

# TOUCHDESIGNER BEGINNERS BERLIN

A Homage to the Bauhaus

**9:45 – 11:30**

Vorkurs 1 : Stefan Kraus

Vorkurs 2 : The Bauhaus

Vorkurs 3 : Experimental Art and Design

**11:30 – 11:45**

Break

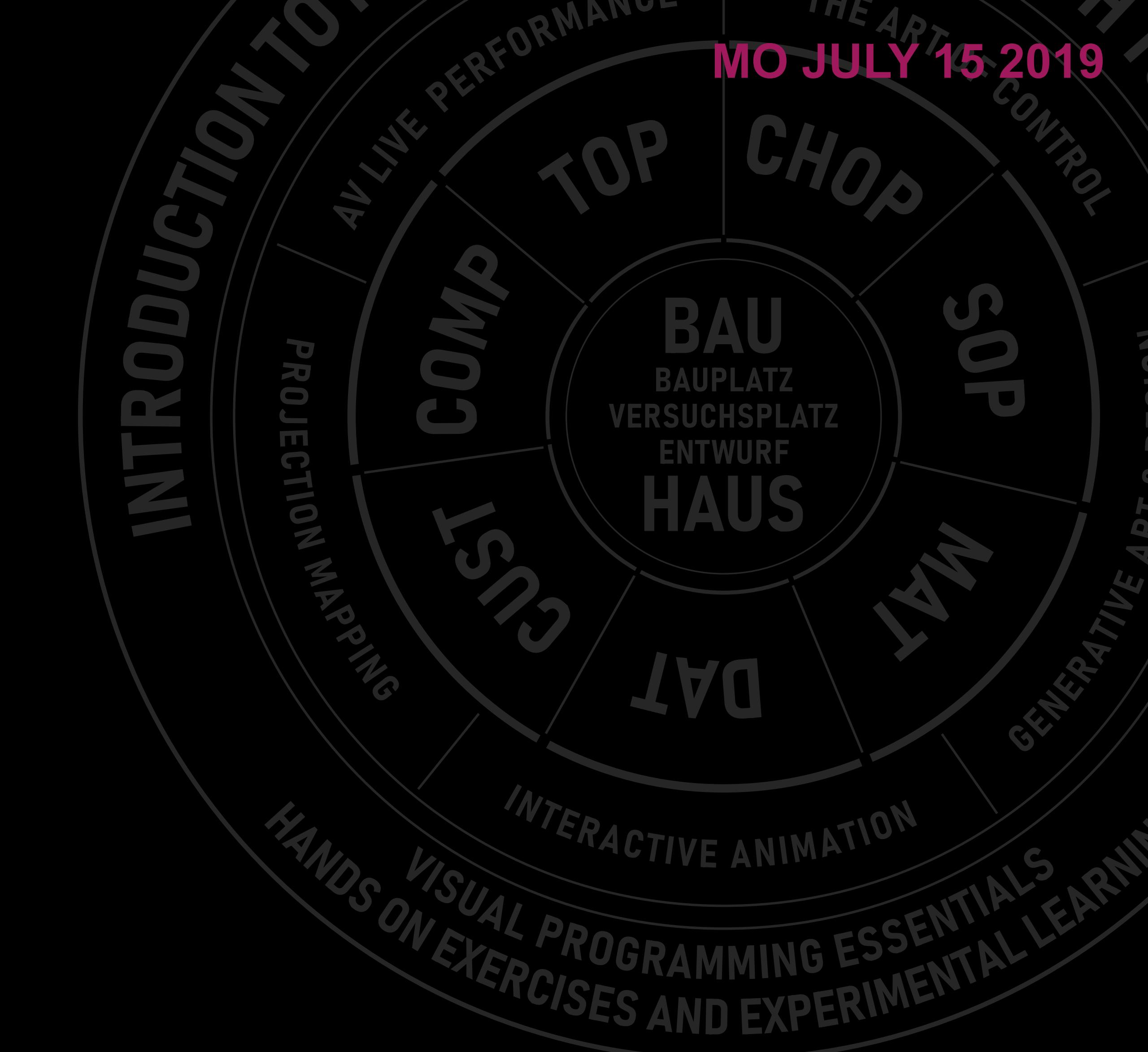
**11:45 – 12:30**

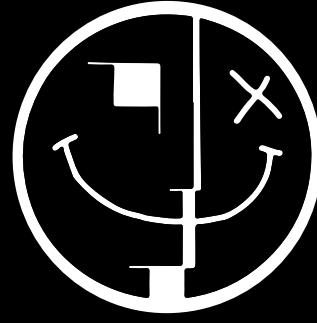
Vorkurs 4 : Touchdesigner

**12:30 – 13:30**

Lunchbreak @ Villa Rix

WIFI: NODE\_GUEST / Wipper.13





# TOUCHDESIGNER BEGINNERS BERLIN

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**13:30 – 15:15**

Übung 1 - Ludwig Hirschfeld-Mack - Optischer Farbmischer

**15:15 – 15:30**

Break

**15:30 – 17:15**

Übung 2 - Alma Siedhoff-Buscher – Kleines Schiffbauspiel

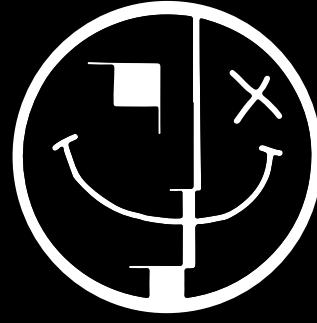
**17:15 – 17:30**

Break

**17:30 – 18:15**

Übung 3 - Walter Gropius – Total Theater

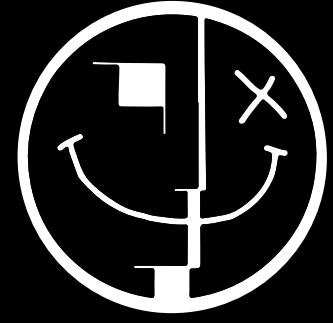
Documents and Files : [https://github.com/MXZEHN/TD\\_WRSHP\\_BHS-BERLIN\\_7-19](https://github.com/MXZEHN/TD_WRSHP_BHS-BERLIN_7-19)



**TOUCHDESIGNER BEGINNERS BERLIN**  
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# Experimental Media Art and Design

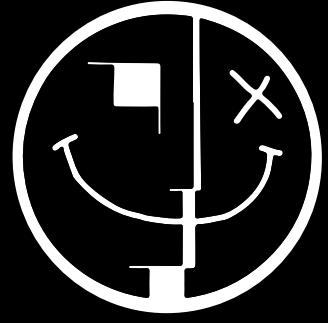




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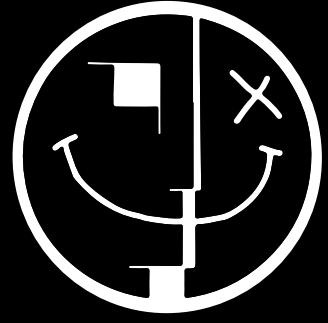
Media Art explores and  
exploits the narrative po-  
tential of new technolo-  
gies





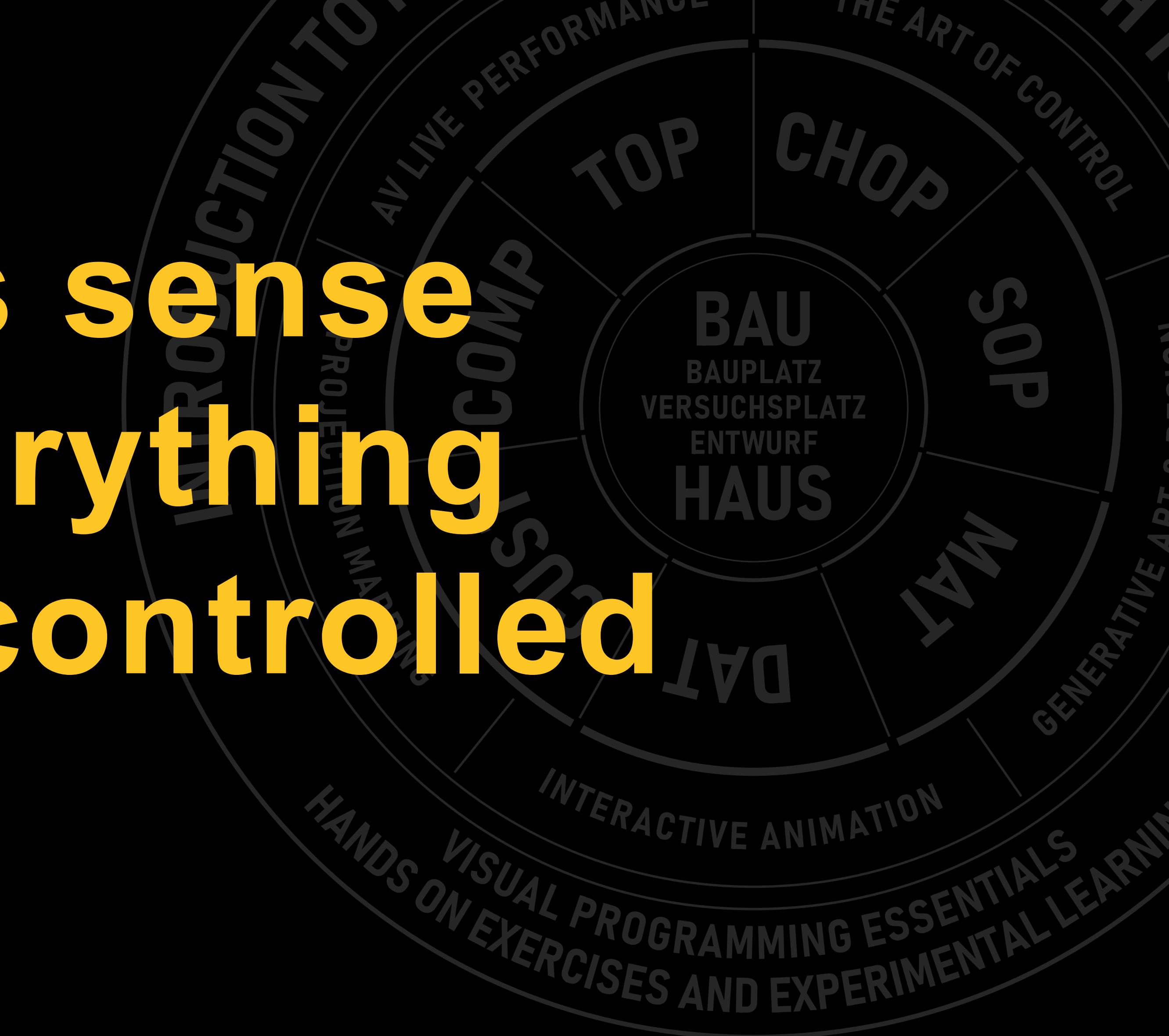
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Interactive media systems  
can be controlled / perfor-  
med in real time



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Media in this sense  
includes everything  
that can be controlled  
by us

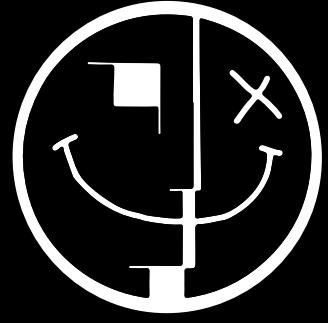


<https://www.whitevoid.com>



<https://www.whitevoid.com>





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**Art:**

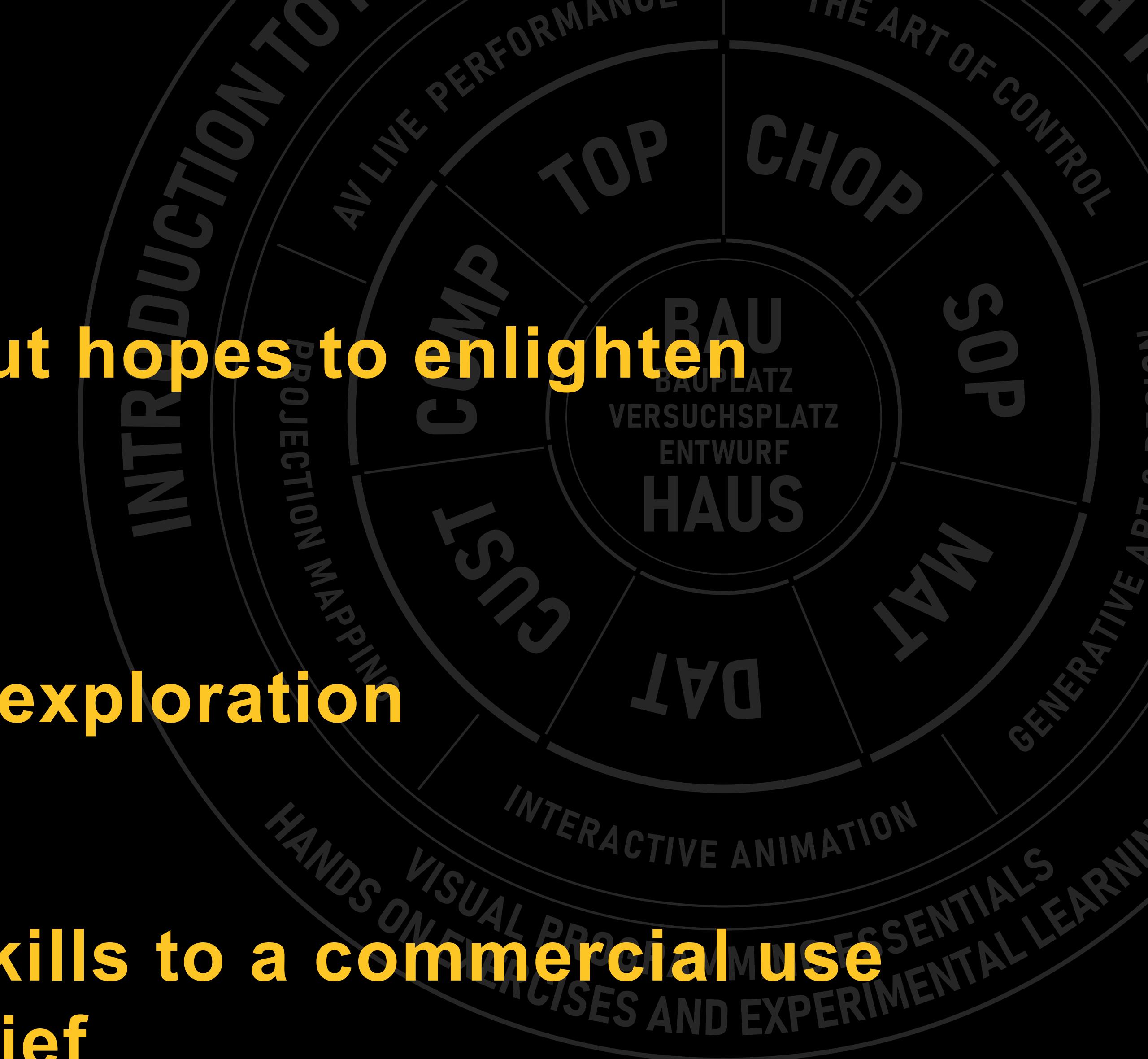
**has no commercial goal but hopes to enlighten through experience**

