TouchDesigner Workshop:
interactive visuals for performance
Beginner and Intermediate level
8-9 april 2017 10am-6pm
$150

download free version here (Mac or PC):
https://www.derivative.ca/099/Downloads/Default.asp
TouchDesigner interface basics:
https://www.derivative.ca/Education/BestWorkshopVideos088/

Day1 morning
TouchDesigner overview - demonstration of a sound reactive work, use of external tracking devices (leap motion), explanation of operator types, audio input, perform mode (think powerpoint!), interface construction and projector output

Case study
"Leap motion puppet" https://vimeo.com/204862470
using the leap motion controller to animate a digital puppet - shoes and hands are animated by analysing incoming audio signal.
Animating an image with audio
d1_ex1: analysing audio peaks - analyse CHOP - lag CHOP
      compare pre and post lag values - merge CHOP - trail CHOP
      read an image and use audio values to animate- moviein TOP-transform TOP-composite TOP
      add a button to transform image in y - button component-trigger CHOP
      what is noise? Switch to animate with noise CHOP-switch CHOP
d1_ex2: using the webcam - videoin TOP
      underwater effect - noise TOP - speed CHOP - displace TOP
      use a black and white image to animate time-timemachine TOP-texutre 3d TOP

Day1 afternoon
Introduction to 3d
d1_ex3: importing geometry - animating with audio-camera, light COMP-render TOP
      transforming geometry - animate 2 shoes with audio-create floorplane-grid SOP-lighting
      leap motion - animate head with leapmotion channels-leapmotion CHOP-leapmotion TOP
      save and share your component
 d1_ex4: demo of character rigging in houdini-import puppet geometry and animate with leapmotion
      shadows, adding materials
d1_ex5: audio reactive face animation - create 2 face textures, apply as material to sphere
      animate with audio-sphere SOP-analyze CHOP-logic CHOP-switch TOP
      Photoshop in TOP - paint a face texture in photoshop and send into TouchDesigner

Day2 morning

Paint tool

d2_ex1: create a simple pen tool with mouse-panel CHOP-circle TOP

       palette-color picker

       post fx: create a base COMP inside which we create some trail effects

       base COMP-feedback TOP-custom parameters-parameter CHOP

Particles and kinect

d1_ex2: emit particles from a sphere-particle SOP-sort SOP-wireframe MAT

       kinect CHOP-screen space and world space

       track the sphere with kinect uv values-transform SOP

       composite over kinect rgb input-kinect TOP

MIDI devices

       How to import MIDI information from a keyboard or MIDI controller (sliders)

       dialogues-MIDI device mapper-MIDI in map CHOP

Day2 afternoon

Workshop project and performance

-audio reactive

-kinect

-leap motion

-touchscreen

-MIDI devices

-webcam

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