

TD WRSHP BEGINNERS MONTREAL

Why the Bauhaus would have loved TouchDesigner

10:00 – 11:00 AM

About : Stefan Kraus / The Node Institute Berlin

Vorkurs 1 : The Bauhaus

11:00 – 12:00 AM

Vorkurs 2 : Touchdesigner Basics

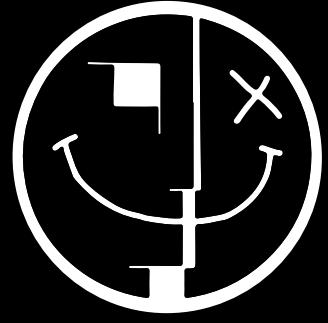
12:00 AM – 1:30 PM

Übung 1 : Ludwig Hirschfeld-Mack - Optischer Farbmischer

1:30 – 2:30 PM

Lunchbreak

https://github.com/MXZEHN/TD_WRSHP_BHS_Montral_8-19



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2:30 – 3:30 PM

Übung 2 - Max Bill - Junghans Uhren

3:30 – 3:45 PM

Break

3:45 – 4:45 PM

Übung 3 : Walter Gropius - Bauhaussiedlung Dessau-Törten

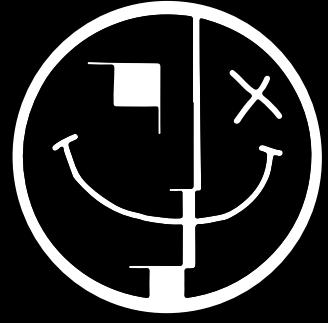
4:45 – 5:00 PM

Break

5:00 – 6:00 PM

Übung 4 : Gunta Stölzl - Fünf Chöre

https://github.com/MXZEHN/TD_WRSHP_BHS_Montral_8-19

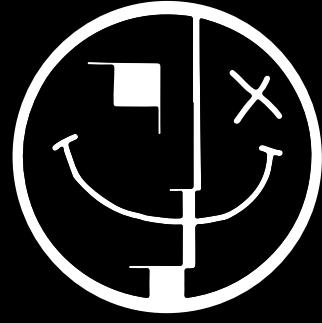


TD WRSHP BEGINNERS MONTREAL

Why the Bauhaus would have loved TouchDesigner

So what about BAUHAUS?

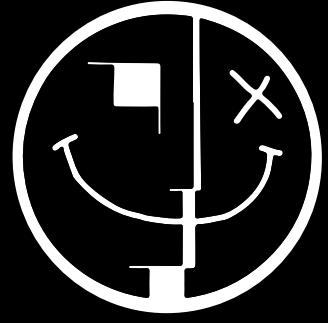




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Why the Bauhaus would have loved TouchDesigner

