## Week 2 Ongoing Research Document

### Particle Systems.

Particle systems have their own libraries of manipulating and changing geometry and play an important role in creating projects in Touch Designer.

Derivative's library on Particle Systems:

https://derivative.ca/UserGuide/Particle

Tutorial on interactivity with particles: By "Supermarket Sallad"

https://www.youtube.com/watch?v=NuIShUTg3nI&t=78s

### Week 3 Ongoing Research Document

#### **Feedback**

Manipulating feedback can offer intense and interesting visuals in terms of looping the visuals back into their input.

Karl Sims describing Reaction Diffusion which can be accomplished via Feedback looping

https://www.karlsims.com/rd.html

Beginner introduction to Feedback Interactivity By "Okamirufu Visualizer"

https://www.youtube.com/watch?v=a7KtirwLoyo



# Week 4 Ongoing Research Document

#### **Audio**

Touch Designer offers creative reign when it comes to creating audio as well, it can be used to manipulate audio being brought in to touch designer as well.

Derivative forums on Audio Oscillation,

https://derivative.ca/UserGuide/Audio Oscillator CHOP

Making anything Audio Reactive Tutorial by "bileam tschepe (elekktronaut)"

https://www.youtube.com/watch?v=rGoCbVmGtPE

## Week 5 Ongoing Research Document

#### **Instancing**

Instancing refers to the making of multiple copies of the same thing with different variables from each other, a faster rendition of duplication and changing each object.

Beginner introduction to Instancing by "bileam tschepe (elekktronaut)"

https://www.youtube.com/watch?v=rYet0SwTYa0&list=PLnlHkTValtGd9ezW4gwo9Fhlg904XtEWO