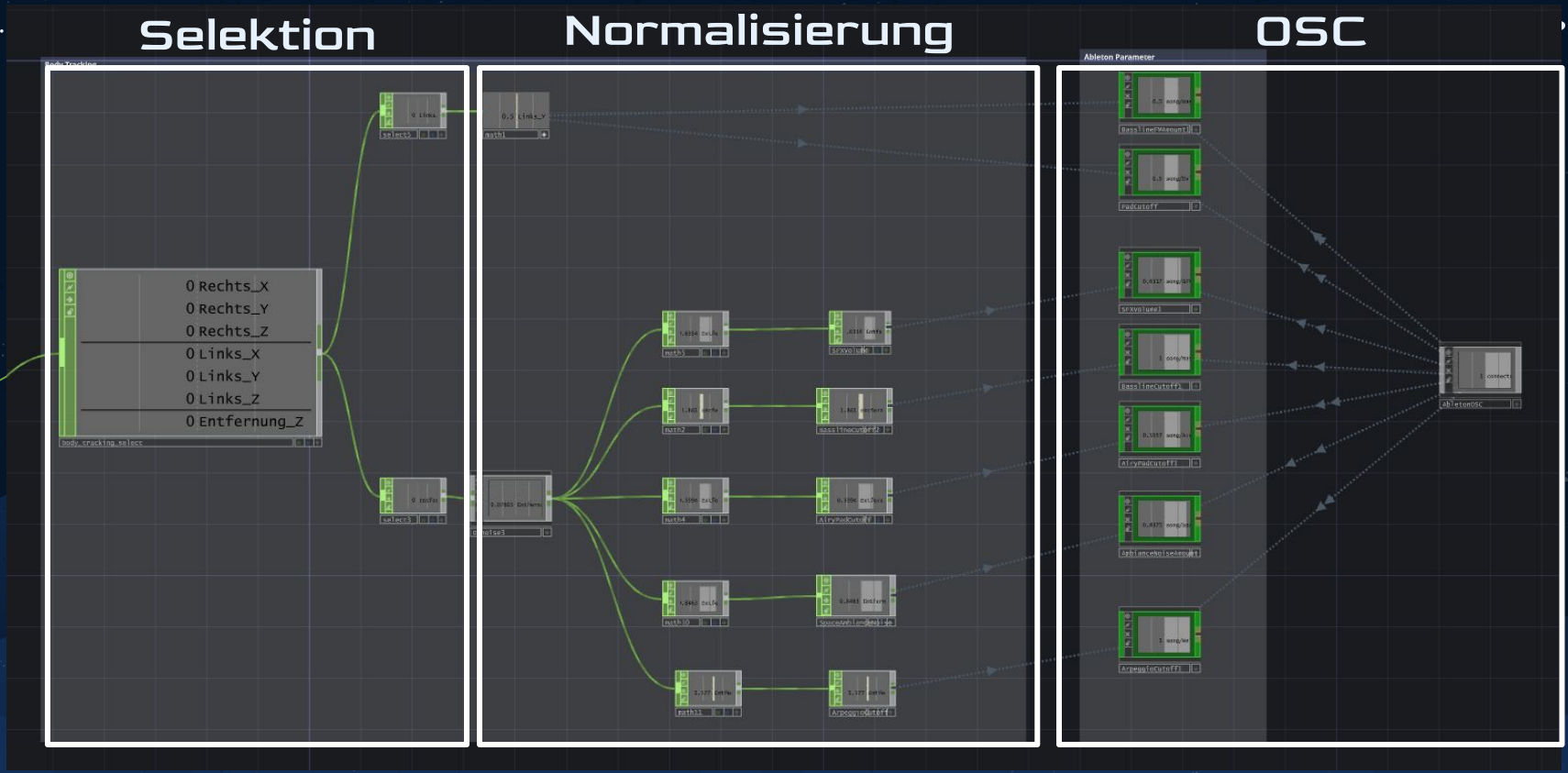
Touch Designer



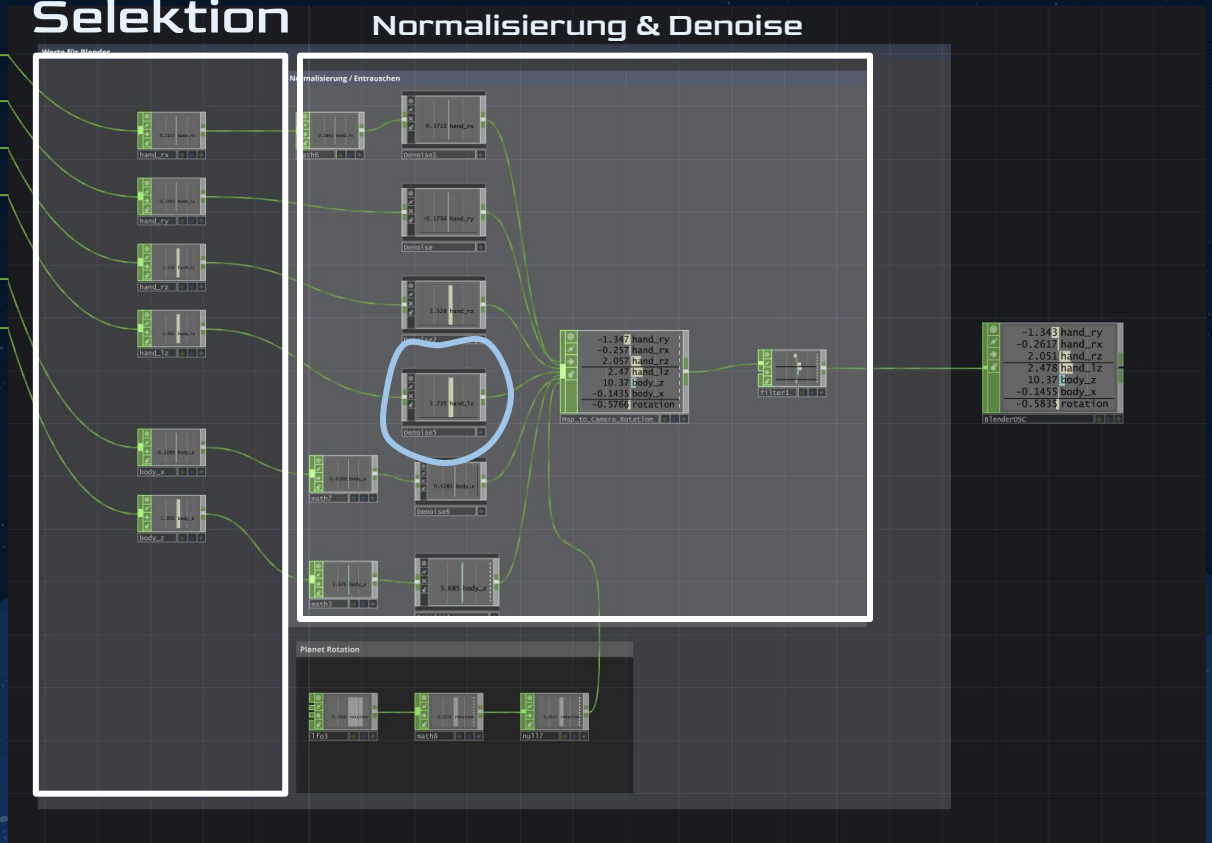
Body tracking



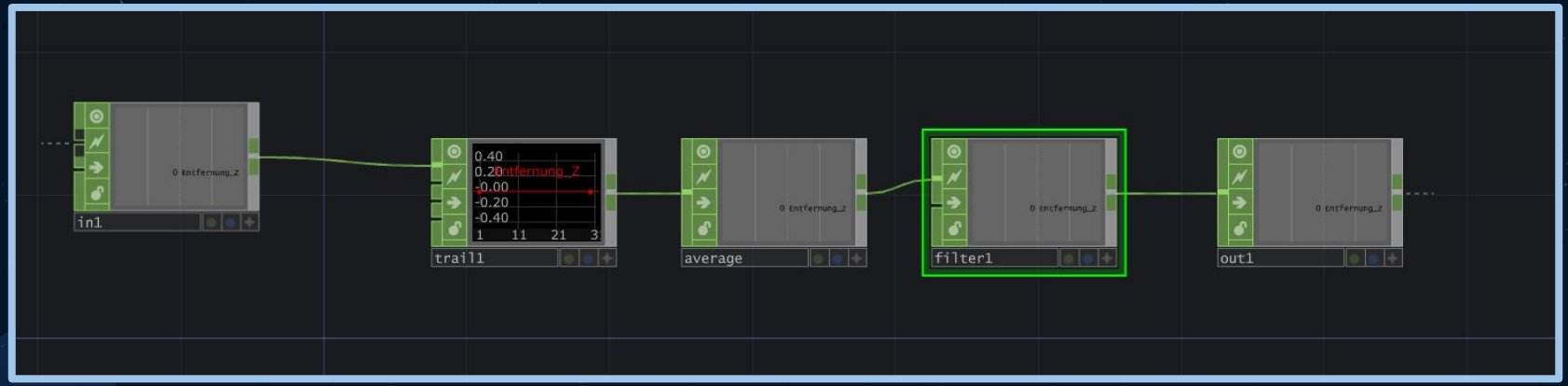
TD: Ableton


Selektion
Normalisierung
OSC
Ableton Parameter
0 Rechts_X
0 Rechts_Y
0 Rechts_Z
0 Links_X
0 Links_Y
0 Links_Z
0 Entfernung_Z