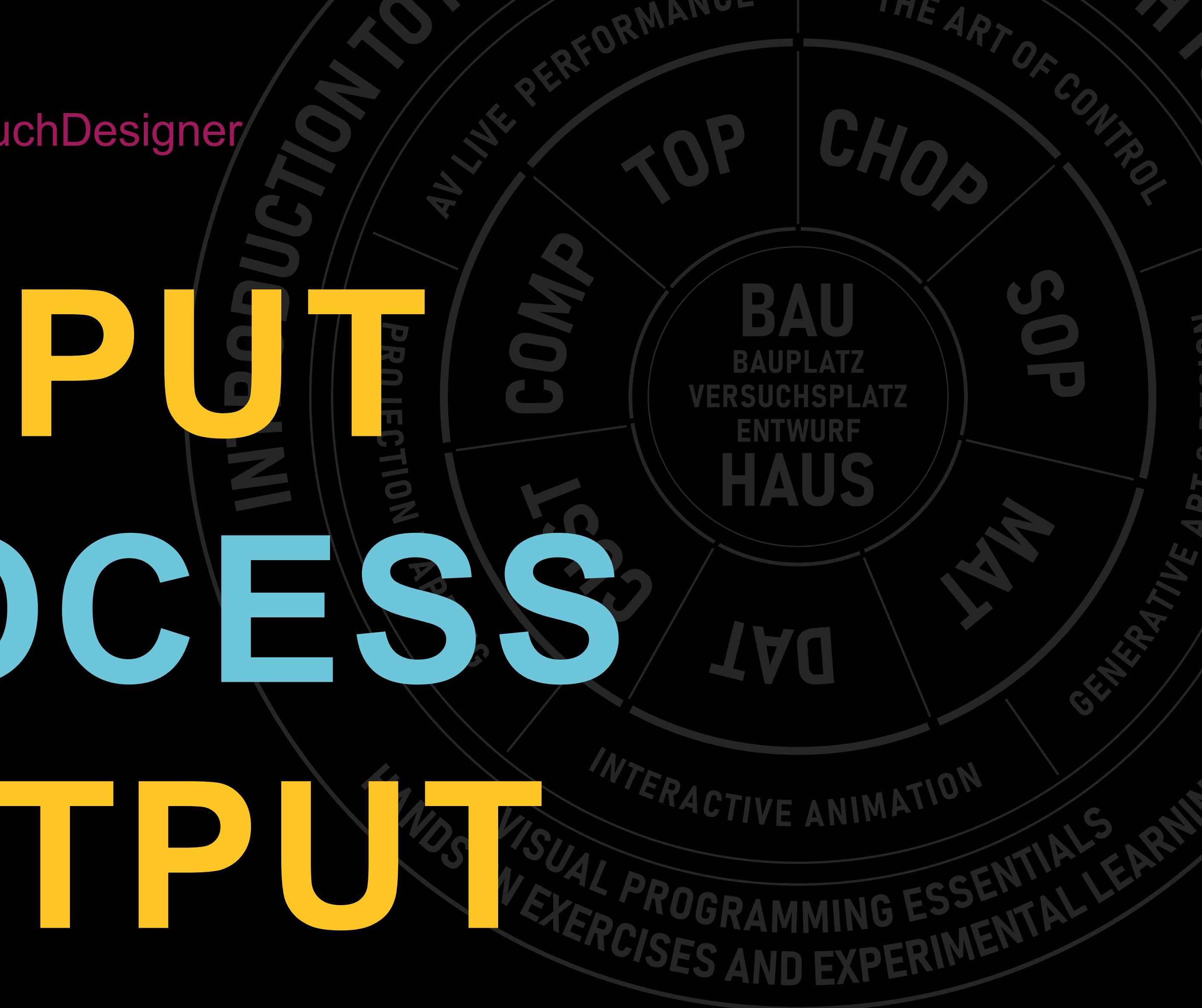
So what about Touchdesigner? Applications & Examples

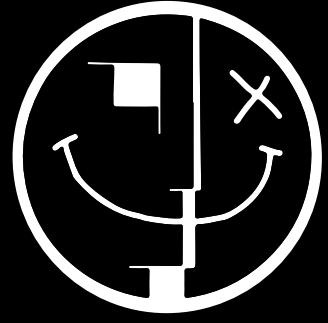


TD WRSHP BEGINNERS MONTREAL

Why the Bauhaus would have loved TouchDesigner

INPUT
PROCESS
OUTPUT





TD WRSHP BEGINNERS MONTREAL

Why the Bauhaus would have loved TouchDesigner

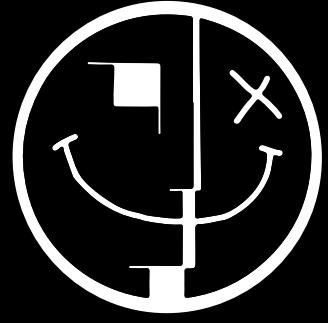
CONNECT
EVERYTHING
WITH EVERYTHING

<https://www.whitevoid.com>



<https://www.whitevoid.com>





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Why the Bauhaus would have loved TouchDesigner

