

Touch Designer Resources and Tutorials

Notes on each type of operator:

TOPS - Texture Operators operate on pixel data. Compositing, transforming, processing, rendering.

<http://derivative.ca/wiki077/index.php?title=TOP>

Top 5 TOPs: MovieIn, Composite, LumaLevel, Render, Noise

CHOPS - Channel Operators operate on signal data. Samples, sample rate, noise, waves, periodicity, logic gates. <http://derivative.ca/wiki077/index.php?title=CHOP>

Top 5 CHOPs: Math, Limit, Noise, Expression, OSC in

COMPs: Geometry (Geo), Camera (Cam), Window (Win) http://derivative.ca/wiki077/index.php?title=Camera_COMP

DATS - Data Operators operate on numbers and strings. Tables, text, expressions, communication.

SOPS - Surface Operators operate on 3d shapes. Polygon/mesh/nurbs. Coordinates. Model, World, View, and Screen Spaces. Textures, normals, materials.

MATS - Materials determine the appearance of Surfaces. Maps, lights, alpha, blending.

Top 10 key shortcuts:

P-show or hide Parameters dialog box

Space – pause or play your network

U- move “up” in your network

I – move “in” to the selected component of your network

F1- enter perform mode

Esc – exit perform mode

H – center the view of your network, or the view of an active selected operator (like geometry)

C – show the operator color palette

Tab – open the Op Create dialog box

Alt-T – open the textport as a separate window

Top 8 Variables, Commands and Expressions:

\$F and **\$AF** frame in timeline and elapsed frames since start.

\$OD and **\$OPD** operator digits and parent operator digits.

\$TOUCH evaluates to the directory of the .toe file you are running.

chop(“CHOP/channel”) evaluates to the first sample of the channel.

set declare a temporary variable.

cvar declare a container variable.

rvar declare a root variable.

\$variable use your variable.

opparm operator parameter value – changes the operator's parameter to the value.

tab(“DAT,row, column”) evaluates to the contents of the specified table cell.

Tutorials

<http://derivative.ca/wiki077/index.php?title=Category:Tutorials>

Recommended:

-Intro: [http://derivative.ca/wiki077/index.php?](http://derivative.ca/wiki077/index.php?title=Category:Tutorials#An_Introduction_to_TouchDesigner)

[title=Category:Tutorials#An_Introduction_to_TouchDesigner](http://derivative.ca/wiki077/index.php?title=Category:Tutorials#An_Introduction_to_TouchDesigner)

-Sweet 16 Operators: [http://derivative.ca/wiki077/index.php?](http://derivative.ca/wiki077/index.php?title=Category:Tutorials#Sweet_16_Operators)

[title=Category:Tutorials#Sweet_16_Operators](http://derivative.ca/wiki077/index.php?title=Category:Tutorials#Sweet_16_Operators)

Reference

Key shortcuts:

http://www.derivative.ca/wiki077/index.php?title=Application_Shortcuts

Glossary:

http://www.derivative.ca/wiki077/index.php?title=TouchDesigner_Glossary

Palette Browser components to investigate

MovieBin