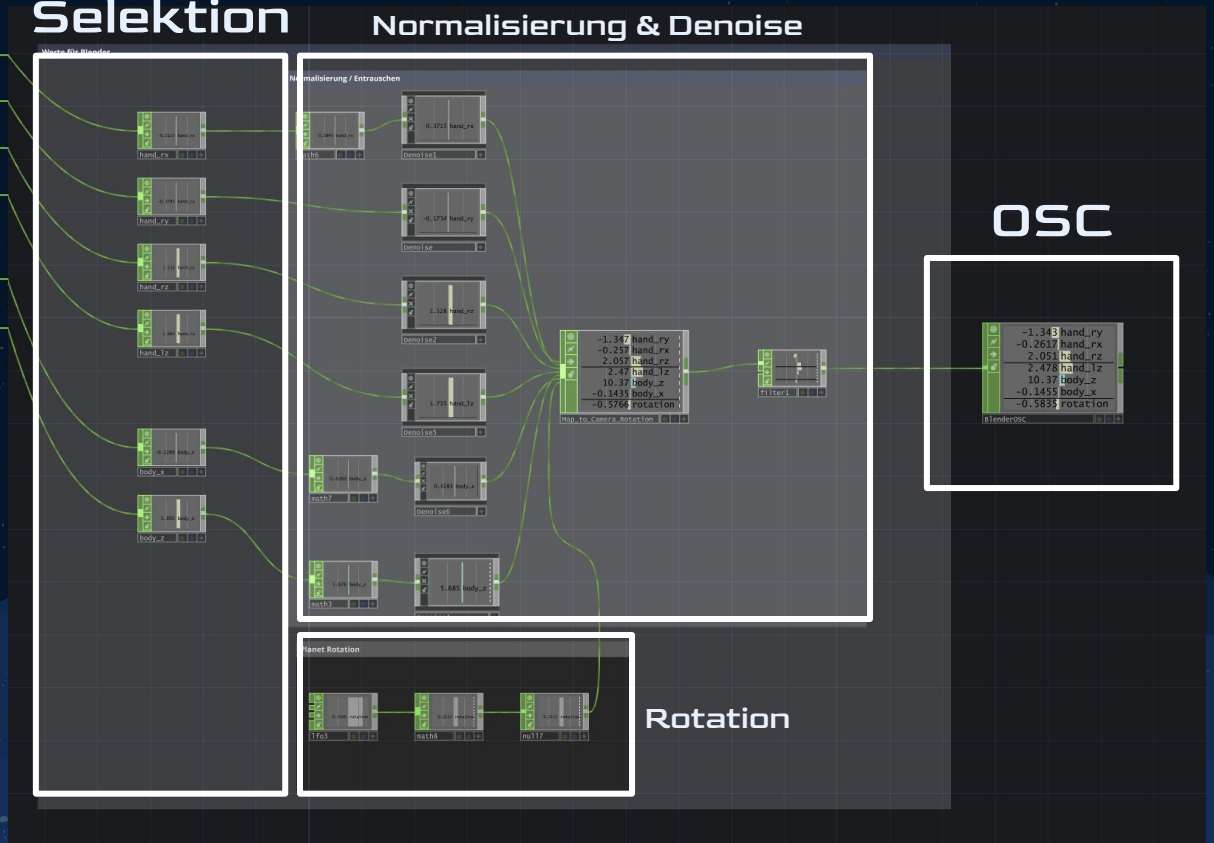
TD: Blender


Selektion
Normalisierung & Denoise
Normalisierung / Entrauschen
Planet Rotation
-1.343 hand_ry
-0.2617 hand_rx
2.051 hand_rz
2.478 hand_lz
10.37 body_z
-0.1455 body_x
-0.5835 rotation
BlenderOSC