live design & performance

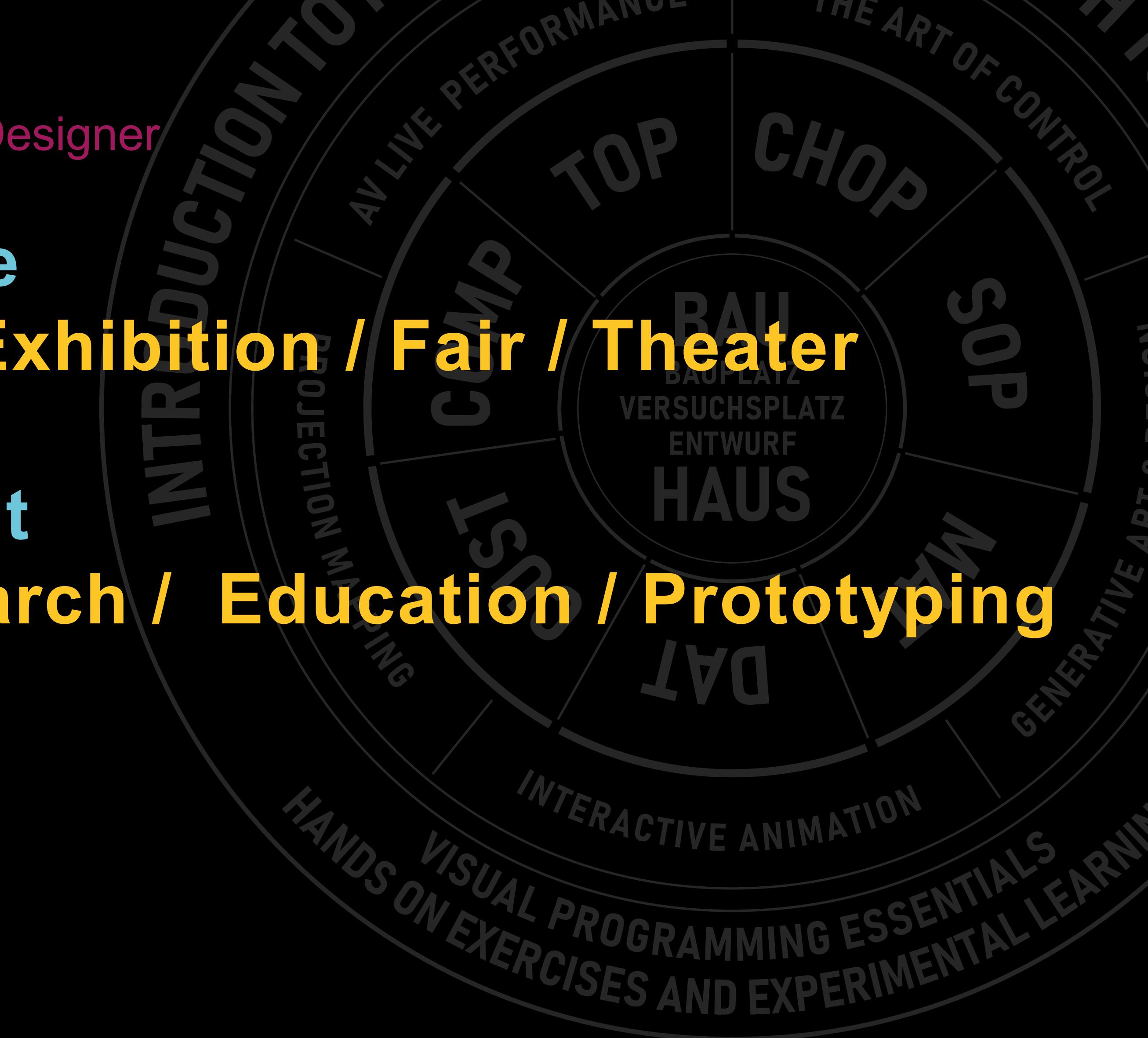
Show / Concert / Event / Exhibition / Fair / Theater

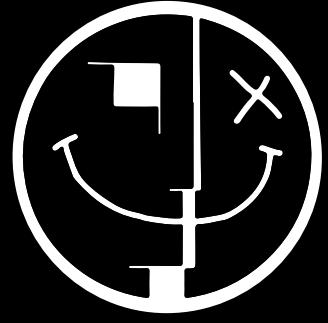
research and development

Data Visualisation / Research / Education / Prototyping

experimental

...





TD WRSHP BEGINNERS MONTREAL

Why the Bauhaus would have loved TouchDesigner

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.derivative.ca/Events/2015/Luminosity/>

The screenshot displays the Lumino software interface, featuring a 3D scene editor and a control panel.

Control Panel (Top Right):

- Levels:**
 - Pre Key Level On
 - Pre Key Brightness (M 1.0)
 - Pre Key Gamma (M 1.0)
 - Pre Key Contrast (M 1.0)
 - Pre Key Opacity (M 1.0)
 - Pre Step Size (M 0.0)
 - Pre Step Threshold (M 0.0)
 - Pre Step ClampLow (M 0.0)
 - Pre Step ClampHigh (M 1.0)
 - Pre Step Soften (M 0.0)
 - Chroma Key On
- Feedback:**
 - Mix (M 1.0)
 - Pre Opacity (M 0.09)
 - Brightness (M 1.0)
 - Opacity (M 1.0)
 - Hue (M 9.74)
 - Saturation (M 1.04)
 - Scale X (M 0.9)
 - Scale Y (M 0.9)
 - Translate X (M 0.0)
 - Translate Y (M 0.0)
 - Rotate (M 0.0)
- Strobe:**
 - Trigger (Qtr 8th 16th)
 - Square
 - Saw Dwn
 - Smooth
 - Mode
 - Hue
 - Saturation
 - Value

Scene Editor (Bottom Left):

The scene editor shows a 3D space with glowing orange and red particles. The interface includes a grid, a camera view, and various controls for lighting and effects.