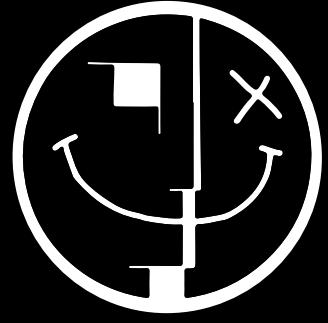
**Experimental:**

**an open result process of exploration**

**Design:**

**puts the same tools and skills to a commercial use based on a (customers) brief**

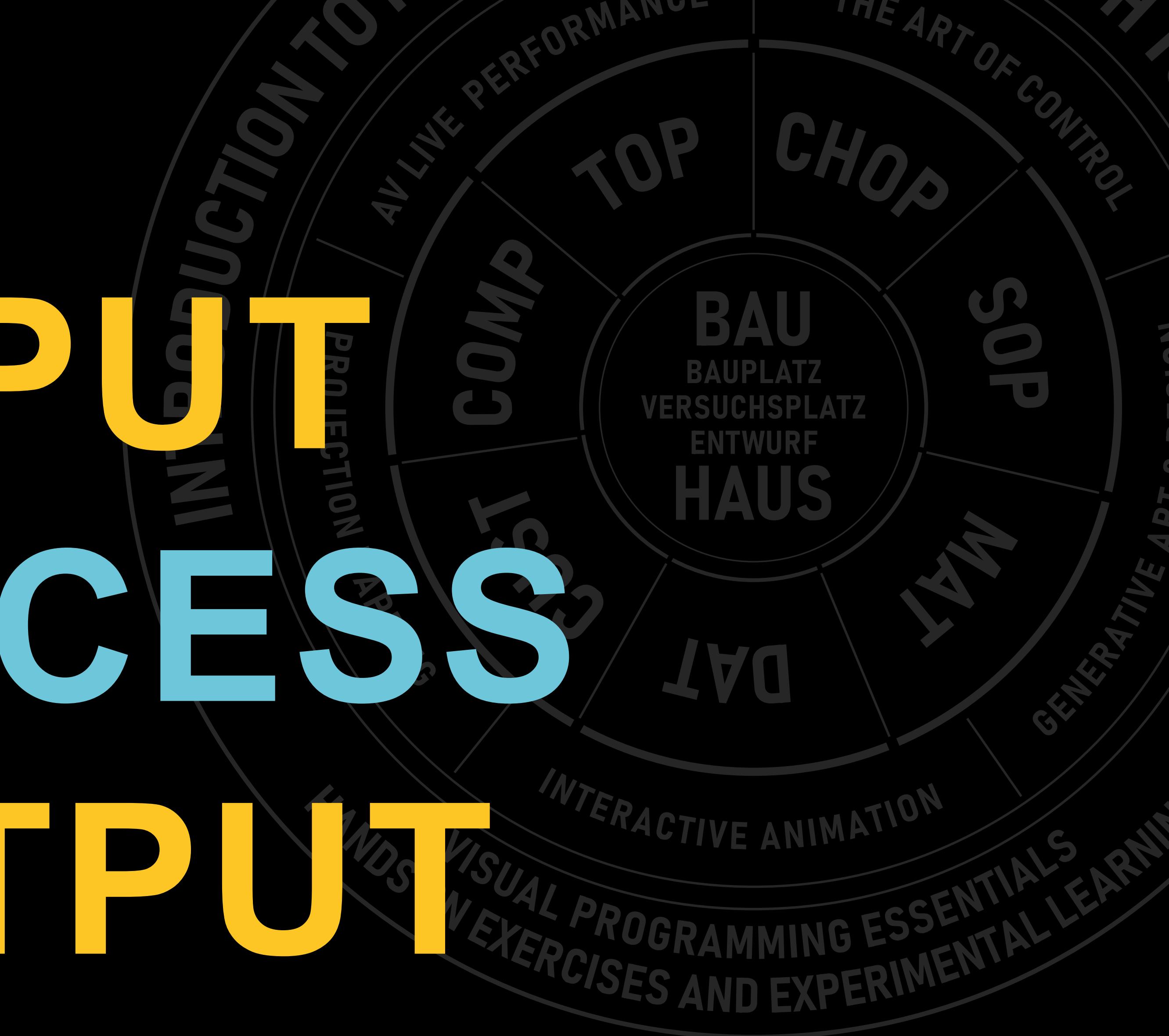


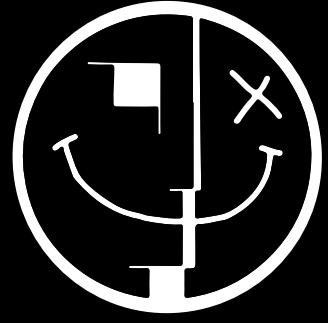


# TOUCHDESIGNER BEGINNERS BERLIN

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**INPUT**  
**PROCESS**  
**OUTPUT**

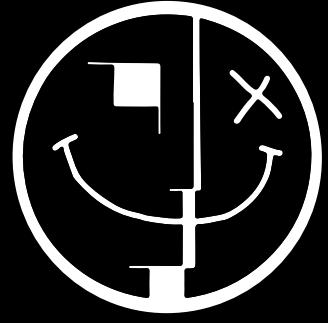




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# Programming Production Tools Creative Coding





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## Creative Coding

Processing / <https://processing.org>

OpenFrameworks (C++) / <https://openframeworks.cc>

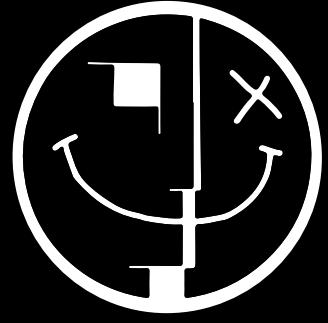
Cinder (C++) / <https://libcinder.org/about>

## Game Engines

Unity / <https://unity3d.com>

Unreal / <https://www.unrealengine.com>





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## VJ Software

Resolume / <https://resolume.com>

VDMX / <https://vidvox.net>

Modul8 / <http://www.garagecube.com/modul8>

MadMapper / <http://www.garagecube.com/madmapper>

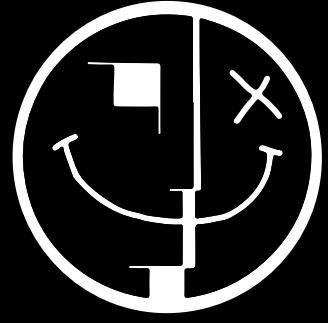
COGE / <https://imimot.com/coge>

Millumin / <https://www.millumin.com/v3/index.php>

HeavyM / <https://heavym.net>

SMODE / <https://smode.fr>





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## Media Server

D3 / <https://www.disguise.one/en/products>

Pandoras Box / <https://www.coolux.de/de>

Green Hippo / <https://www.green-hippo.com/hippotizer-media-servers>

Wings / <https://avstumpfl.com/en/server-control-systems/software>

Watchout / <https://www.dataton.com/products/watchout>

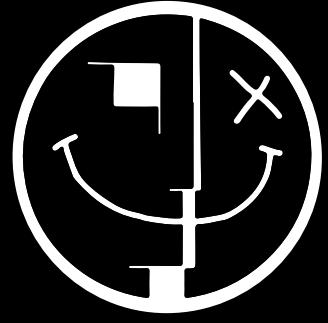
## Lighting Hard- & Software

E:cue / <https://www.osram.de/ecue>

Madrix / <https://www.madrix.com>

GrandMA / <https://www.malighting.com/de>





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## Node based Programming

VVVV / <https://vvvv.org>

Max+Jitter / <https://cycling74.com/products/max>

Pure Data / <https://puredata.info>

Isadora / <https://troikatronix.com>

Cables / <https://cables.gl>

Notch / <https://www.notch.one>

Ventuz / <https://www.ventuz.com>

XOD / <https://xod.io>

## Nodes in other interesting software

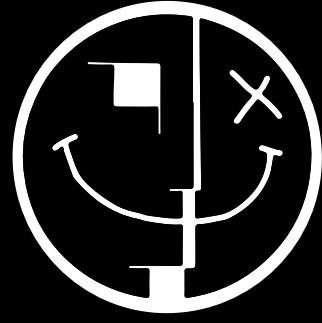
Nodal – Musik / <http://nodalmusic.com>

Nuke – Compositing / <https://www.foundry.com/products/nuke>

Houdini – 3D FX / <https://www.sidefx.com/products/houdini>

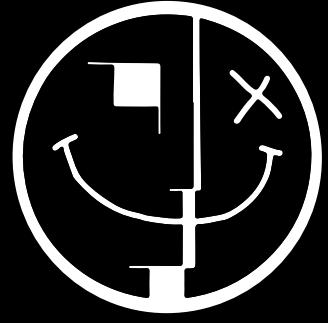
Substance Designer - Materials / <https://www.allegorithmic.com>





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# So what about Touchdesigner? Applications & Examples



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**live design & performance**

**Show / Concert / Event / Exhibition / Fair / Theater**

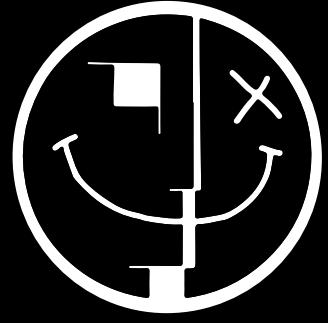
**research and development**

**Data Visualisation / Research / Education / Prototyping**

**experimental**

...



