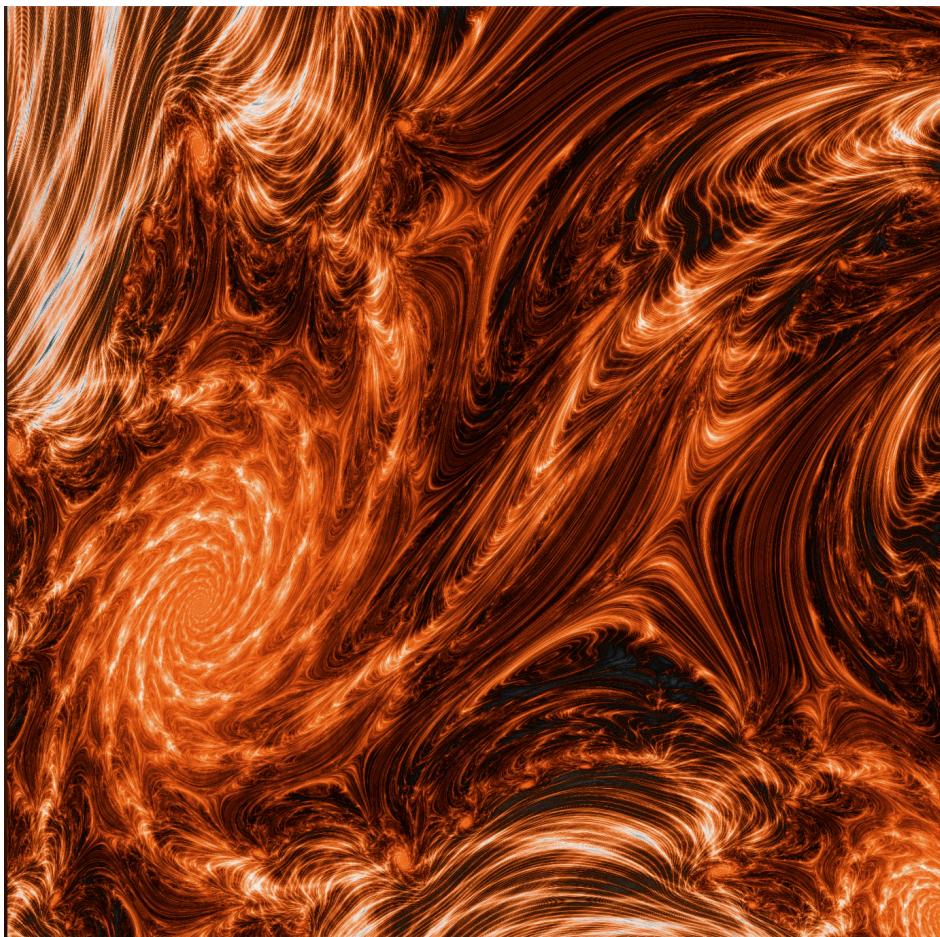


https://www.reddit.com/r/generative/comments/1ik0znw/red_vortex/

Inspiration: "Red Vortex" (Generative Art)

"Red Vortex" is a stunning work of generative art. It features swirling, flowing textures resembling a burning storm in space. The dark reds and oranges convey a sense of energy and movement as if it were alive. Its intricate patterns reflect complicated math concepts. This illustrates the ability of generative art to produce images that are simultaneously chaotic and structured, pushing the boundaries of what can be achieved in digital art.



https://www.reddit.com/r/generative/comments/1ijtbvc/fuzzy_wind_ii/

Inspiration: "Fuzzy Wind II" (Generative Art)

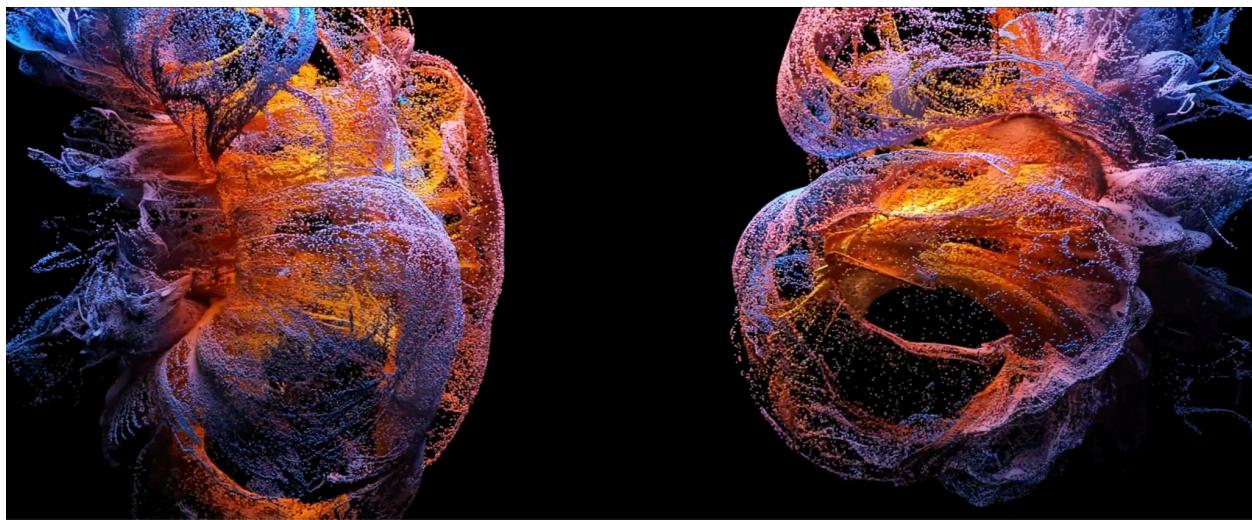
"Fuzzy Wind II" is a vibrant generative work that embodies the spirit of movement in gentle, flowing forms. The wavering, blurred patterns evoke a dreamy atmosphere, like wind streams or moving organic fibres. Its fluidity and gentleness are calming to the eyes, demonstrating how generative art can mimic natural forces in a non-representational but engaging manner. I wish to know how to achieve the same effects in TouchDesigner. I wish to know how to achieve natural movement and texture in real-time.