Library (Bottom Left):

	Bank4	Bank5	Bank6	Bank7	Bank8	Bank9	Bank10	Bank11	Bank12	Bank13	Bank14	Bank15	Bank16
<19	Bank20	Bank21	Bank22	Bank23	Bank24	Bank25	Bank26	Bank27	Bank28	Bank29	Bank30	Bank31	Bank32
Scene2	Scene3	Scene4	Scene5	Scene6	Scene7	Scene8							
soTron_17_1	NeoTron_16_1	Lighter Than Air	Video In	Particles	SacredGeo	Curves							
HeadsUp_14_1	HeadsUp_16_1	NeoTron_20_1	HeadsUp_18_1	HeadsUp_19_1	HeadsUp_20_1	NeoTron_19_1							
soTron_22_1	NeoTron_25_1	HeadsUp_17_1	NeoTron_26_1	NeoTron_27_1	NeoTron_24_1	NeoTron_23_1							
HeadsUp_08	HeadsUp_09	HeadsUp_10_1	HeadsUp_11_1	HeadsUp_12_1	NeoTron_28_1	Spherical							
HeadsUp_02	HeadsUp_03	HeadsUp_04	HeadsUp_05	HeadsUp_06	HeadsUp_07	HeadsUp_08							

Clip Grid (Bottom Center):

	Clip 5	Inserts	Sources	Sends	Aux 2	Inserts	Sources	Sends	Master	Inserts	Sources	Sends
1	No Effect	O	None P	No Effect D	Clip 4	No Effect	None P	No Effect O	1	No Effect	None P	No Effect O
2	Levels	D	Over P	Feedback D	Clip 3	Feedback	D	Feedback O	2	Levels	D	Feedback O
3	No Effect	O	None P	No Effect D	Clip 2	No Effect	None P	No Effect O	3	No Effect	D	No Effect O
4	No Effect	O	Over P	No Effect D	Clip 1	No Effect	None P	No Effect O	4	No Effect	O	No Effect O
5	No Effect	O	None P	No Effect D	None	No Effect	None P	No Effect O	5	No Effect	O	No Effect O
6	No Effect	O	Over P	No Effect D	Over	No Effect	Over P	No Effect O	6	No Effect	O	No Effect O
7	No Effect	O	None P	No Effect D	10 11 12	No Effect	None P	No Effect O	7	No Effect	O	No Effect O
8	No Effect	O	Over P	No Effect D	No Effect	No Effect	None P	No Effect O	8	No Effect	O	No Effect O
9	No Effect	O	None P	No Effect D	10 11 12	No Effect	None P	No Effect O	9	No Effect	O	No Effect O
10	No Effect	O	Over P	No Effect D	No Effect	No Effect	None P	No Effect O	10	No Effect	O	No Effect O
11	No Effect	O	None P	No Effect D	10 11 12	No Effect	None P	No Effect O	11	No Effect	O	No Effect O
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14	No Effect	O	Over P	No Effect D	No Effect	No Effect	None P	No Effect O	14	No Effect	O	No Effect O
15	No Effect	O	None P	No Effect D	10 11 12	No Effect	None P	No Effect O	15	No Effect	O	No Effect O
16	No Effect	O	Over P	No Effect D	No Effect	No Effect	None P	No Effect O	16	No Effect	O	No Effect O

Clip Lane Grid (Bottom Right):