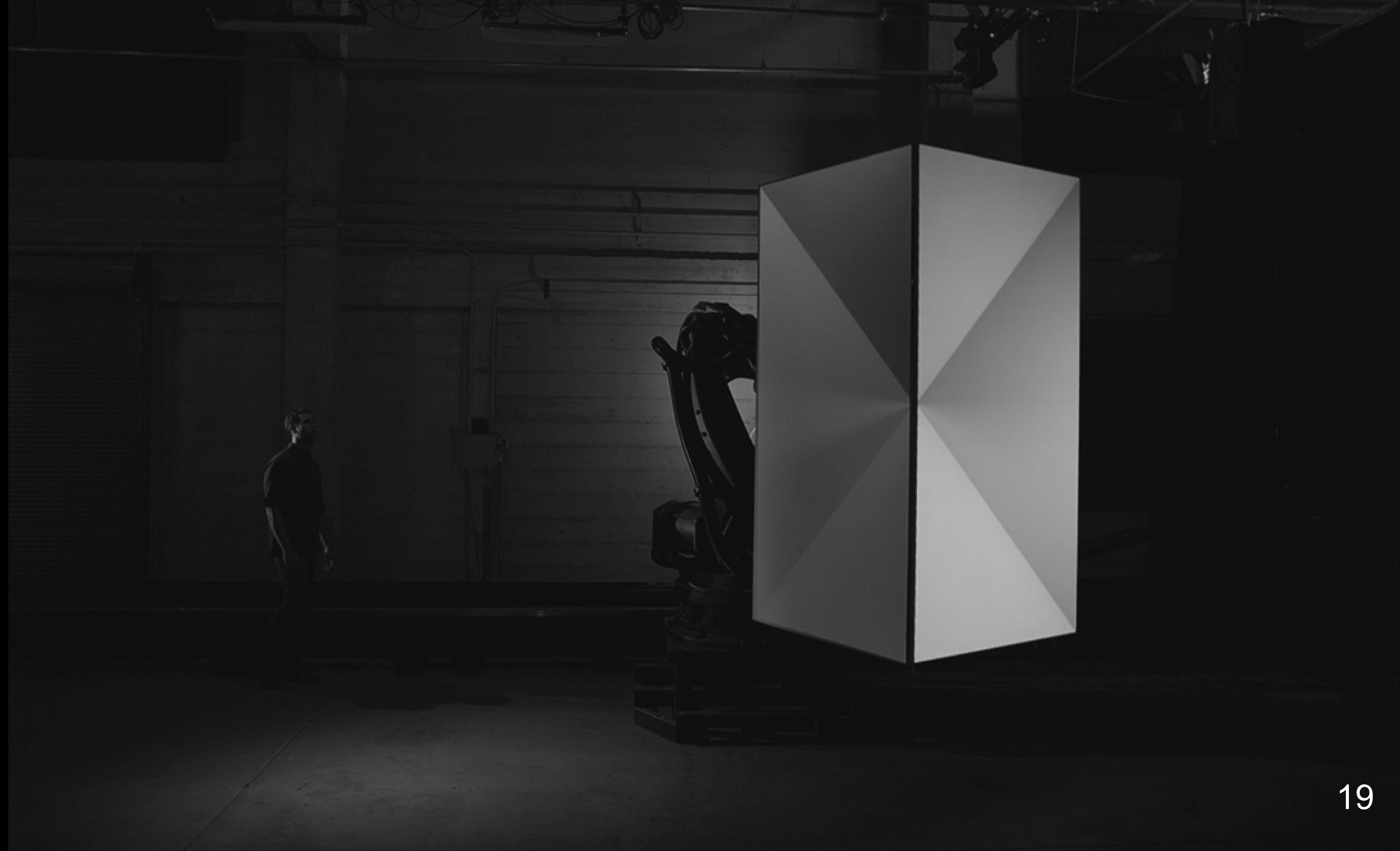


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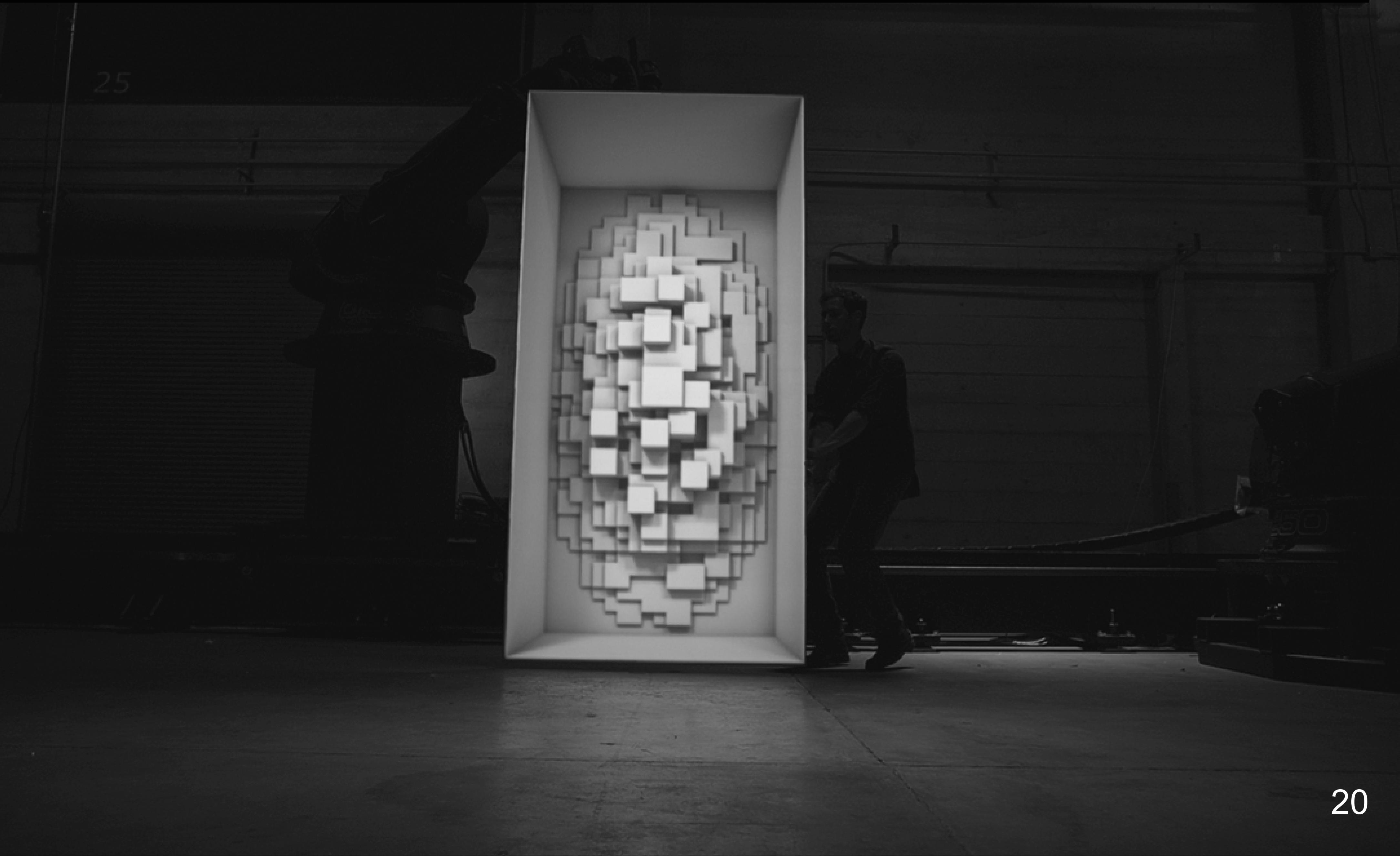
CONNECT  
EVERYTHING  
WITH EVERYTHING



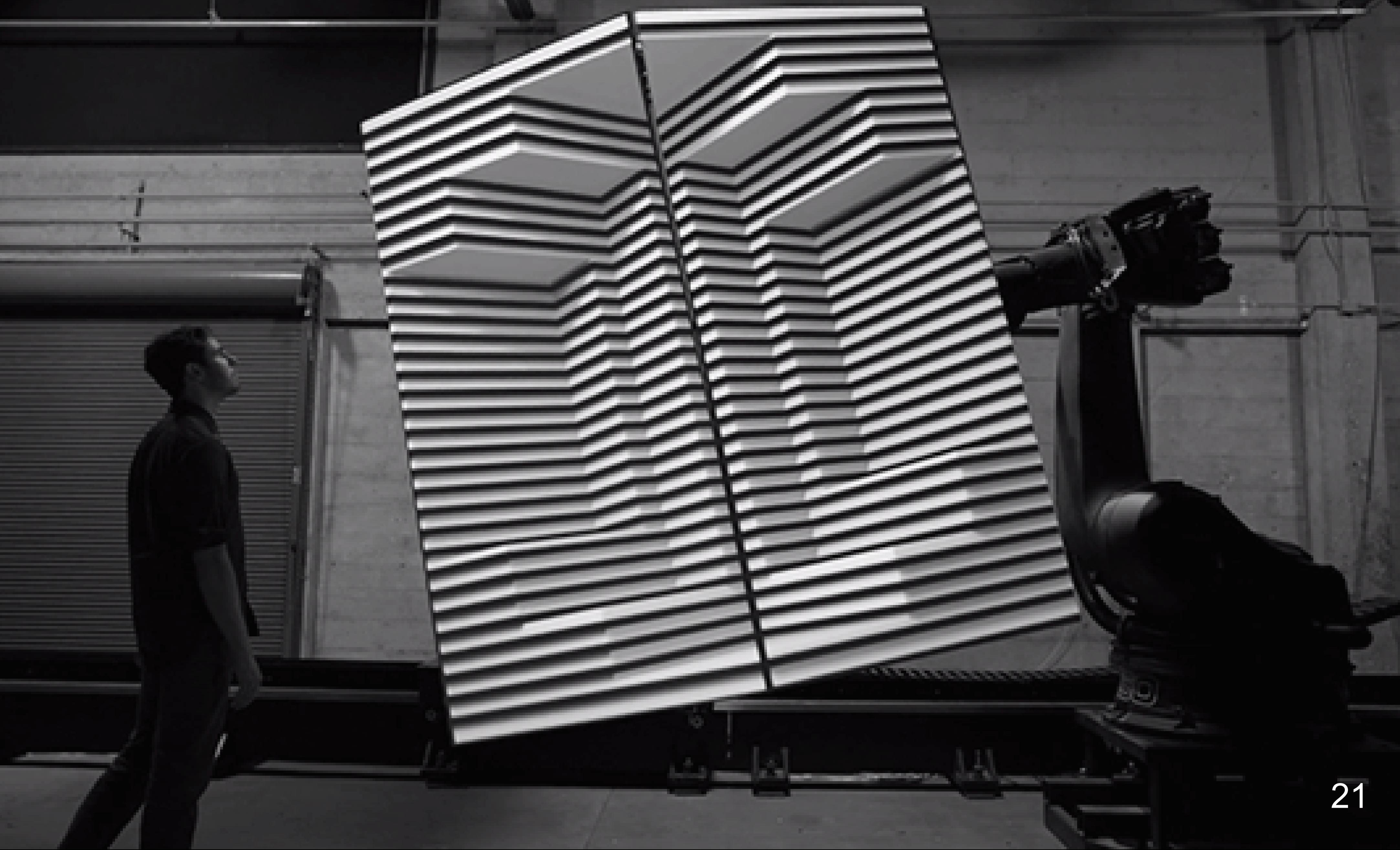
<https://gmunk.com/BOX>

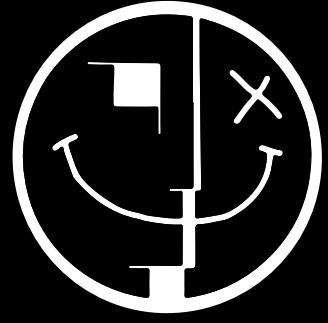


<https://gmunk.com/BOX>



<https://gmunk.com/BOX>





# TOUCHDESIGNER BEGINNERS BERLIN

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**read, translate and send everything**

**DMX, Artnet, MIDI, OSC, JSON, Serial, TUIO, RS322, Audio, Video, Text, Sheets, Web, Mobile, Light, Ableton, CV**

**build custom applications**

**make your programs private for reselling**

**with a pro license, e.g. GeoPix / <https://www.enviral-design.com>**

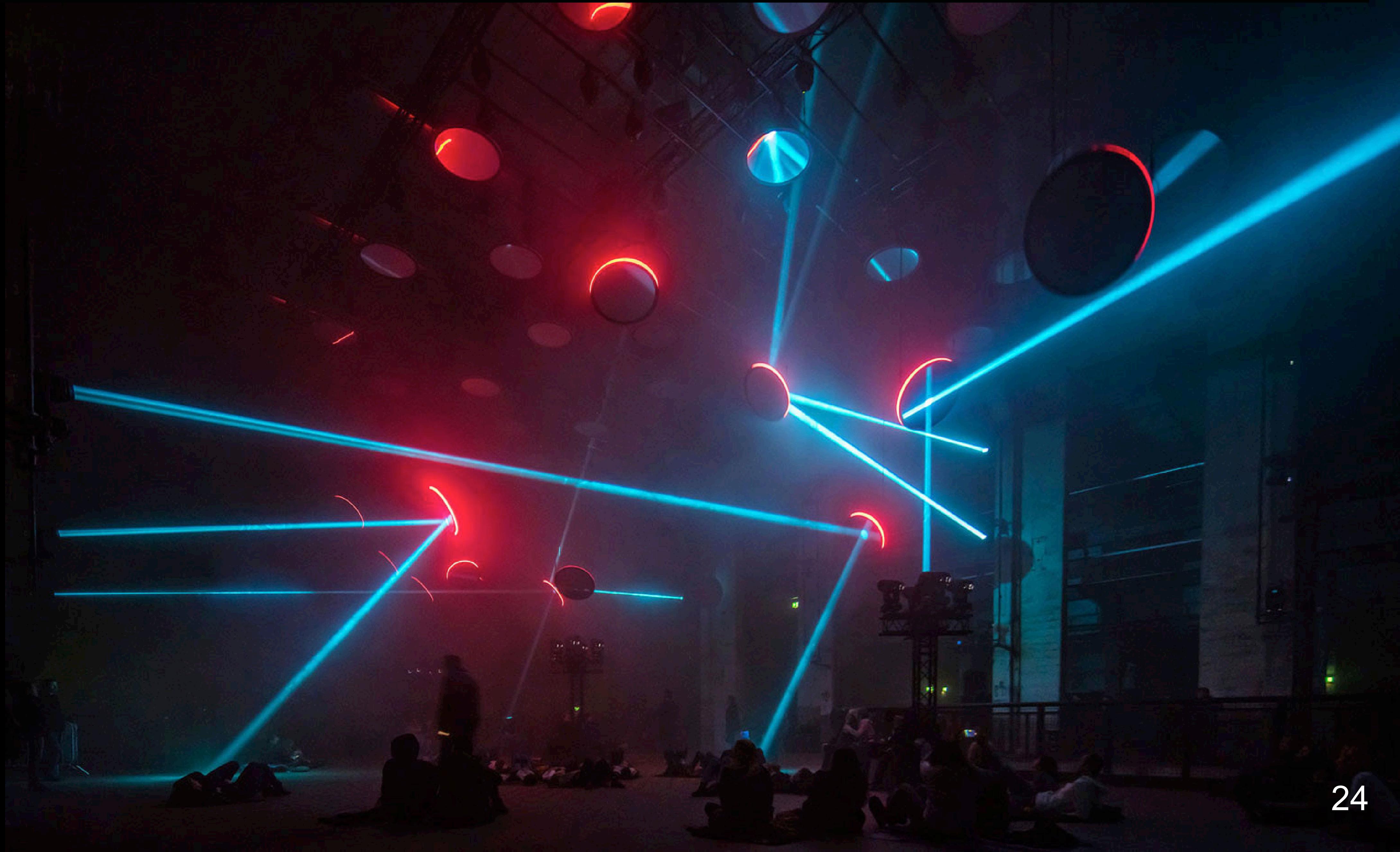
**build custom media servers with multiple outputs**

**e.g. Luminosity / <https://github.com/IntentDev/Luminosity>**

<https://www.whitevoid.com>

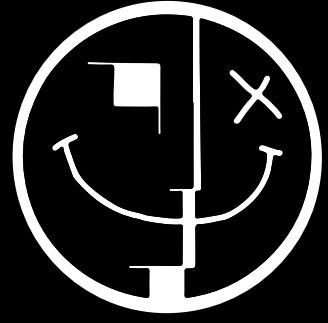


<https://www.whitevoid.com>



<https://www.whitevoid.com>





## TOUCHDESIGNER BEGINNERS BERLIN

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**realtime animation**

**Effects, Motion Design, 3D Animation, Mixing and Routing, Data driven visual content (Music, Data Base, Sheets, Interaction) and Simulations (Physics, Particles) output to wild formats incl. 360°**

**lighting & laser design**

**Moving Lights, LED Fixtures, Lasers, LED Sculptures**

**virtual & augmented reality**

**prototype VR experiences with VIVE, Oculus, Hololens**

<http://www.soma-cg.com>





CUE 1

OSD RT Master Control Number of Monitors 11 SETUP

<http://www.soma-cg.com>

*oloPlanet\_03.mov* CUE | ▶  
Custom Distort Local Edits Alarm



FILE Radiometrics\_B\_M1\_FLAT\_Hip.mov CUE | ▶  
Color XYZ DistortUI ToxUI TOX Custom Distort Local Edits Alarm



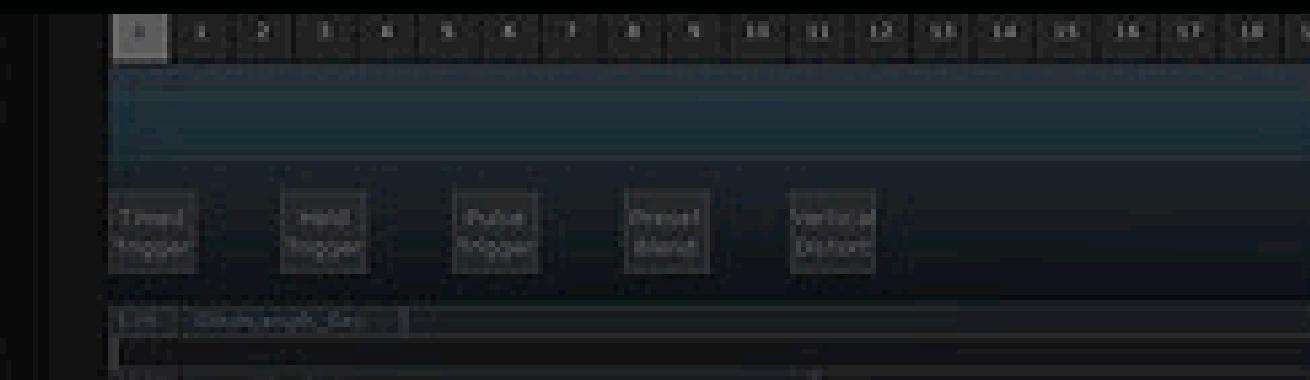
Cross REVERSED\_H CUE | ▶  
Color XYZ DistortUI ToxUI TOX Custom Distort Local Edits Alarm