TD: Blender

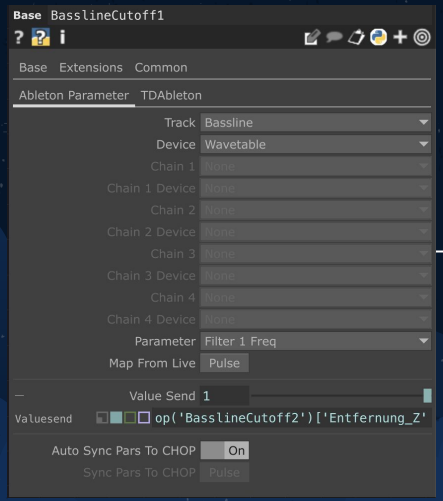

0 Entfernung_Z
in1
0.40
0.20
-0.00
-0.20
-0.40
1 11 21 3
trail1
average
filter1
out1

TD: Blender

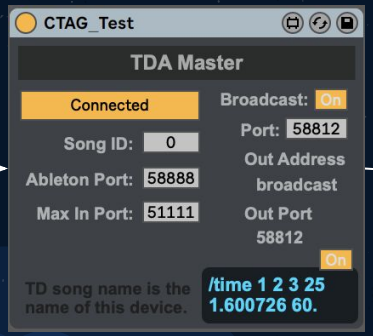

Selektion
Normalisierung & Denoise
OSC
Rotation
-1.343 hand_ry
-0.2617 hand_rx
2.051 hand_rz
2.478 hand_lz
10.37 body_z
-0.1455 body_x
-0.5835 rotation
blenderOSC