	Clip 1	Clip 2	Clip 3	Clip 4	Clip 5	Aux 1	Aux 2	Aux 3	Aux 4	Aux 5	Aux 6
1	Clip Lane 1 Over	Clip Lane 2 Over	Clip Lane 3 Over	Clip Lane 4 Over	Clip Lane 5 Over	None	None	None	VideoIn1 Over	VideoIn2 Over	VideoIn3 Over
2	1.0 L	1.0 L	1.0 L	0.0 L	1.0 L	1.0 L	1.0 L				
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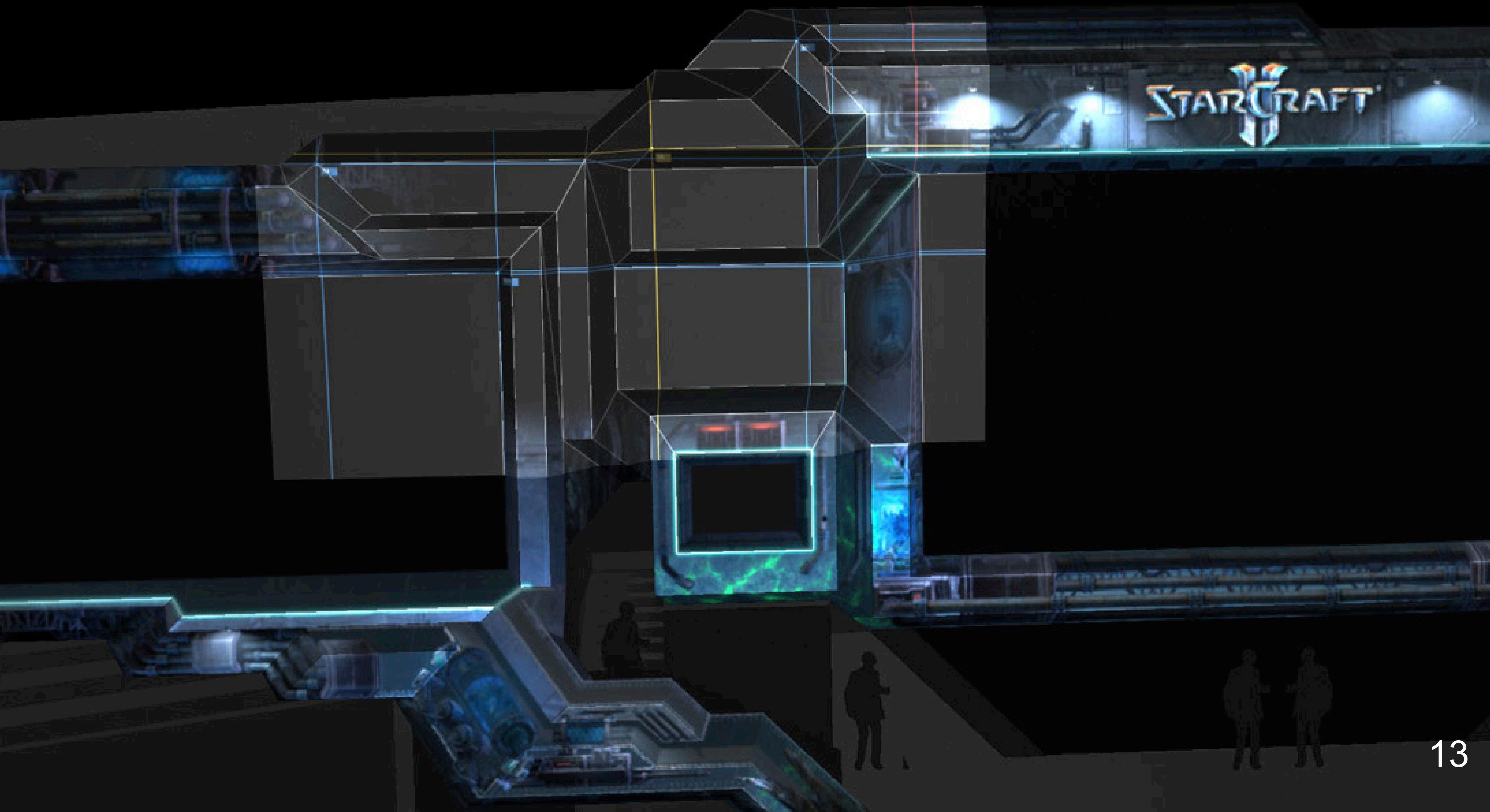
Master Controls (Bottom Right):

	Aux 1	Aux 2	Aux 3	Master	Master	Master	Master	Master
A	A	A	A	A	A	A	A	A
B	B	B	B	B	B	B	B	B
Auto	Auto	Auto	Auto	Auto	Auto	Auto	Auto	Auto