FILE Still.jpg CUE | ▶  
Color XYZ DistortUI ToxUI TOX Custom Distort Local Edits Alarm



lap.mov CUE | ▶  
Custom Distort Local Edits Alarm

SCREENS	Sync	Pre-Cues	Cues
01-08	Master Colour	1	1
09-16	Distort UI Master	2	2
17-24	Tox Refresh	3	3
25-32	Server Names	4	4
33-40	Global Distort	5	5
41-48			
49-56			
57-64	Alarm Overlay		



Pre-Cues	Cues
1	1
2	2
3	3
4	4
5	5



0	1	0	1
0 MASTER		0 s01_slaveA	
1 fps	60	1 fps	60
2 msec	16.6492	2 msec	16.56744
3 gpu_mem_used	4308.702	3 gpu_mem_used	513.1643
4 total_gpu_mem	6103.688	4 total_gpu_mem	6103.688
5 active_ops	357	5 cpu_mem_used	1277.148
6 total_ops	130212	6 winopen	0
7 cpu_mem_used	7561.71	7	

0	1	0	1	SERVERS
0 s01_slaveA		0 s01_slaveA		S01
1 fps	60	1 fps	60	
2 msec	16.6492	2 msec	16.56744	
3 gpu_mem_used	4308.702	3 gpu_mem_used	513.1643	
4 total_gpu_mem	6103.688	4 total_gpu_mem	6103.688	
5 active_ops	357	5 cpu_mem_used	1277.148	
6 total_ops	130212	6 winopen	0	
7 cpu_mem_used	7561.71	7		

[https://www.instagram.com/vjrez\\_tokyo/](https://www.instagram.com/vjrez_tokyo/)



[https://www.instagram.com/vjrez\\_tokyo/](https://www.instagram.com/vjrez_tokyo/)

The screenshot displays a complex digital performance software interface, likely for a DJ or VJ setup. The interface is organized into several sections:

- Left Column:** Contains four layer preview windows labeled +A1, +A2, +B1, and +B2. Each window shows a video frame with various visual effects applied, such as color washes and geometric patterns. Below these are controls for **SPEED** (Normal Speed Val. 100.00%) and **POSITION X**/**Y**.
- Middle Column:** Contains two layer preview windows labeled +C1 and +C2. These also show video frames with visual effects. Below them are controls for **SPEED** (Normal Speed Val. 100.00%) and **POSITION X**/**Y**.
- Bottom Left:** A section titled "VISUALS" containing a grid of small thumbnail images representing different visual effects or templates.
- Top Right:** A large preview window showing a multi-layer composite of the visual effects from the other sections.
- Right Side:** A vertical column of controls and settings:
  - LAYER PARAMETER:** Includes controls for **STYLING**, **SCALE**, **ROTATE**, **POSITION X**, and **POSITION Y**.
  - EFFECT:** Includes controls for **BRIGHTNESS**, **GAMMA**, **CONTRAST**, and **BLACK LEVEL**.
  - VIDEO DEVICE IN:** Shows a preview of the input video device.
  - MAIN MAP:** Shows a map of the visual area with various regions labeled A, B, C, D, and S.
  - EXTENTION:** Shows a map of the visual area with regions A, B, C, D, and S.
  - SPEED / SIDE BOX:** Includes controls for **SIDE 1**, **SIDE 2**, and **SIDE 3**.
  - CONSOLE:** Includes controls for **TIME**, **RENDER**, **SUB MAP**, **LEVEL** (with options **ADD** and **OVER**), and **REZ NET**.

[https://www.instagram.com/vjrez\\_tokyo/](https://www.instagram.com/vjrez_tokyo/)

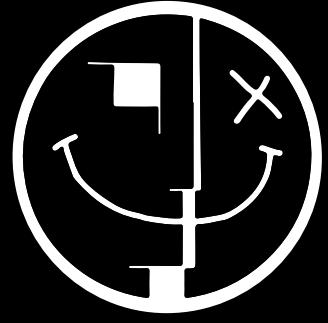
The screenshot displays a complex digital control interface, likely for a video mapping or stage visualization system. The interface is organized into several panels:

- Top Left:** Three identical panels labeled "+A1", "+B1", and "+C1". Each panel contains a "FILE" section (0x0, 00:00:00.0, 00:00:01.0, FPS: 1), "LAYER PARAMETER" controls (STILING, XSCALE, ZROTC, POSITION X, POSITION Y), and a "SPEED" slider set to 100.00%.
- Top Middle:** A panel labeled "+A2" and "+B2", also featuring "FILE" and "LAYER PARAMETER" sections with "SPEED" sliders at 100.00%.
- Top Right:** A panel titled "ageHa BASIC LED SET(3FACE)" showing three circular preview windows with a butterfly logo and a color bar.
- Middle Left:** A panel titled "+A1" and "+B1" with similar "FILE", "LAYER PARAMETER", and "SPEED" controls.
- Middle Center:** A panel titled "+SIDE BOX" with "FILE", "LAYER PARAMETER", and "SPEED" controls. It includes a "CAMERA FX" section with a value of 0.00x and "EXTENTION" controls for sides A, B, and C.
- Middle Right:** A panel titled "+EXTENTION" with "A", "B", and "C" sections, each containing "OVER", "ADD", and "SUB" buttons.
- Bottom Left:** A panel titled "+VISUALS" showing a 5x4 grid of 20 cells, all labeled "Cell is empty".
- Bottom Center:** A panel titled "+EXTENTION D" with "FILE", "LAYER PARAMETER", and "SPEED" controls.
- Bottom Right:** A panel titled "+SPEED / SIDE BOX" with "FILE", "LAYER PARAMETER", and "SPEED" controls.
- Right Side:** A vertical column of controls including "FPS: 58", "MAPPING", "GUIDE", "LAYER PARAMETER" (BLACK, COLOR, MONO COLOR), "TIME", "RENDER", "SUB MAP", "LEVEL" (MULTI, ADD, OVER), "CONSOLE" (CENTER ONLY), "REZ NET" (ON, OFF), "LAYER PARAMETER" (GRANDMASTER, 2FABER20 OUT, 2FABER19 MONO, 2FABER18, 2FABER17), "SPEED / SIDE BOX" (2 TIMES, 2.5 TIMES, 3 TIMES, 4 TIMES), and "UNDER CONTROL" (EX1, EX2, EX3, EX4, EX5, EX6).

[https://www.instagram.com/vjrez\\_tokyo/](https://www.instagram.com/vjrez_tokyo/)

The screenshot displays a complex digital performance setup with the following components:

- BASE LAYERS:** A section containing four base layer preview windows, each with controls for FILE, STYLING, Z SCALE, Z ROTATE, POSITION X, POSITION Y, and SPEED.
- VIDEO DEVICE IN:** A preview window showing a green screen with controls for BRIGHTNESS, CONTRAST, and BLACK LEVEL.
- EFFECTS BANK:** A preview window showing a blue screen with controls for EFFECT, VELLO, FOG, GLITCH, GLOW, and DISTORTION.
- SUB LAYER:** A preview window showing a brown screen with controls for SIDE BOX, STYLING, Z ROTATE, POSITION X, POSITION Y, and SPEED.
- PARAMETERS:** A preview window showing a dark blue screen with controls for BASE FX, NORMAL, MIRROR1, MIRROR2, MIRROR3, BLACK ST, WHITE ST, INVERT ST, INVERT 1, INVERT 2, COLOR, HUE, SAT, COLORSET, FEEDBACK, XY PART 1, XY PART 2, XY SCALE, XY START, XY END, XY FRAME, and XY STEP.
- EXTRA LAYERS FOR MAP:** A preview window showing a purple screen with controls for EXTENTION A, OVER, LAYER PARAMETERS, EX1, EX2, EX3, EX4, EX5, EX6, and Cell is empty.
- COLOR CONTROL:** A preview window showing a red screen with controls for COLOR, B COLOR, MIX COLOR, and XY COLOR PRESET.
- MAP PREVIEW:** A central preview window titled "ageHa BASIC LED SET(3FACE)" showing three circular LED preview areas labeled LED0, LED1, and LED2.
- OPTIONS:** A sidebar on the right with various settings like REZ NET (ON/OFF), GRANDMASTER, FBANK20 OUT, FBANK10 MONO, FBANK10, FBANK17, SPEED / SIDE BOX, and UNDER CONTROL.



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**web & mobile interaction**

**connect to users via the internet**

**use mobile Apps to control Media Installations**

**use Web Content in AV Installations**

**Connect to APIs to gather Data**

**tracking**

**Use Kinect, Intel RealSense, Leap Motion, OpenCV and more to learn about the environment and enable touch free interactions**

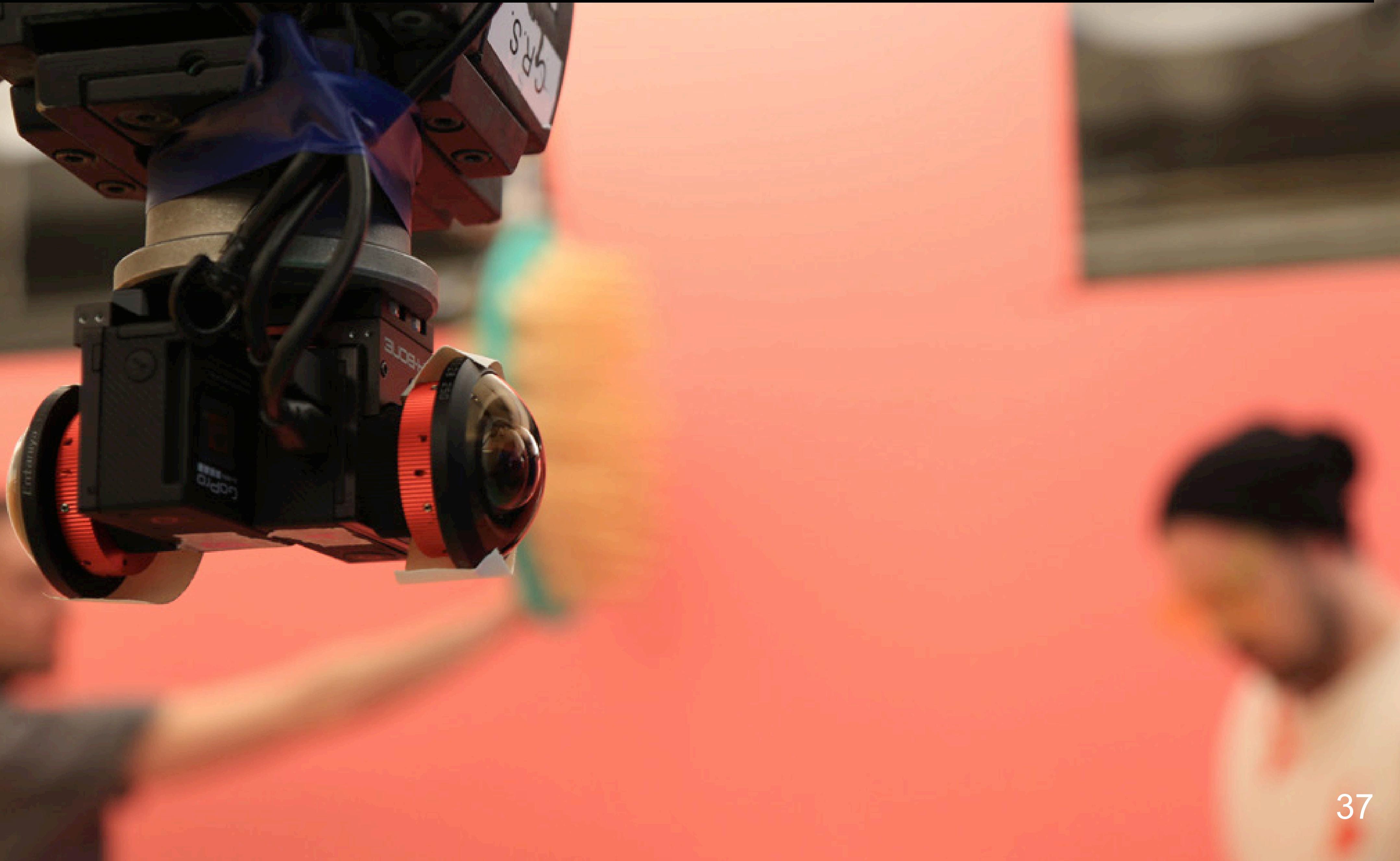
<https://www.derivative.ca/Events/2016/FutureOfMusic>

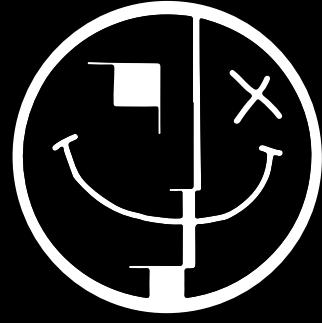


<https://www.derivative.ca/Events/2016/FutureOfMusic>



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## TOUCHDESIGNER BEGINNERS BERLIN

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**extend the functionality**