TouchDesigner - Ableton Workflow

TDAbleton
TouchDesigner
Tool

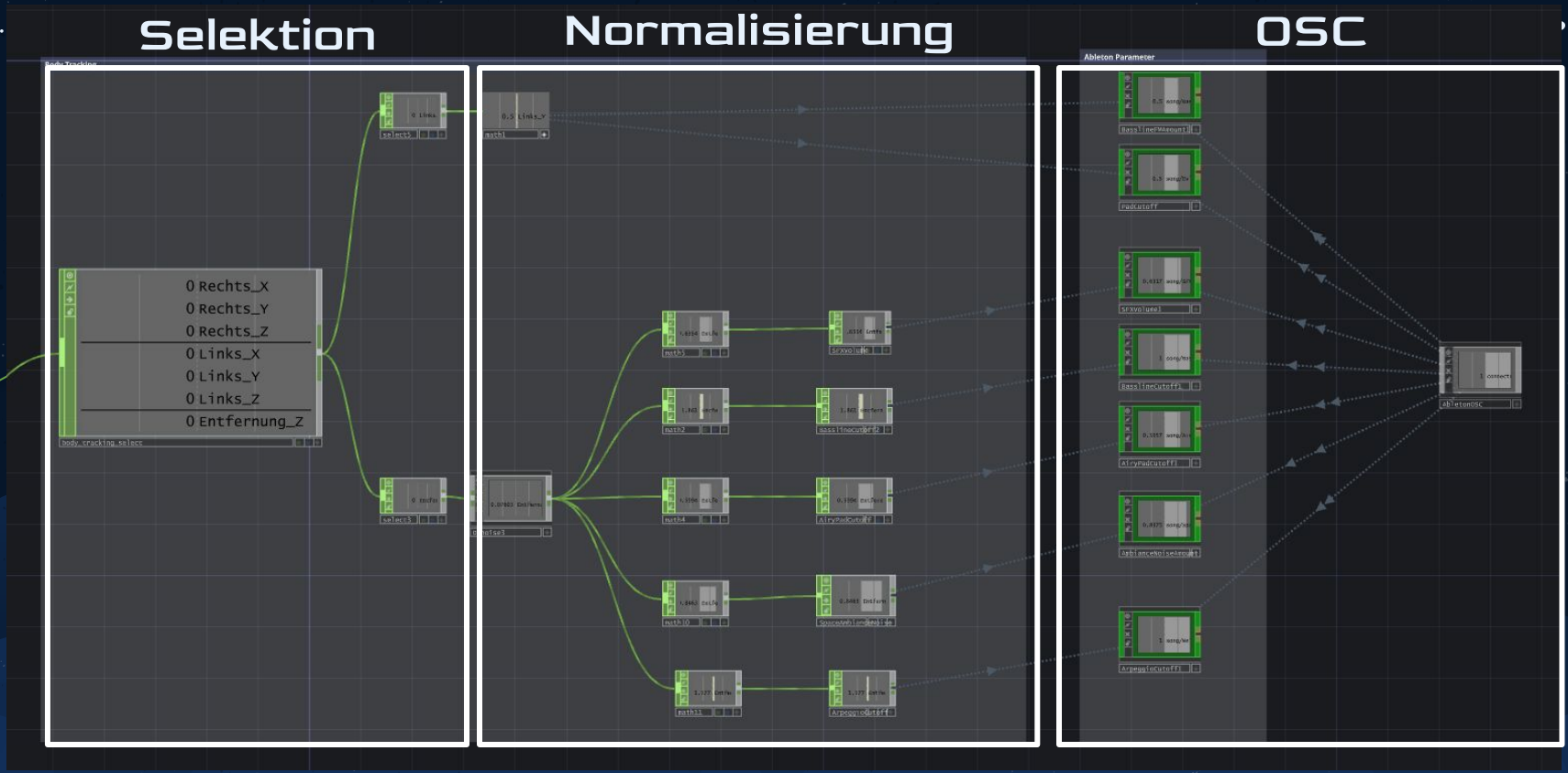


OSC



Ableton Live

TD: Ableton


Selektion
Normalisierung
OSC
Ableton Parameter
0 Rechts_X
0 Rechts_Y
0 Rechts_Z
0 Links_X
0 Links_Y
0 Links_Z
0 Entfernung_Z

Sounddesign - Ableton

- Keine Samples
- Ableton Devices Only! Keine externen VSTs, etc.
