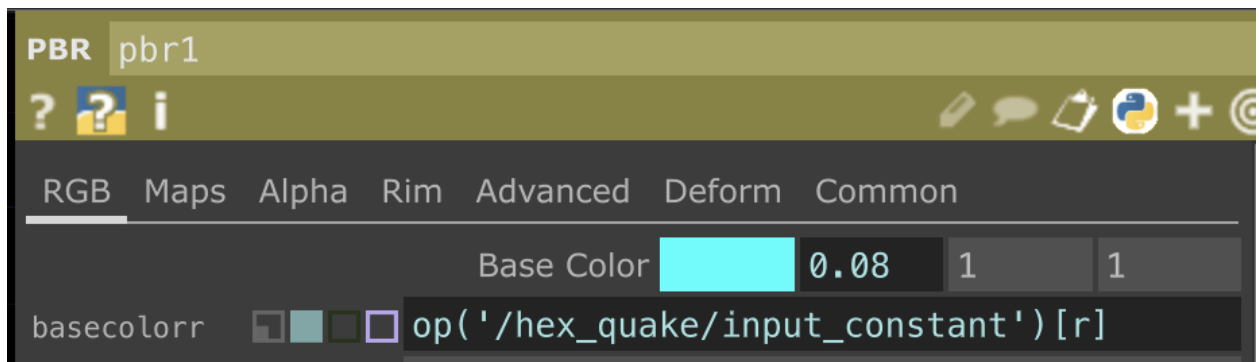
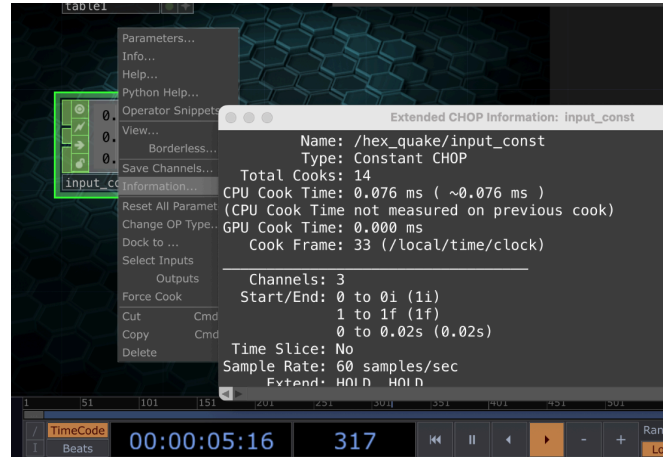


# Touch Designer Parameters

## KEY NOTES

- Mainly, we define a constant CHOP interface with extensive parameters.
- All parameters are optional, and will be mapped to specific content nodes on a project-by-project basis
- **Bolded fields are important or interesting**, but we're being extensive now and including all possible fields
- Parameters can be set using node filepaths, which all start with the project name, e.g. `hex_quake/input_constant`. you can click the name at the bottom to set it, and right-click the node and hit Information to check the full filepath
- to set the parameter based on a node (aka operator) use `op(<filepath>)[<channel aka parameter>]`



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## Core Parameters

### CHannelOPerator (continuous input aka numbers)

\*intended use: motion, audio, animation, control signals.

\*saved in a "Constant" CHOP Node

1. Base Color
  - a. **R** (float)
  - b. **G** (float)
  - c. **B** (float)

- d. **A (opacity)** (float)
- 2. Noise
  - a. Type (String)
  - b. **Seed (integer)**
  - c. **Period (float)**
  - d. **Harmonics (float)**
  - e. Harmonic Spread (int)
  - f. Harmonic gain (float)
  - g. Roughness (float)
  - h. **Exponent (float)**
  - i. **Amplitude (float)**
  - j. **Offset**
  - k. Monochrome boolean
  - l. Aspect correct boolean

## DATa Operator – Text (string) or Table (tsv) Nodes

TODO:

1. Define generic transformations we want to implement as Nodes we can put in any TD .toe project
2. Define ID strings for each transformation
3. Take a .tsv of selected transformation IDs
  - a. Ex) rand-noise `\t true \n ...`

## hex-quake (project specific parameters

float

1. geo peaks' Accent – Black—Red