**use scripting and coding to extend functionality**

**Shader Authoring (GLSL)**

**scripting in Python allows to use numerous Libraries**

**from within Touchdesigner**

**programming custom nodes in C++ (z.B. Vincent Houze)**

**projection mapping**

**keystoning with Stoner**

**creative mapping with Kantan Mapper**

**projector calibration with CamSchnappr**

<https://www.derivative.ca/Events/2015/Luminosity/>

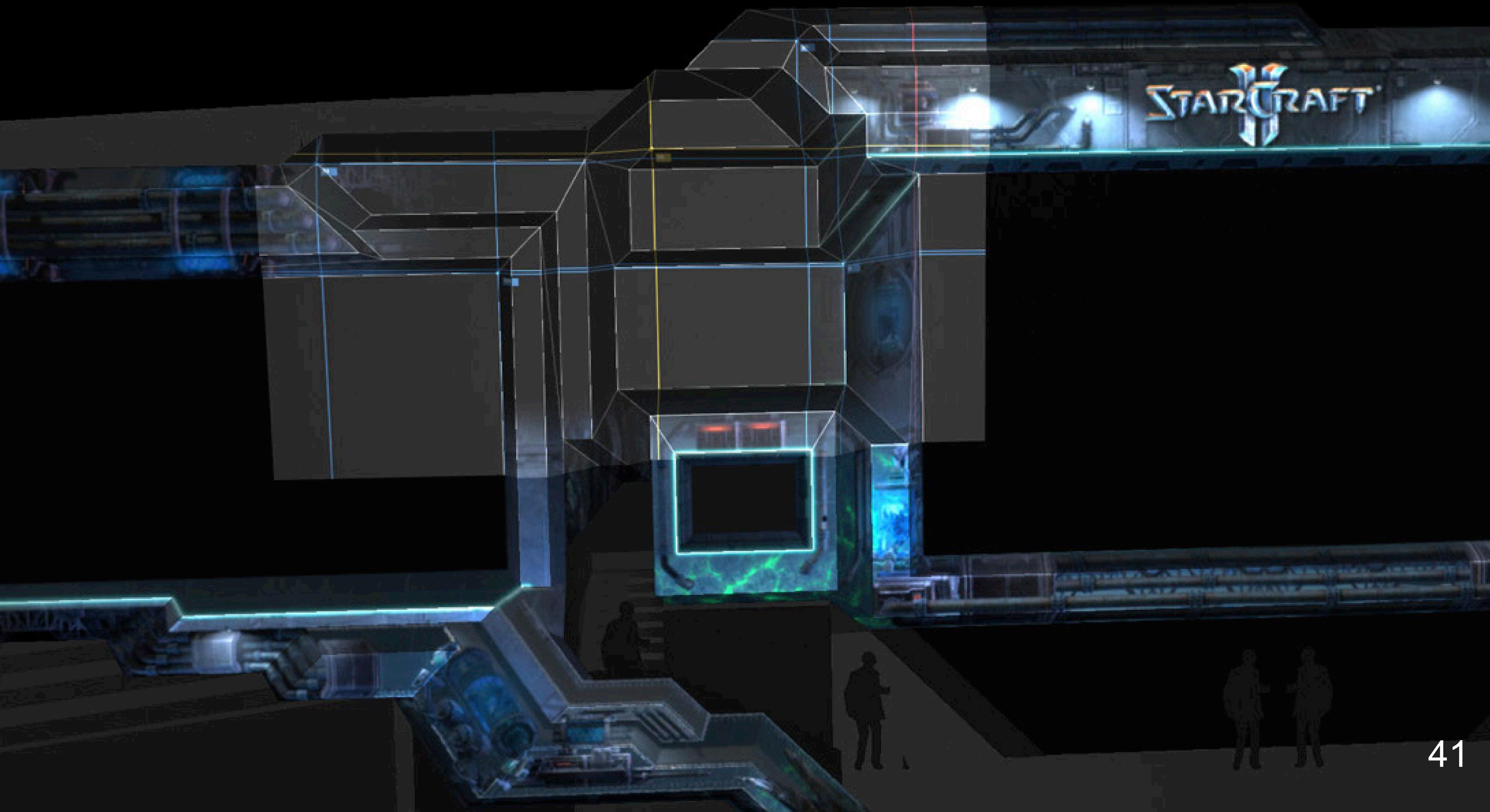


<https://www.derivative.ca/Events/2015/Luminosity/>

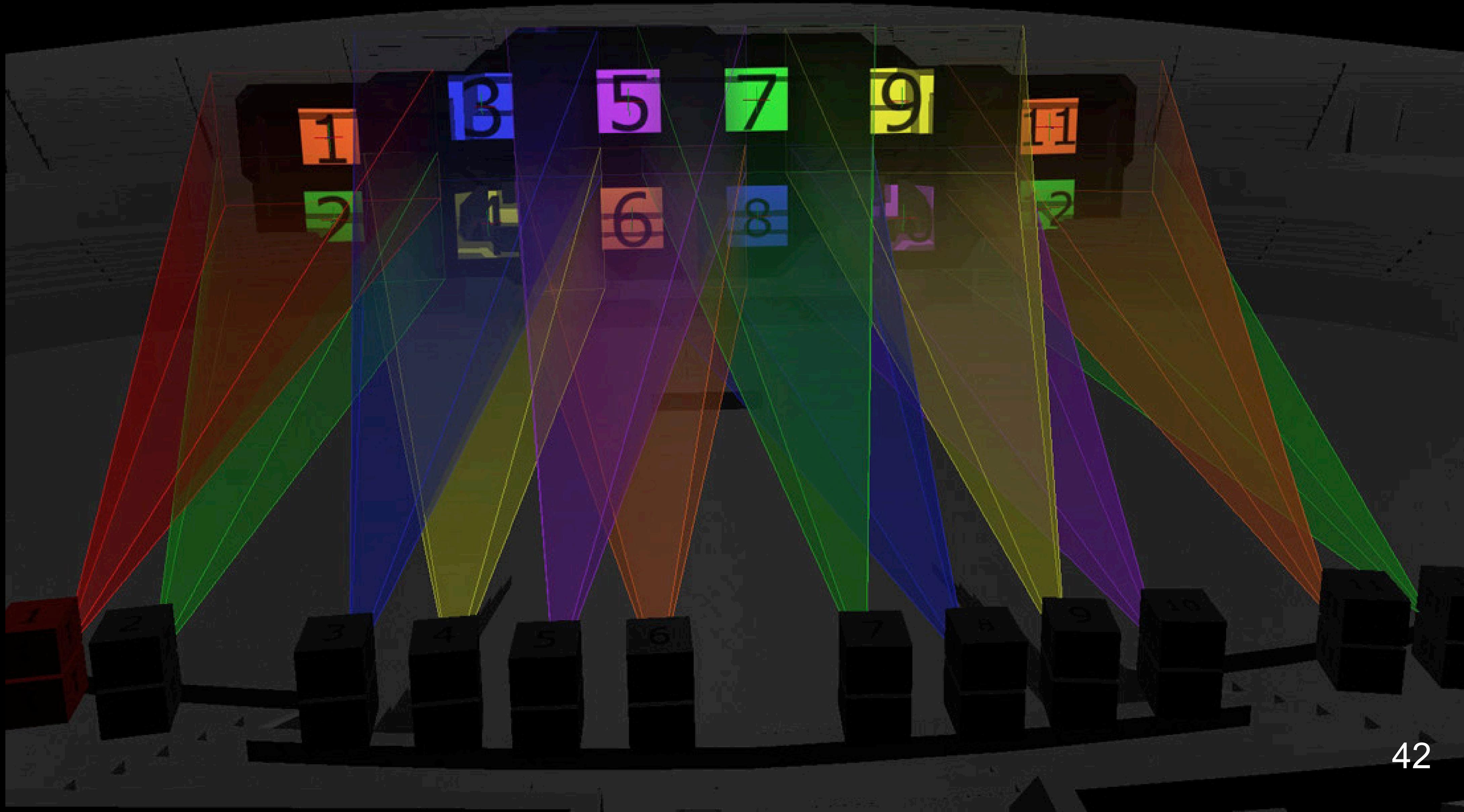
The screenshot displays the Lumino software interface, featuring a 3D rendering window at the top left showing a complex scene with glowing orange and red particles and a white grid overlay. Below the rendering window is a bank of 16 buttons labeled from k3 to Bank16, with Scene2 through Scene8 currently active. To the right of the buttons is a detailed control panel divided into several sections:

- Levels:** Includes controls for Pre Key Level On, Pre Key Brightness, Pre Key Gamma, Pre Key Contrast, Pre Key Opacity, Pre Step Size, Pre Step Threshold, Pre Step ClampLow, Pre Step ClampHigh, Pre Step Soften, Chroma Key On, and various sliders for Mix, Opacity, Hue, Saturation, Scale X, Scale Y, Translate X, Translate Y, and Rotate.
- Feedback:** Includes controls for Feedback, Over, and Clip 1-4.
- Strobe:** Includes controls for Trigger, Qtr, 8th, 16th, Square, Saw Dwn, Smooth, Mode, Hue, Saturation, and Value.
- Auxiliary Controls:** A large section containing 16 rows of controls for Aux 1-16, each with Insert, Sources, and Sends tabs.
- Clip Controls:** A section showing Clip 1-5 and Clip Lane 1-5, with controls for Over, L, and Volume.
- Volume and Master Controls:** A series of columns for Opacity, Volume, and Master controls across multiple lanes.
- Bottom Buttons:** A row of buttons labeled A, B, Auto for various parameters.

<https://www.derivative.ca/Events/2015/Luminosity/>



<https://www.derivative.ca/Events/2015/Luminosity/>



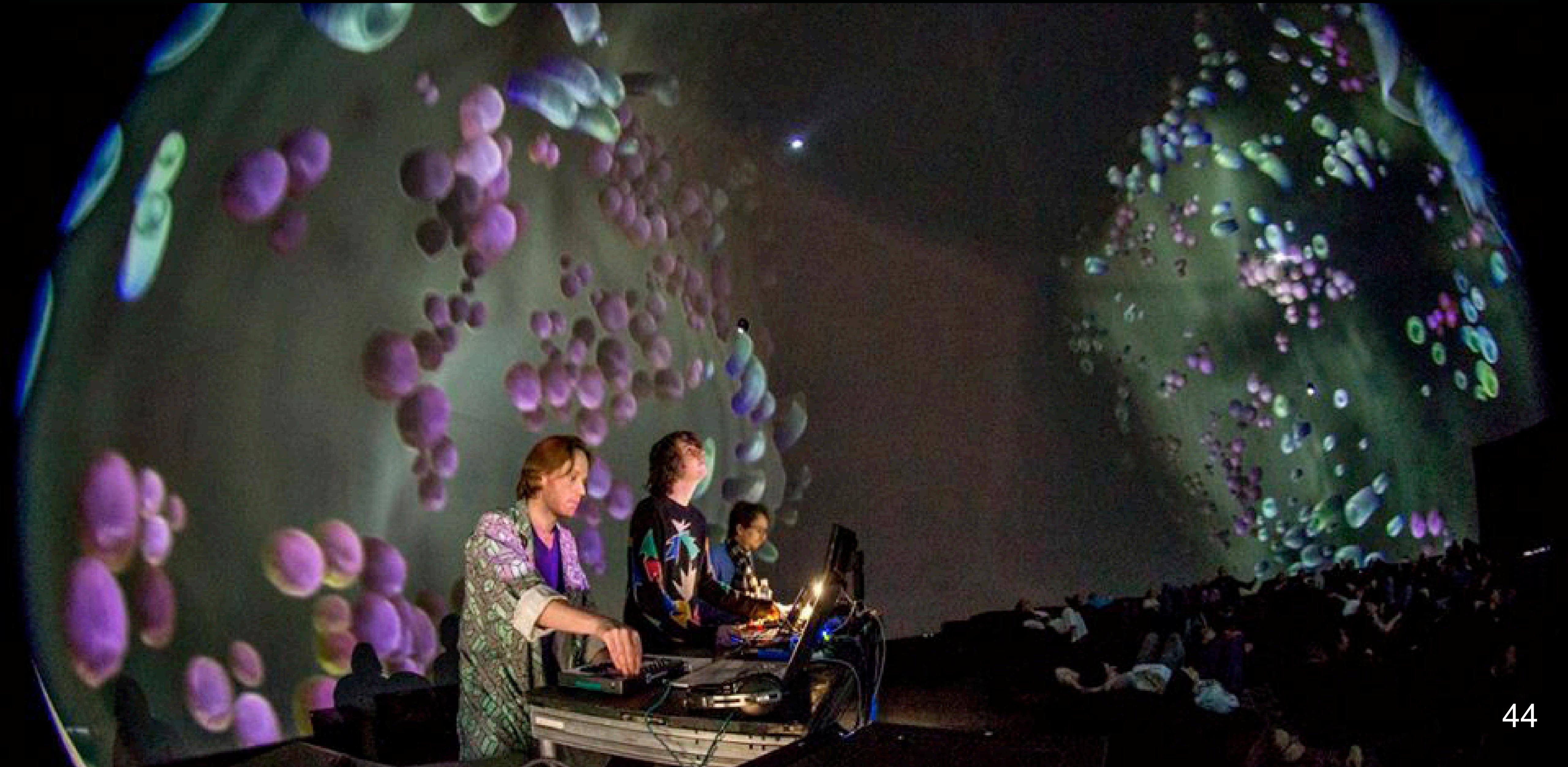
<https://vincenthouze.com>

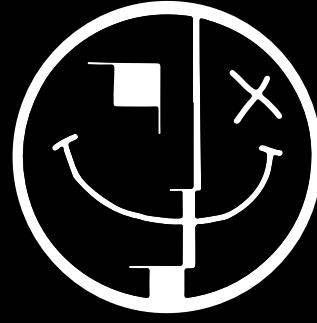
<http://www.daveandgabe.care/projects>



<https://vincenthouze.com>

<http://www.daveandgabe.care/projects>





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## what hardware do we need?