- 6 Selbst entworfene Synthesizer Patches
- FM-Synthese, Wavetable-Synthese, Physical-Modelling (Collision Instrument)


Ableton Session
SFX
AiryPad
EvlovingPad
Bassline
Arpeggio
MelodicSynth
ArpeggioAlt
SpaceAmbia
A Reverb
B Delay
Master
Operator
Echo
Auto Pan
Glue Compressor

Sounddesign - Bassline

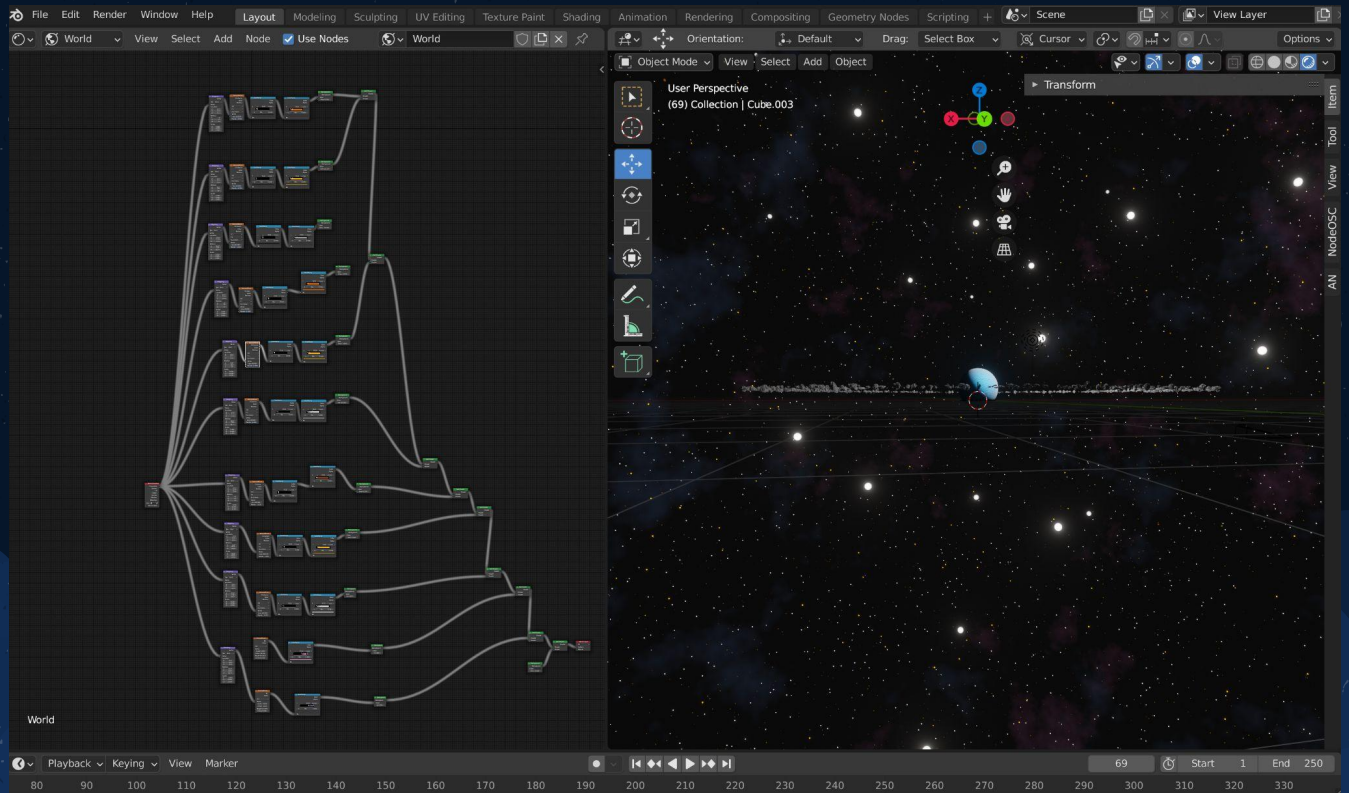
SoundDesign - SFX
(FM Synthese)