https://www.behance.net/gallery/218078057/eXhale-Pluxee-Data-Visualisation?tracking_source=search_projects|touchdesigner&l=2

"eXhale – Pluxee Data Visualization" (TouchDesigner)

The beautiful work "eXhale – Pluxee Data Visualization" uses TouchDesigner to transform data into organic, flowing images. The aesthetics provide a soothing and meditative experience by combining intricate pattern work with flowing motion. It is inspiring because it shows how data can be creatively represented to make the most basic information lively and active. I'm excited to learn how to use TouchDesigner in data art and am searching for methods to convey live-looking movement and interaction.



https://www.google.com/search?q=generative+artwork+with+particles&rlz=1C5CHFA_enCA977CA977&oq=generative+artwork+with+particles&gs_lcrp=EgZjaHJvbWUyBggAEEUYOTIHCAEQIRigAdIBCDU1ODNqMGo3qAIAsAIA&sourceid=chrome&ie=UTF-8#fpstate=ive&vld=cid:541be4f1,vid:3snFQtLRJqs,st:0

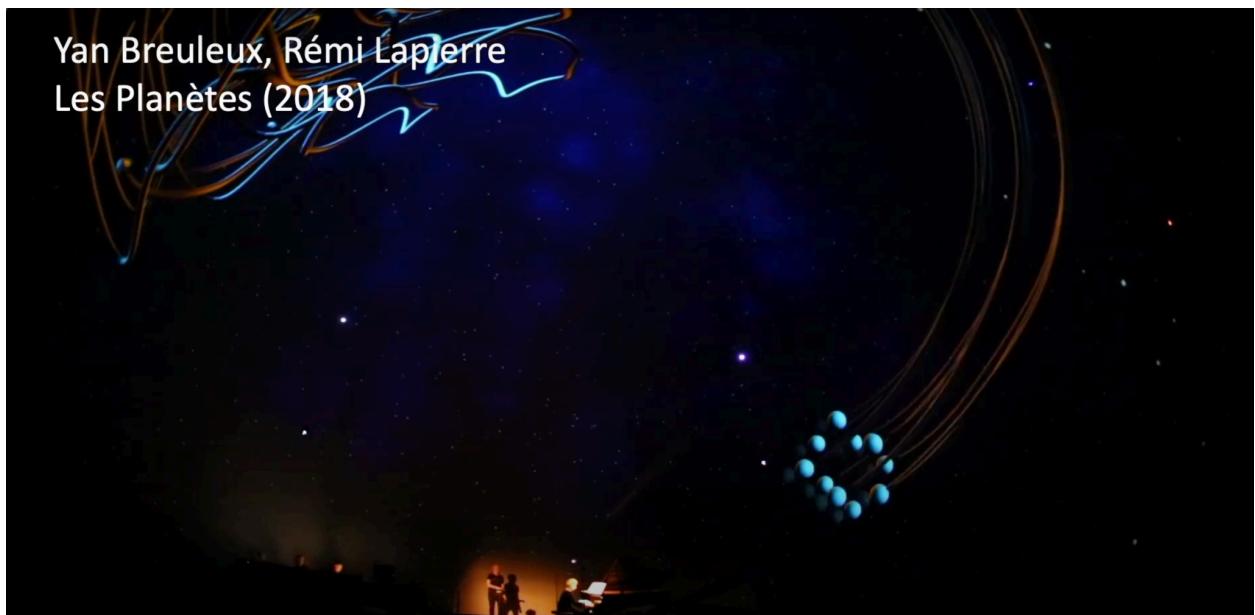
This is a cool video art that is possible to make using TouchDesigner I am interested in learning more about it and possibly creating my own version.

<https://youtu.be/XRhqaPVmwhQ?si=MjO1H7e52EqHUwmq&t=928>

- watch video from 15:30

Inspiration: Interactive Dome Projection with TouchDesigner

Working on a dome project in TouchDesigner made me explore what else is possible in immersive environments, leading me to this interactive projection. In this project, a musician's keyboard input controls particle movement inside the dome, creating a seamless blend of audio and visuals. The way the particles respond to sound in a 360° space is fascinating, making the experience both dynamic and immersive. This inspired me to think about creating a similar project, experimenting with real-time generative visuals that react to music or user input inside a dome setting.



<https://paulbourke.net/dome/UnityiDome/>

Inspiration: "Unity iDome" (Immersive Projection)

Visiting the dome sparked my curiosity about the possibilities of immersive environments, and Unity iDome showcases how Unity can be adapted for dome projections. The way visuals wrap around the curved space creates a deeply engaging experience, making it feel like stepping into another world. Since I am already interested in Unity, combining it with dome projection would be an exciting project—experimenting with interactive visuals, VR-like experiences, or real-time generative environments within a 360° setting.

Movie



Smaller movie, 400x225 pixels, 5MB



Larger movie, 640x360 pixels, 8MB

Photos