**PC over MAC**

**NVIDIA over ATI & INTEL**

**QUADRO over GTX**

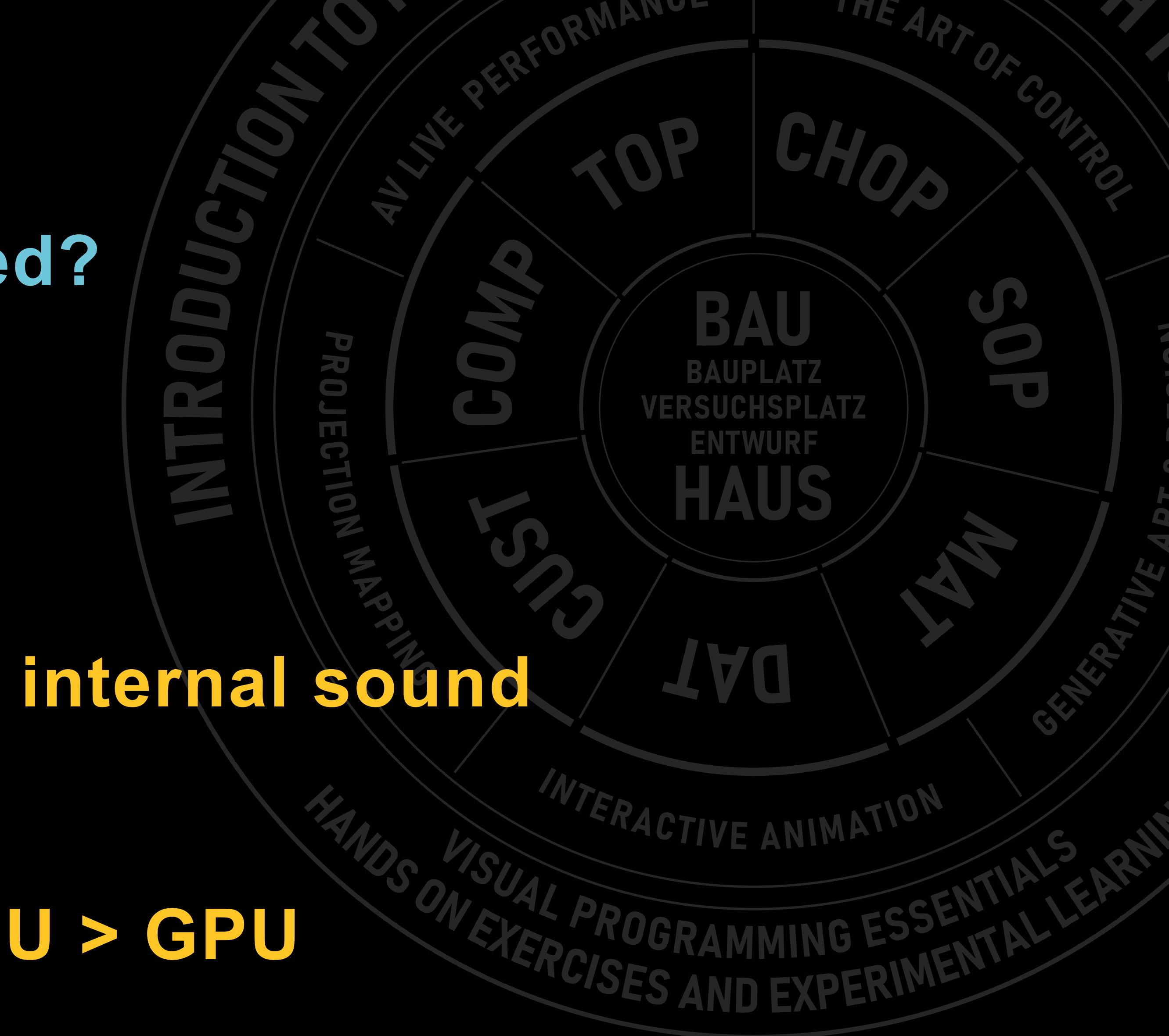
**external sound card over internal sound**

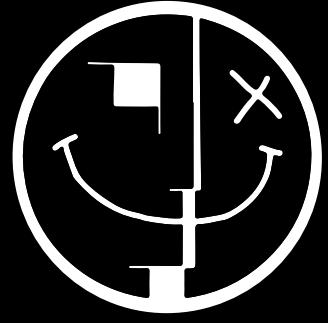
**for video playback**

**hard disc > memory > CPU > GPU**

**for generative content**

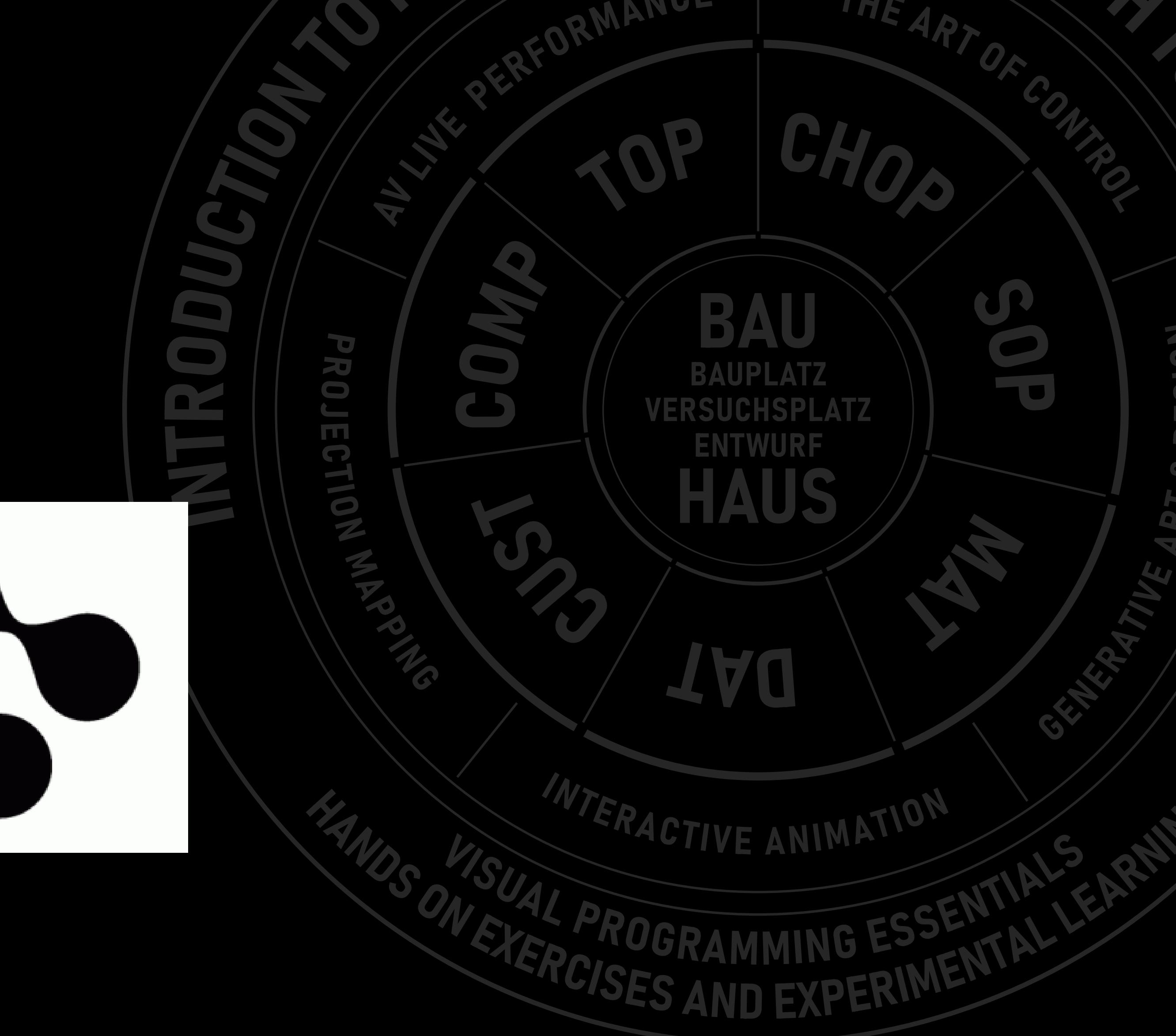
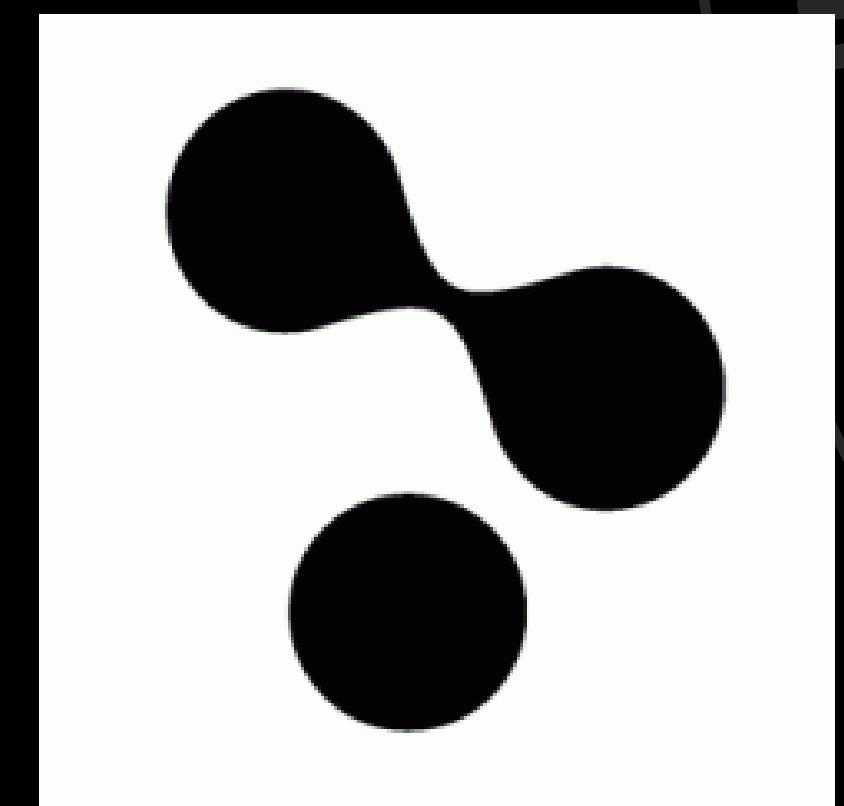
**GPU > Memory > CPU**

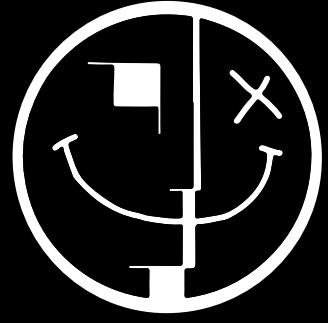




# TOUCHDESIGNER BEGINNERS BERLIN

A Homage to the Bauhaus

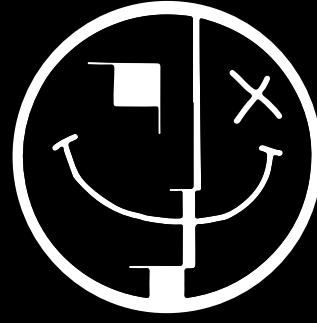




TOUCHDESIGNER BEGINNERS BERLIN  
A Homage to the Bauhaus

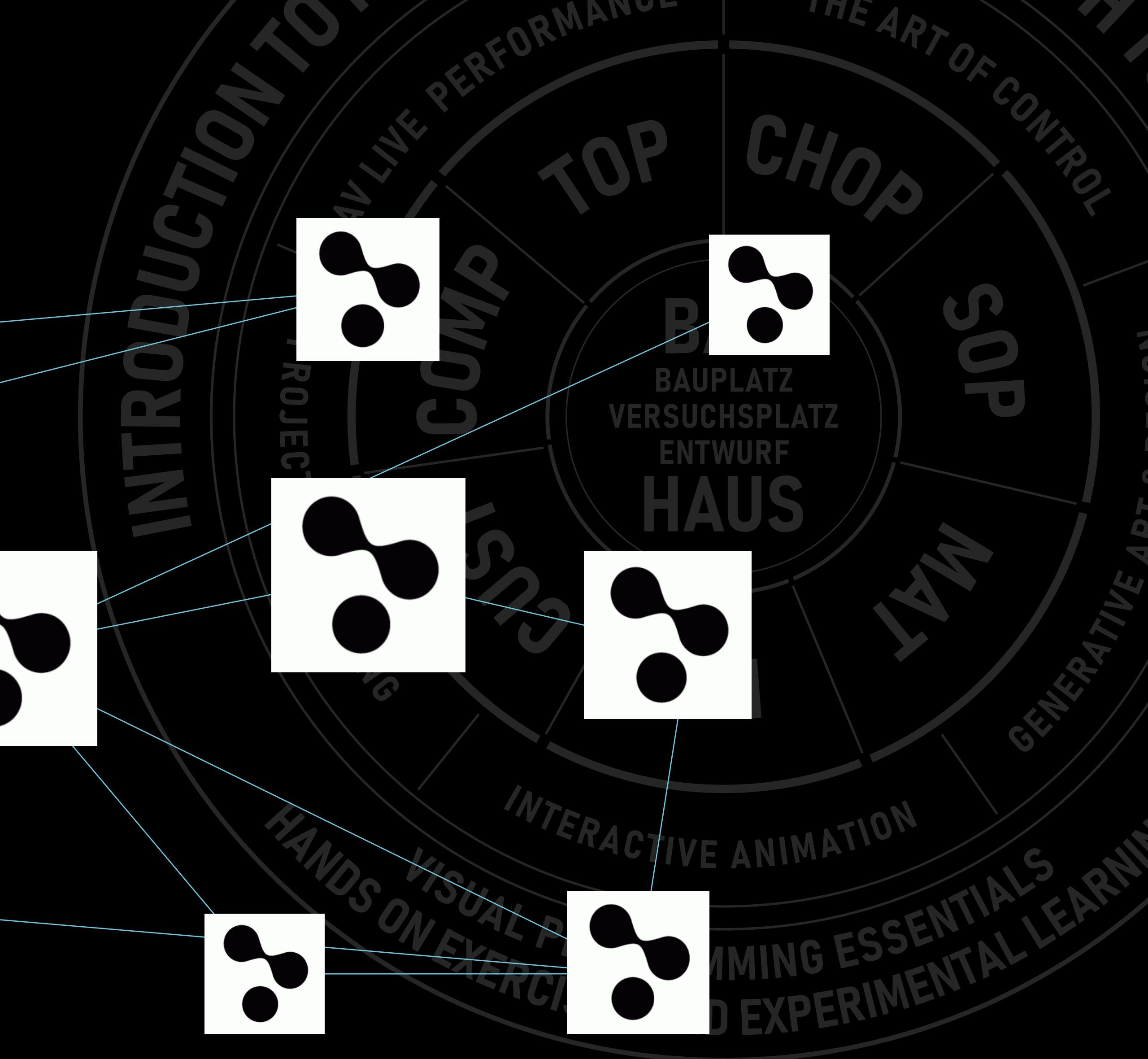
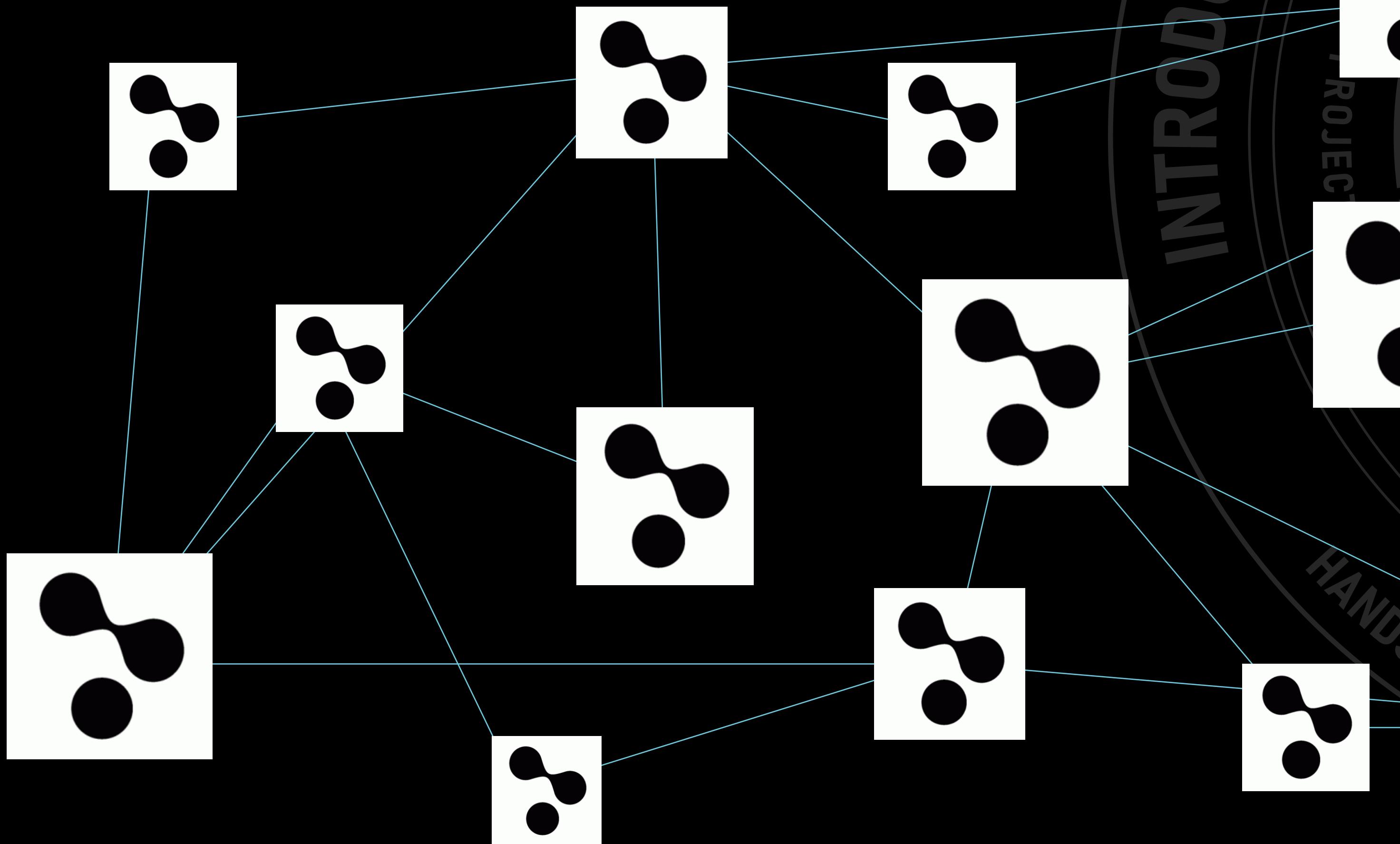
Do not consider  
yourself alone  
warrior Become part  
of a community