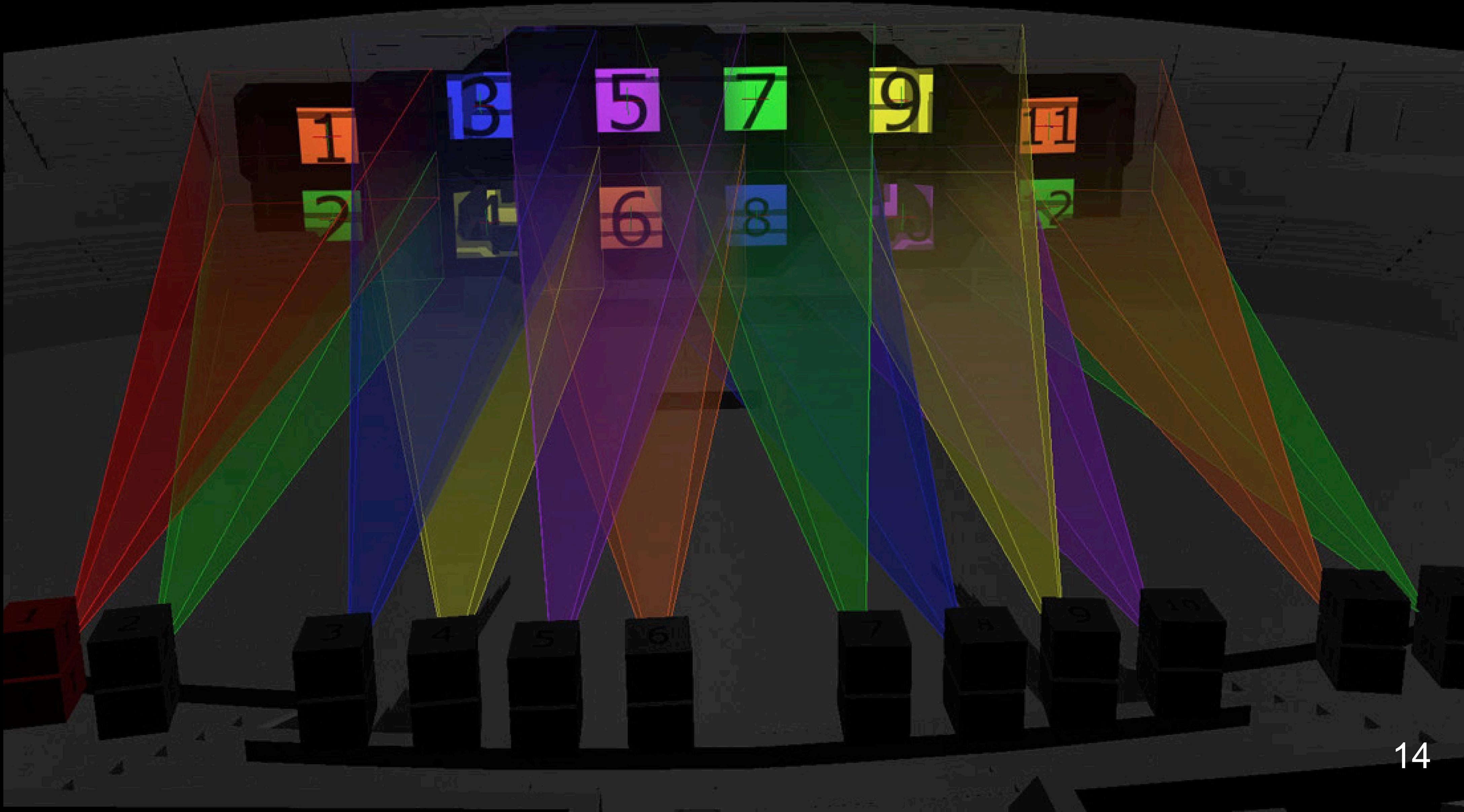
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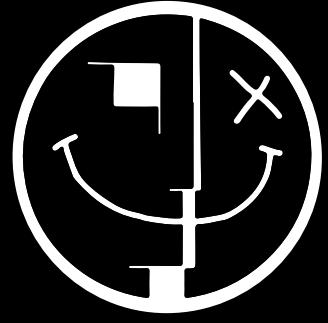


<https://www.derivative.ca/Events/2015/Luminosity/>



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





TOUCHDESIGNER BEGINNERS BERLIN

A Homage to the Bauhaus

realtime animation

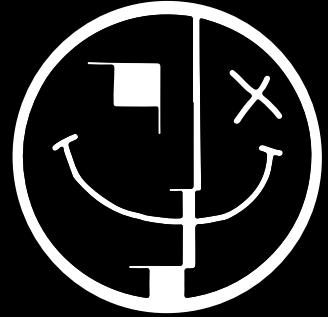
Effects, Motion Design, 3D Animation, Mixing and Routing, Data driven visual content (Music, Data Base, Sheets, Interaction) and Simulations (Physics, Particles) output to wild formats incl. 360°

lighting & laser design

Moving Lights, LED Fixtures, Lasers, LED Sculptures

virtual & augmented reality

prototype VR experiences with VIVE, Oculus, Hololens



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Why the Bauhaus would have loved TouchDesigner

web & mobile interaction

connect to users via the internet

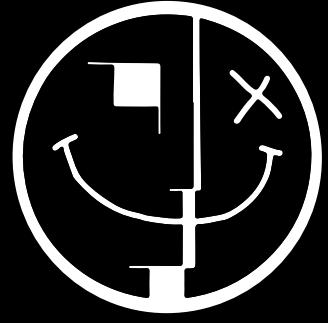
use mobile Apps to control Media Installations

