uv unwrapping inside Touchdesigner

After my tutorial about unwrapping uv with Blender 2.8, I present here a .tox destined to unwrap uv from a four faced cube representing a stage.

The Top input is for a square texture including the images in the position. You can choose your resolution, corresponding to your images resolution but keep the resulting texture square with sides divisble by 4. I put a 1024 x 1024 texture as to be usable with non-commercial TD.

The Top output are:
- output of texture with colored faces
- 3 outputs for 3 separate projectors

I propose you also a .toe explaining how it works. The center of Geometry is the stage front center.

Settings
- size : stage dimensions
- VP1 to VP3 : throw, position, rotation and shift
- render : output resolution and mire level (linked to the level of mire before input)

Feel free to communicate on bugs and suggestions: http://hoepffner.info