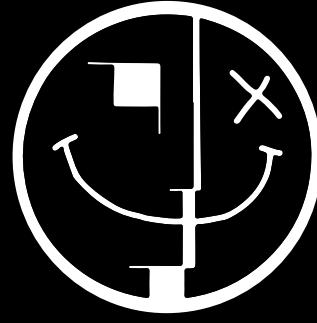




# TOUCHDESIGNER BEGINNERS BERLIN

## A Homage to the Bauhaus





# TOUCHDESIGNER BEGINNERS BERLIN

A Homage to the Bauhaus

## Free Learning Resources

Matthew Ragan / <https://matthewragan.com/touchdesigner-workshop-yale-2017/>

The WIKI / [https://docs.derivative.ca/Category:Tutorials#First\\_Things\\_to\\_Know\\_about\\_TouchDesigner](https://docs.derivative.ca/Category:Tutorials#First_Things_to_Know_about_TouchDesigner)

## More Learning Resources

Elburz & nVoid / <https://learntouchdesigner.com/>

Lichtpfad Studios / <https://lichtpfad.selz.com/de>

MXZEHN / <https://mxzehn.de/tutorials>

## Where to get help & connect

Forum / <http://www.derivative.ca/Forum>

FB Help Group / <https://www.facebook.com/groups/touchdesignerhelp>

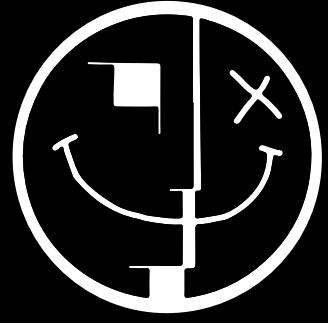
TouchDesigner on Discord / <https://discordapp.com>

## More stuff

ChopChopChop Asset Store / <https://chopchopchop.org>

Richard Burns TD Plugin Store / <https://touchdesignerplugins.com>

Elburz Templates / <https://template.elburz.io>



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## Share Video between Apps:

Syphon / <http://syphon.v002.info>

Spout / <http://spout.zeal.co>

NDI / <https://www.newtek.com/ndi/tools>

## Hardware IO:

Arduino / <https://www.arduino.cc>

Enntec DMX / <https://www.enttec.com>

Datapath FX4 / <https://www.datapath.co.uk>

Magewell USB Capture / <https://www.magewell.com/capture/usb-capture>

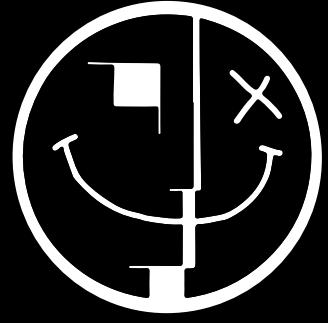
Wacom / <https://www.wacom.com>

Leap Motion / <https://www.leapmotion.com>

Real Sense / <https://software.intel.com/en-us/realsense/d400>

ZED / <https://www.stereolabs.com/>





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## Helpful Software:

Ableton Live / <https://www.ableton.com/de/live>

Audacity / <https://www.audacityteam.org>

Blender / <https://www.blender.org>

OBS / <https://obsproject.com>

Mapping Matter / <http://www.mappingmatter.com>

## OSC / MIDI

TouchOSC / <https://hexler.net/software/touchosc>

Lemur / <https://liine.net/en/products/lemur>

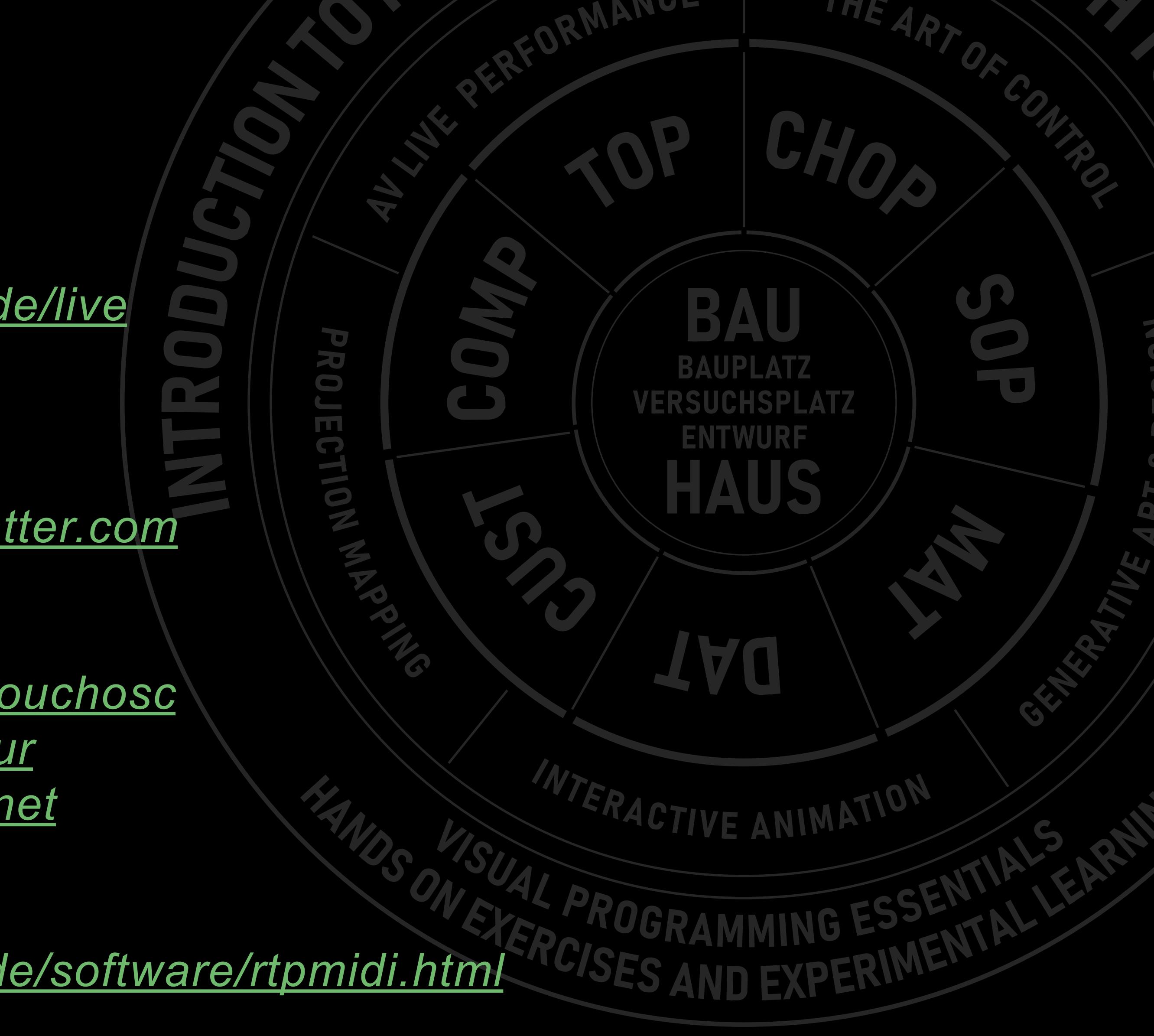
Open Stage Control / <https://osc.ammd.net>

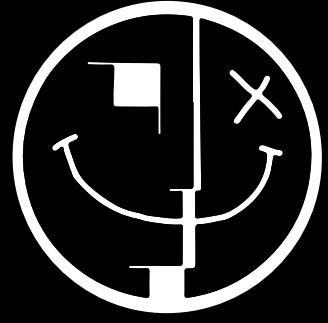
Vezer / <https://imimot.com/vezer>

OSSIA / <https://ossia.io>

RTP Midi / <https://www.tobias-erichsen.de/software/rtpmidi.html>

MIDI Ox / <http://www.midiox.com>





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## More stuff

Text Editor / <https://www.sublimetext.com>

BPM / FPS Calculator / [https://www.vjamm.com/support/av\\_bpm.php%3Flang=en.html](https://www.vjamm.com/support/av_bpm.php%3Flang=en.html)

Artnet Monitor / <https://www.lightjams.com/artnetominator/>

Video Encoder / <https://ffmpeg.org/>

Sound Drivers / <http://www.asio4all.org/>

3D Package / <https://www.blender.org/>

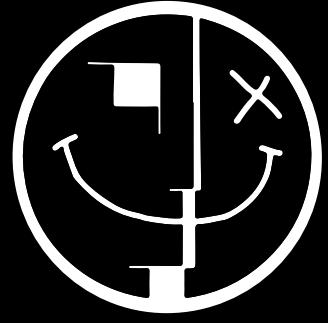
Intermediate Codec / <https://en.wikipedia.org/wiki/CineForm>

MultiDisplay Splitter / <https://www.datapath.co.uk/datapath-products/multi-display-products/datapath-fx4>

Intermediate Codec / <https://en.wikipedia.org/wiki/CineForm>

IoT Flow Programming / <https://nodered.org>

Network Applications / <https://nodejs.org>



# TOUCHDESIGNER BEGINNERS BERLIN

A Homage to the Bauhaus

## Übung 1

### Ludwig Hirschfeld-Mack ,Optischer Farbmischer‘

Ludwig studied at the Bauhaus from 1919-1925 and was working in the schools print workshop.

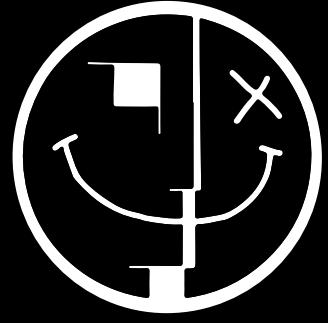
He is most know for the „Reflektorische Farblichtspiele“, which he developed with Kurt Schwerdtfeger.

They are an early example of expanded cinema that was performed live alongside the music.

Ludwig was visiting the Vorkurs of Johannes Itten, who was lecturing about color. As part of this work, Ludwig developed a set of ,Optische Farbmischer‘ that have become very popular and can be bought until today.

<https://www.bauhaus100.de/das-bauhaus/koepfe/studierende/ludwig-hirschfeld-mack/>





# TOUCHDESIGNER BEGINNERS BERLIN

A Homage to the Bauhaus

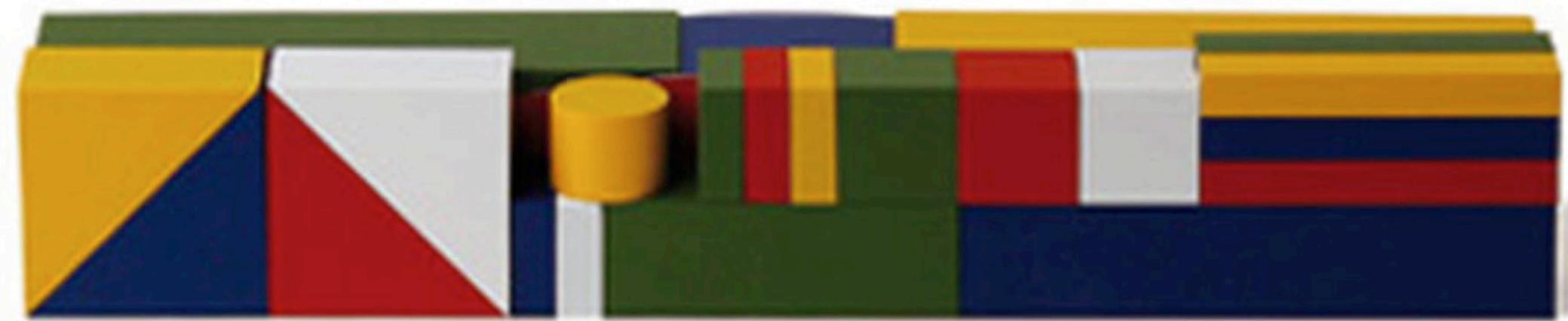
## Übung 2

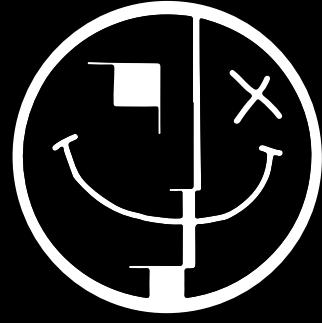
### Alma Siedhoff-Buscher ,Kleines Schiffbauspiel‘

Alma studied at the Bauhaus from 1922-1927 and was working in the schools weaving and wood workshops. She was designing childrens toys, furniture and paper crafts. After she married a fellow ,Bauhäusler‘ she left the Bauhaus. She was killed in 1044 in a bomb attack in Frankfurt.