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



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Why the Bauhaus would have loved TouchDesigner

extend the functionality

use scripting and coding to extend functionality

Shader Authoring (GLSL)

scripting in Python allows to use numerous Libraries

from within Touchdesigner

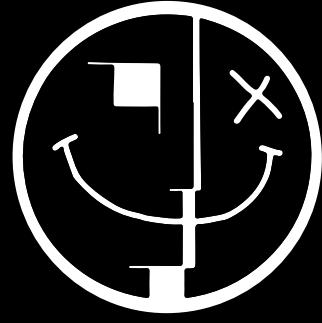
programming custom nodes in C++ (z.B. Vincent Houze)

projection mapping

keystoning with Stoner

creative mapping with Kantan Mapper

projector calibration with CamSchnappr



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Why the Bauhaus would have loved TouchDesigner

what hardware do we need?

PC over MAC

NVIDIA over ATI & INTEL

QUADRO over GTX

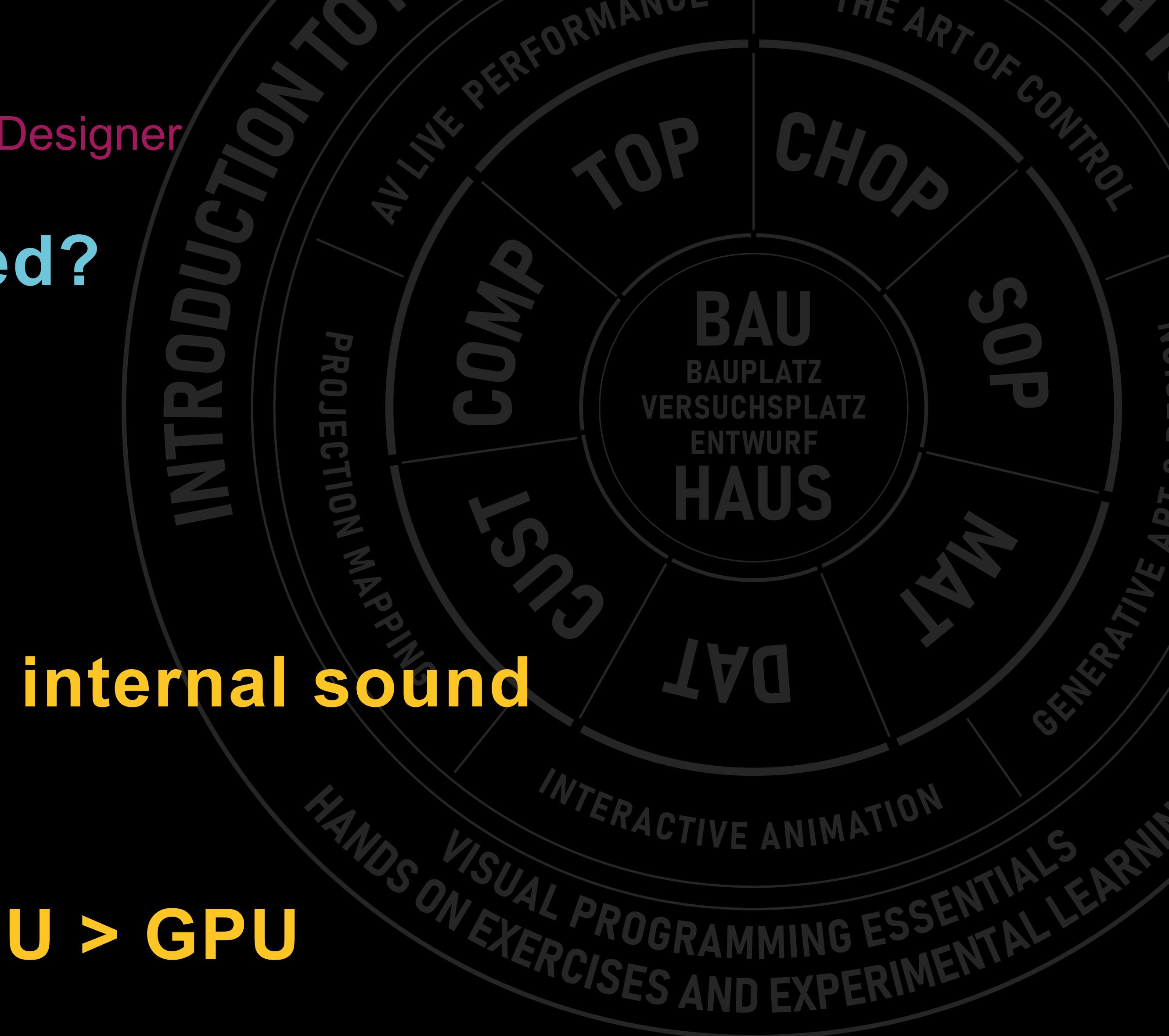
external sound card over internal sound

for video playback

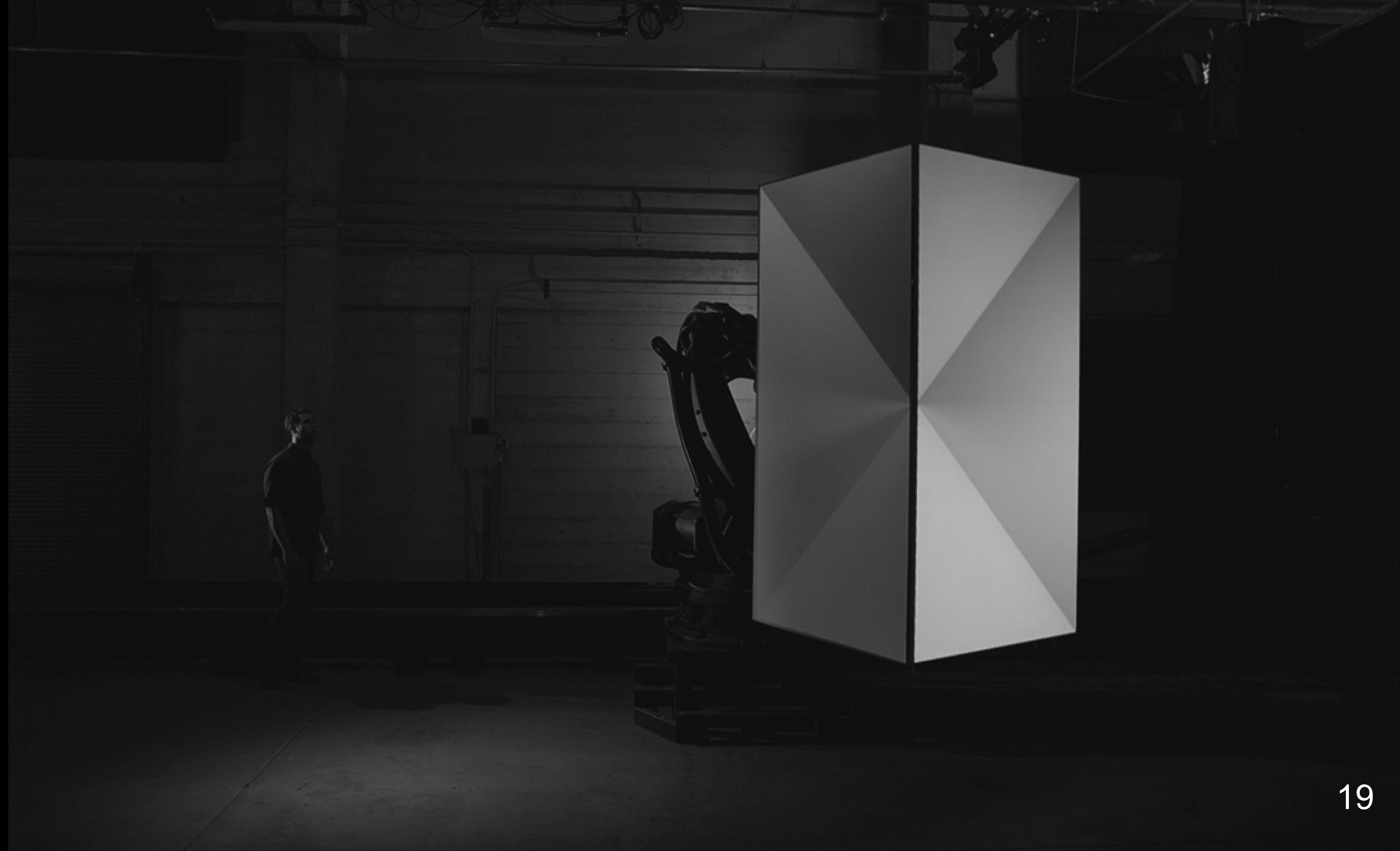
hard disc > memory > CPU > GPU

for generative content

GPU > Memory > CPU



<https://gmunk.com/BOX>



<https://vincenthouze.com>

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



<https://www.whitevoid.com>



<https://www.whitevoid.com>



<https://www.whitevoid.com>



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





CUE 1

OSD/PT Master Control Number of Monitors: 11 SETUP

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

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https://www.instagram.com/vjrez_tokyo/

