**TouchDesigner Immediate Workshop**

Interactive programming and digital art making

covering : VR, Kinect, Projection, DMX, MIDI, video mapping…from projects

**RMIT: MAGI Department - 19th March**

**10.00-11.15**

**ANDREW QUINN**

Introduction, TD file - runthrough of patches, new features - TOPS/point clouds

Case study 1: Venice Biennale of music - previs, multi screen projection, laser

Case study 2: Popov Ballet - recording kinect point clouds as quicktime movie - GPU particles

**Break 15mins**

**11.30-13.00**

**SIMON BURGIN - Point clouds**

Case Studies of point cloud & Lidar based projects, How to prepare and instance geometry with point cloud, point cloud tools.

Case Study - creating an interactive artwork using Kinect point cloud

**13.00-14.00 LUNCH**

**14.00-15.00**

**ANDREW QUINN**

Case study 3: “Galileo's Journey” - working with orchestra

**SIMON BURGIN**

Case Study - Blob Tracking in Touchdesigner with Realsense / Realsense Lidar

Case Study - DMX approach for kinetic / light artwork - managing all the channels!

**Break 15mins**

**15:15 - 16.00**

**PETER WALKER**

**16.00 - END**

**ANDREW - SIMON - PETER**

STUDENT PROJECTS: problem solving