

TouchDesigner Workshop Sydney
realtime visuals for performance
beginner's level: 7-8 december 2019
Intermediate level 9 december 2019
UNSW Art and Design, Robotics lab

10.00 - 18.00

Focus on sound reactive visuals and case studies of my work.

TouchDesigner interface basics:

<https://www.derivative.ca/Education/BestWorkshopVideos088/>

Day1 (beginners) morning

OVERVIEW

Explanation of interface - node types

help-> Operator snippets (examples of nodes)

projector output - interface design - example of multi patch/multi interface setup for show

Case study

"Inferometer" music by Nikolay Popov

<https://vimeo.com/199131963>

Animating an image with audio

d1_ex1: analysing audio peaks - analyse CHOP - lag CHOP - moviein TOP - composite TOP

compare pre and post lag values - trail CHOP - switch CHOP
noise function to animate - noise CHOP - time slice

d1_ex2: distort an image with audio reactive noise - noise TOP - displace TOP - speed CHOP

d1_ex3: audio animated ripple - ramp TOP - opacity TOP - speed CHOP - collapsing nodes into a patch

Converting audio to image

d1_ex4: 2 methods for converting audio to image - chopto TOP - audiospectrum CHOP - displace TOP

Day1 (beginners) afternoon

component COMP - Panels

in nodes - interface design - perform mode

optimization

Perform CHOP - FPS - GPU usage

Performance monitor

3d rendering - Noisy sphere in a box - light projections

d1_ex5: sphere SOP - noise SOP - facet SOP - normals

lights - shadows

Phong MAT - color - rim lighting

texture mapping - texture SOP

Converting audio to geometry

d1_ex6: chopto SOP - wireframe MAT

-render as tube - limit SOP -render as surface - skin SOP - texture SOP

Movies - mixing and layering

d1_ex7: ways of controlling a quicktime movie - scrub

mixing - switch TOP

Day2 (beginners) morning

Case study

"Gore - Russian song" music by Nikolay Popov

<https://vimeo.com/109052990>

converting image to geometry

d2_ex1: using an image to displace points on a grid - grid SOP - topto CHOP - sopto CHOP - chopto SOP
point groups - CHOPs

d2_ex2: particles - collision - force

Python scripting and DATs

d2_ex3: changing keyframe values in a DAT using chop execute DAT
CHOPexecute DAT

d2_ex4: countCOP - text TOP - convert DAT - selecting lines from a text file for output

Day2 (beginners) afternoon

pen tool

d2_ex5: track mouse movements to create pen tool - panel CHOP

geo instancing

d2_ex6: record mouse movements and instance geometry - trail CHOP - geometry component:instancing
add attenuated noise - noise CHOP - pattern CHOP

GPU vs. CPU - geo instance vs. copy SOP

d2_ex7: geo vortex sacred geometry

use animated noise to control rotation, ramp to control opacity and colour

noise CHOP - speed CHOP - ramp TOP - topto CHOP

GPU transparency in TouchDesigner

d2_ex8: depth of field - rendering depth pass and plug into luma blur TOP

Explanation of camera clipping planes.

importing 3d models

d2_ex9: demonstration of 3d rigging in houdini - export fbx to TouchDesigner

The new ablembic SOP - inputs geometry FAST

interaction design 1 - Kinect

Demo of 2d/3d mode - skeleton tracking - rgb point cloud - use of depth and infra red cams.

Face tracking - user ID - trace SOP

Tracking - particles

interaction design 2 - leap motion

3d model rigging, houdini (or program of choice) - fbx output

TouchDesigner deformation on the GPU using leap motion controller

DAY3 (intermediate):

case study

"ANF-93" music by Nikolay Popov

<https://vimeo.com/109052990>

Particles - layering CHOPs

d2_ex1: combining noise CHOP and wave CHOP with audiospectrum CHOP

-lookup CHOP - pattern CHOP - explanation of samplerate.

interaction design 2 - kinect2

d3_ex1: Paint tool with kinect - skeleton viz patch

case study

"playing with fire" - interactive installation - particle attractor and kinect

<https://vimeo.com/70735873>

d3_ex2: particle attractors tracked to hands - kinect world space/screen space - point SOP-particle SOP

d3_ex3: GLSL shaders – rendering kinect rgb point cloud input

Audio landscape

d3_ex4: audio trail in TOPs – convert to CHOPs then to SOPs as a grid

d3_ex5: same process in CHOPs (more precise) - 'audio history' – trail CHOP-shuffle CHOP, chopto SOP
line SOP, skin SOP

GLSL shaders 1

importing shadertoy GLSL shaders to TouchDesigner

<https://www.shadertoy.com>

GLSL shaders 2

Displacement mapping - creating normals

GLSL shaders 3

Geometry shaders

d3_ex6: we use the audio spectrum as vertical emission velocity for particles - particle SOP

Advanced rendering - PBR (physically based rendering)

d3_ex7: environment light, metallic surfaces, soft reflections - substance shader: shader builder

d3_ex8: drag and drop a movie file into a component: container-drag tab

Geometry (SOP) and rendering tricks

d4_ex1: tiled wall - fake normals - environment maps-point SOP-primitive SOP

d4_ex2: explode geometry - primitive SOP

D2_ex5: ray SOP - creep SOP - animating a light over complex geometry

D2_ex6: creep SOP - sweep SOP - fitting particles to a path

VR (oculus)

Introduction to VR - stereo render - vive CHOP - what is a camera matrix

LED - dmx

DMXout CHOP - convert image to rgb channels and send to LEDs via artnet dmx controller.

REFERENCES

python scripting

https://www.derivative.ca/wiki088/index.php?title=Working_with_OPs_in_Python

TUTORIALS

<http://matthewragan.com/category/how-to/touchdesigner/>

<http://matthewragan.com/2014/03/05/touchdesigner-these-are-the-dats-youve-been-looking-for/>

<http://matthewragan.com/2014/03/06/touchdesigner-replicators-and-buttons-and-tables-oh-my/>