Since 1977 re-editions of her work are being sold in Museum shops.

<https://www.bauhaus100.de/das-bauhaus/koepfe/studierende/alma-siedhoff-buscher/>





## TOUCHDESIGNER BEGINNERS BERLIN

A Homage to the Bauhaus

### Übung 3

**Walter Gropius**

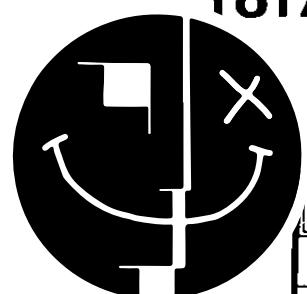
**,Das synthetische Total Theater'**

„The division between action and audience is overcome.  
Words, lights and music no longer have a fixed place...  
The place and the space for the action changes“

In 1926 Walter Gropius designed a new theater for Volksbühne  
playwrite Erwin Piscator as a „Raummaschine“.

The stage immerses the audience. The action can happen  
on parallel stages and light, sound and film projections  
expand the space.

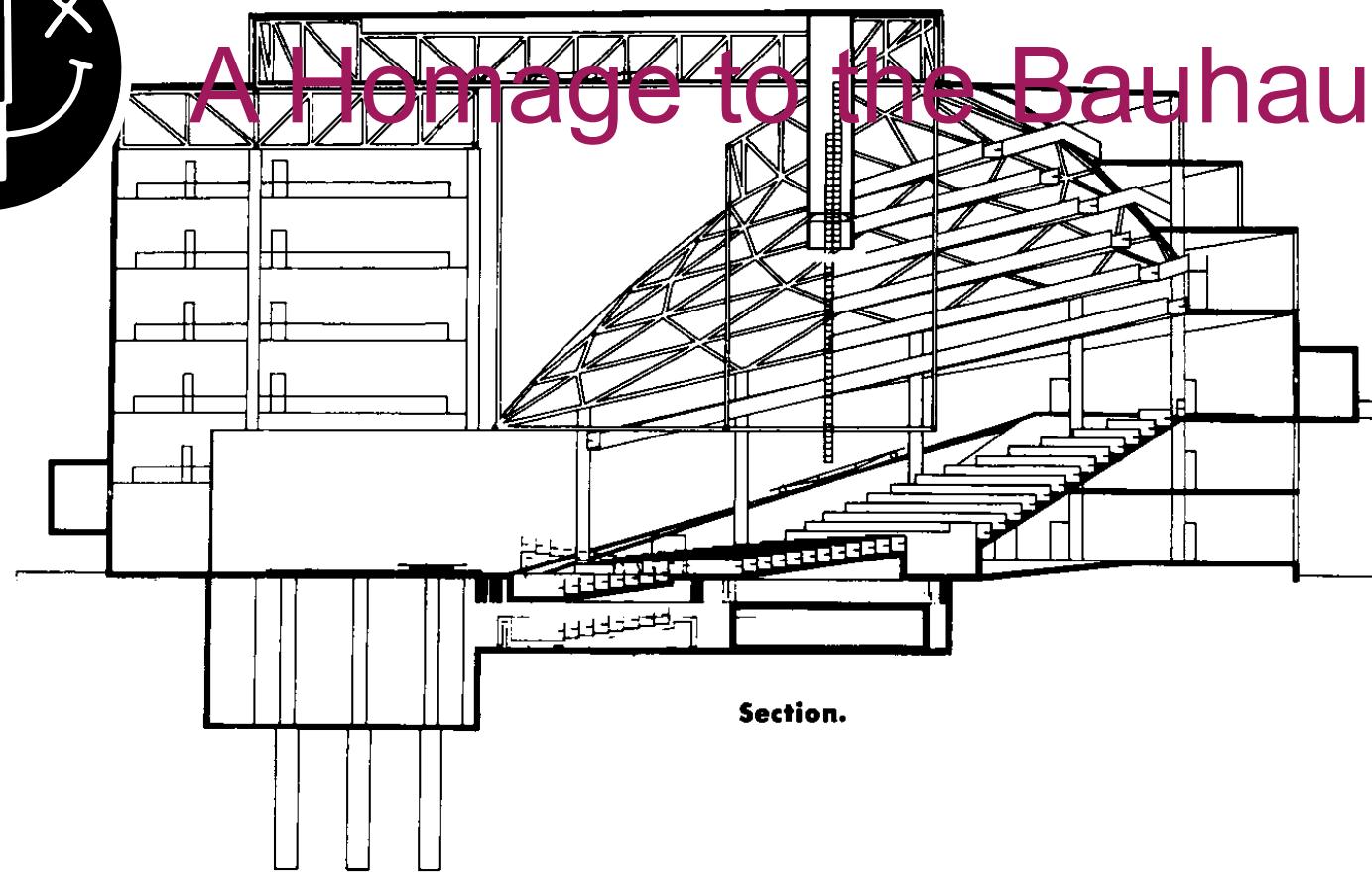
<https://www.bauhaus100.com/the-bauhaus/people/masters-and-teachers/gunta-stoelzl/>



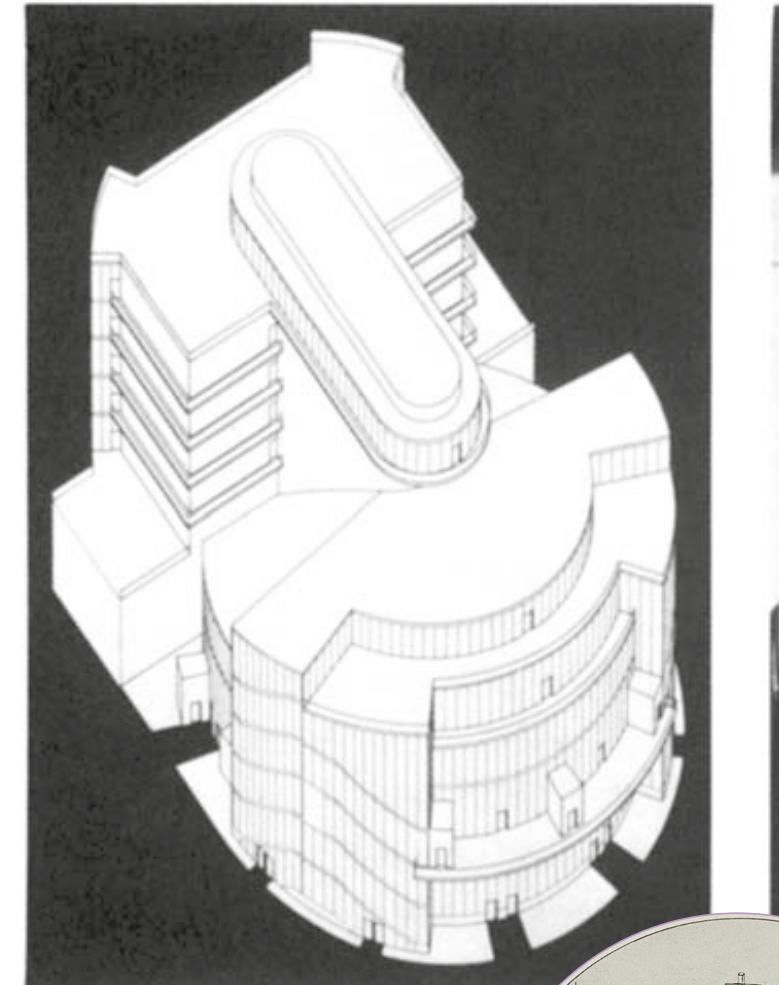
TOTAL THEATER

# TOUCHDESIGNER BEGINNERS BERLIN<sup>11</sup>

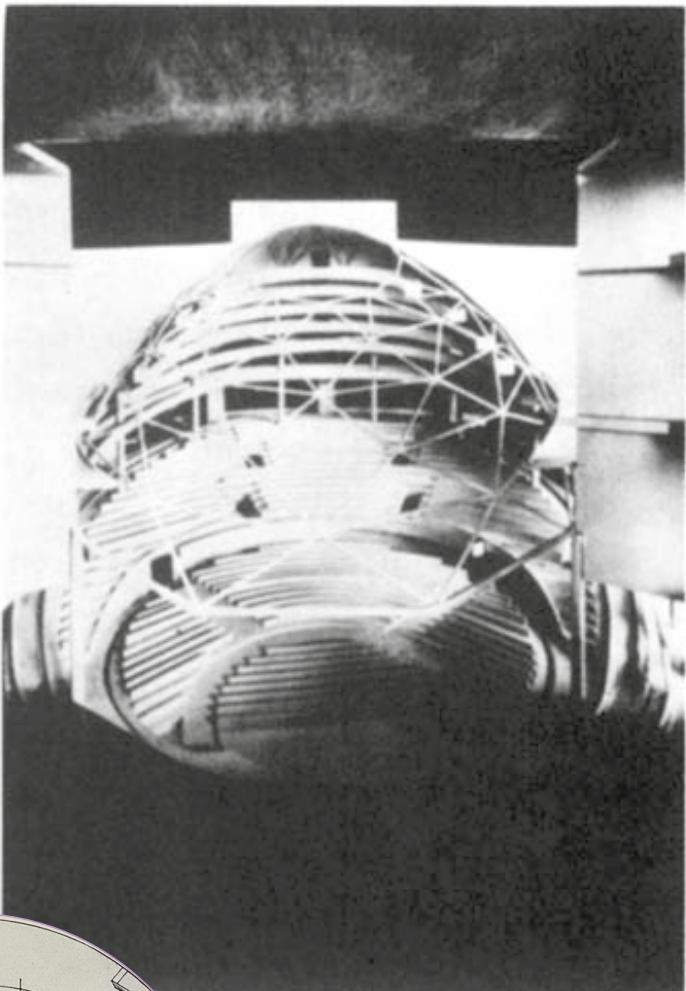
## A Homage to the Bauhaus



Perspective of the exterior.



View into the auditorium (model).



View into the auditorium from above.

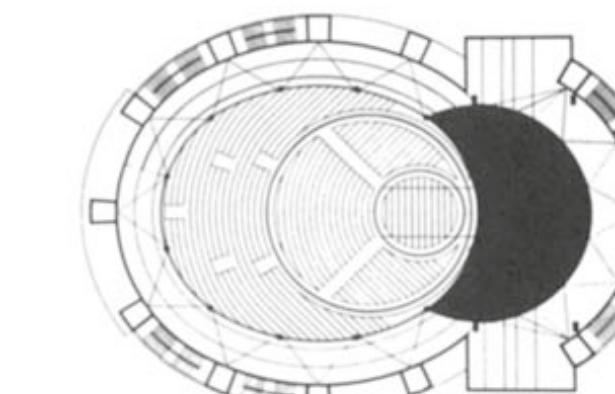


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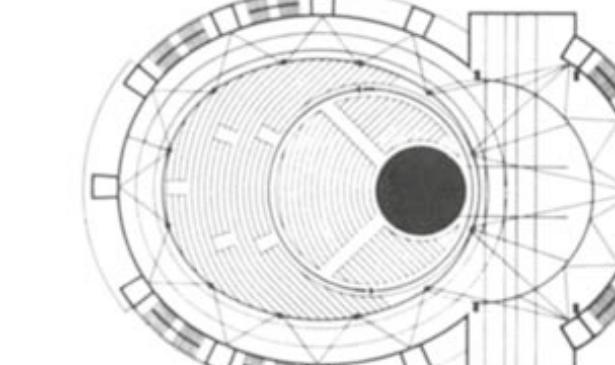
### PLANS AND MODEL OF THE SYNTHETIC "TOTAL THEATER," 1926

This theater provides a stage in arena form, a proscenium and a back stage, the latter divided in three parts. The 2,000 seats are disposed in the form of an amphitheater. There are no boxes. By turning the big stage platform which is solidary with part of the orchestra, the small proscenium stage is placed in the center of the theater, and the usual set can be replaced by projecting scenery on twelve screens placed between the twelve main columns supporting the structure.

Plan showing the use of the deep stage.



Plan showing the use of the proscenium stage.



Plan showing the use of the center stage.

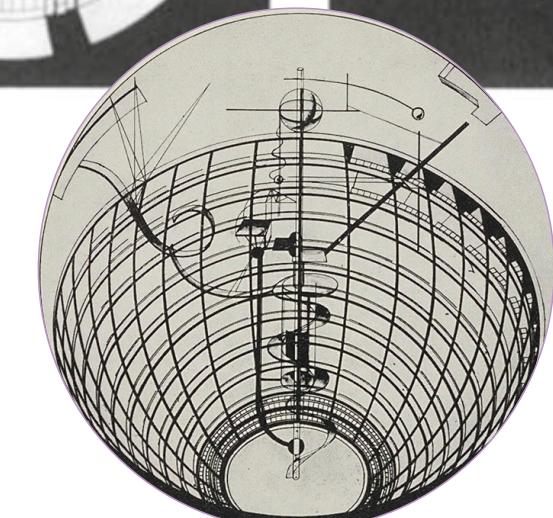
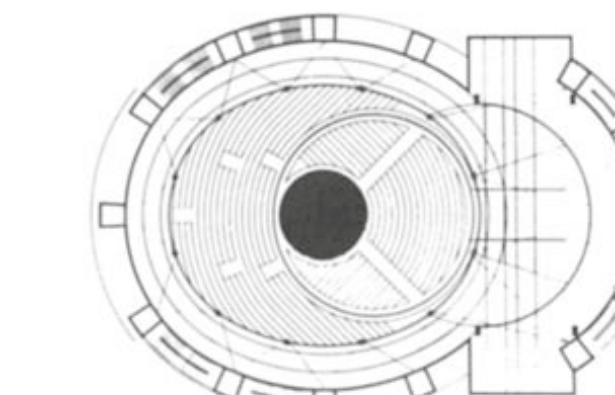


Photo Jerry Cooke Pix

The whole postwar-reconstruction problem - so vast and complex - hangs upon our ability to cooperate. The architect as a coordinator by vocation should lead the way - first in his own office - to develop a new technique of collaboration in teams. The essence of such technique will be to emphasize individual freedom of initiative instead of authoritarian direction by a boss. Synchronizing all individual efforts by a continuous give and take of its members a team can raise its integrated work to higher potentials than the sum of the work of just as many individuals.

Walter Gropius.