blender®

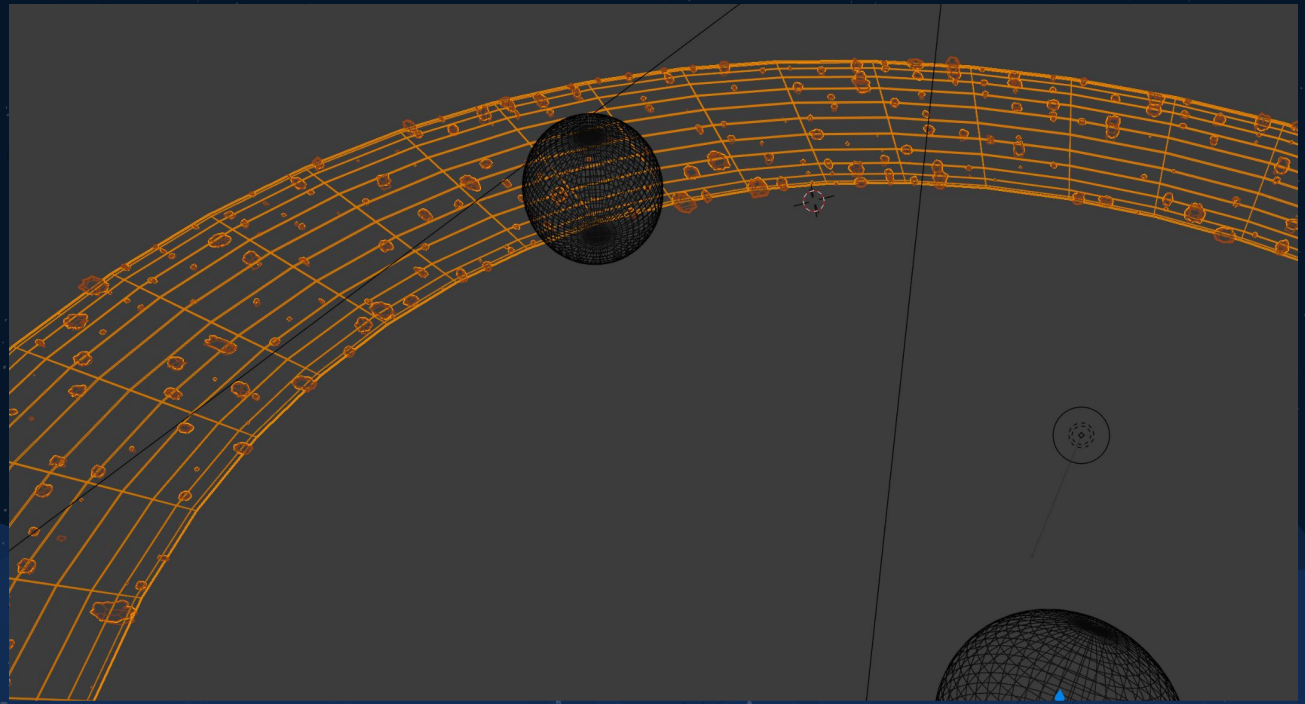
Visuals:Objekte

Nodes

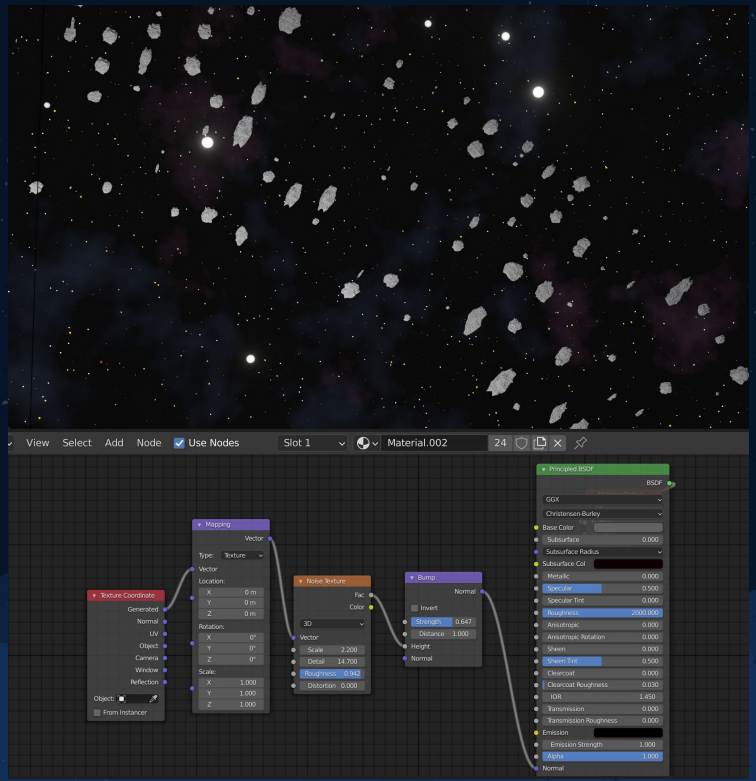
Rendered



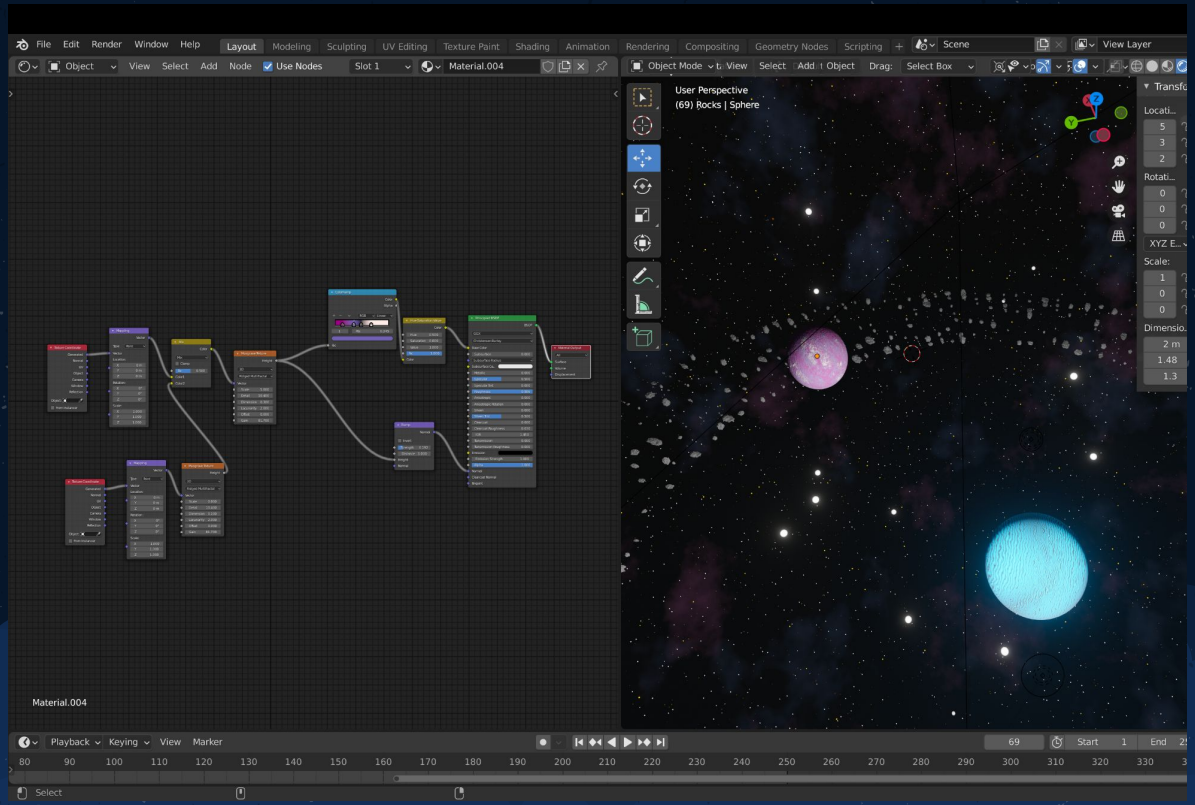
Visuals: 3D Objekte



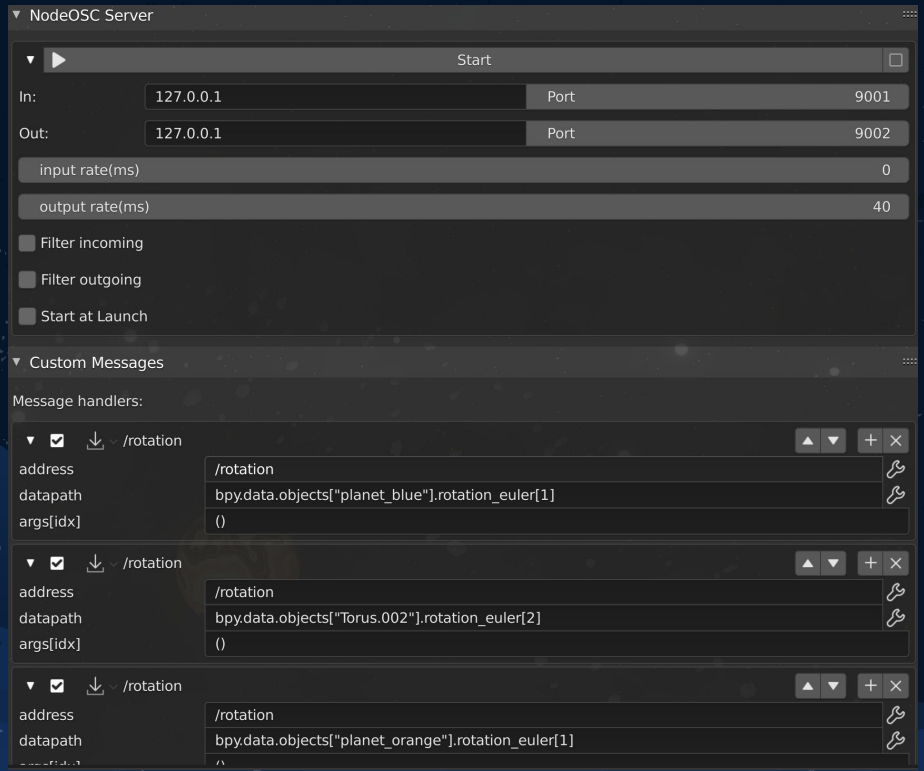
Visuals: 3D Objekte

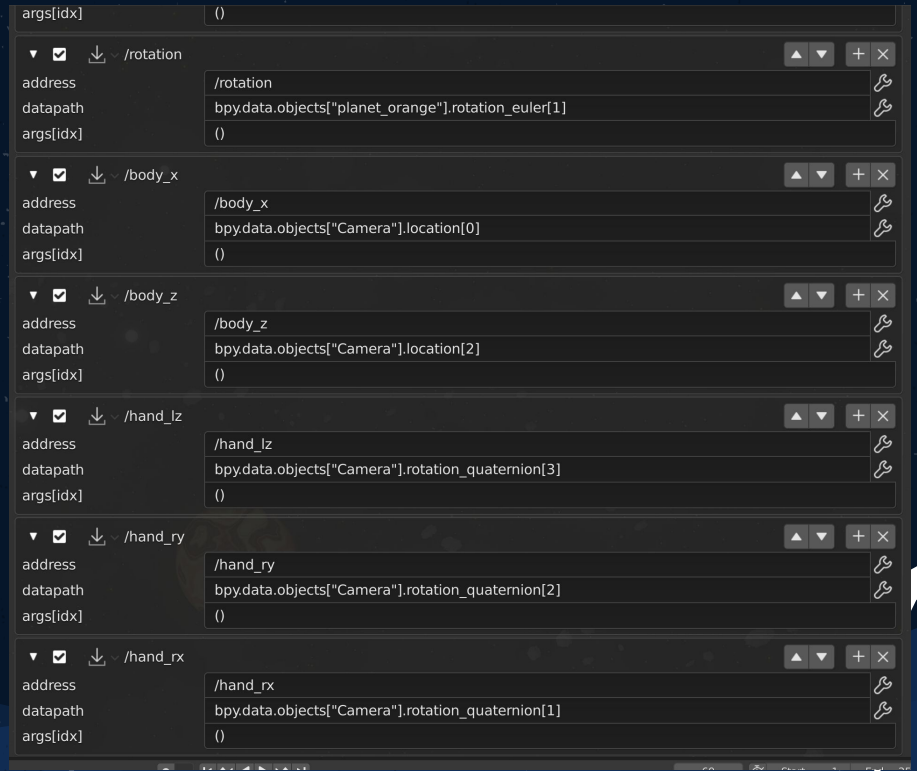


Visuals: 3D Objekte



Visuals: OSC Plugin





Danke für eure Aufmerksamkeit!