Custom_components_and_trippy_visuals

CUSTOM COMPONENTS & VJING.

Today

- Small introduction round

  - Who are you ?
  - What major are you doing?
  - What is your experience with touchdesigner or software in general?

- short introduction to Touchdesigner
- Instruction Interface & creating operators
- break
- workshop creating adapting

Vincent Boon

Assistant Instructor at Interaction Station
Digital artist & Creative Developer
VR / Realtime / Immersive / Animation
Started with Touchdesigner 3-4 years ago
Graduated from WDKA 2022

[LTV](LTV)

Please help me out!

Let me know when things are unclear or going to fast. And if you have feedback afterwards I am happy to learn from you!
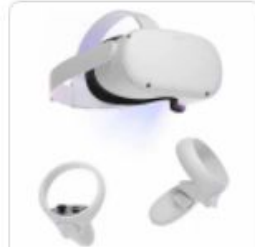
What is Touchdesigner

- Node based programming software
- Procedural / Generative
- Data processing
- Interactive

Why is it amazing

- Its so fast to prototype
- Great for LIVE performances, shows & interactive installations
- Great for audiovisual experiences
- Great for Projection mapping
- Great for abstract and immersive
- [Great for connecting different software & hardware](#)
- Great for generative design
- Free non-commercial license
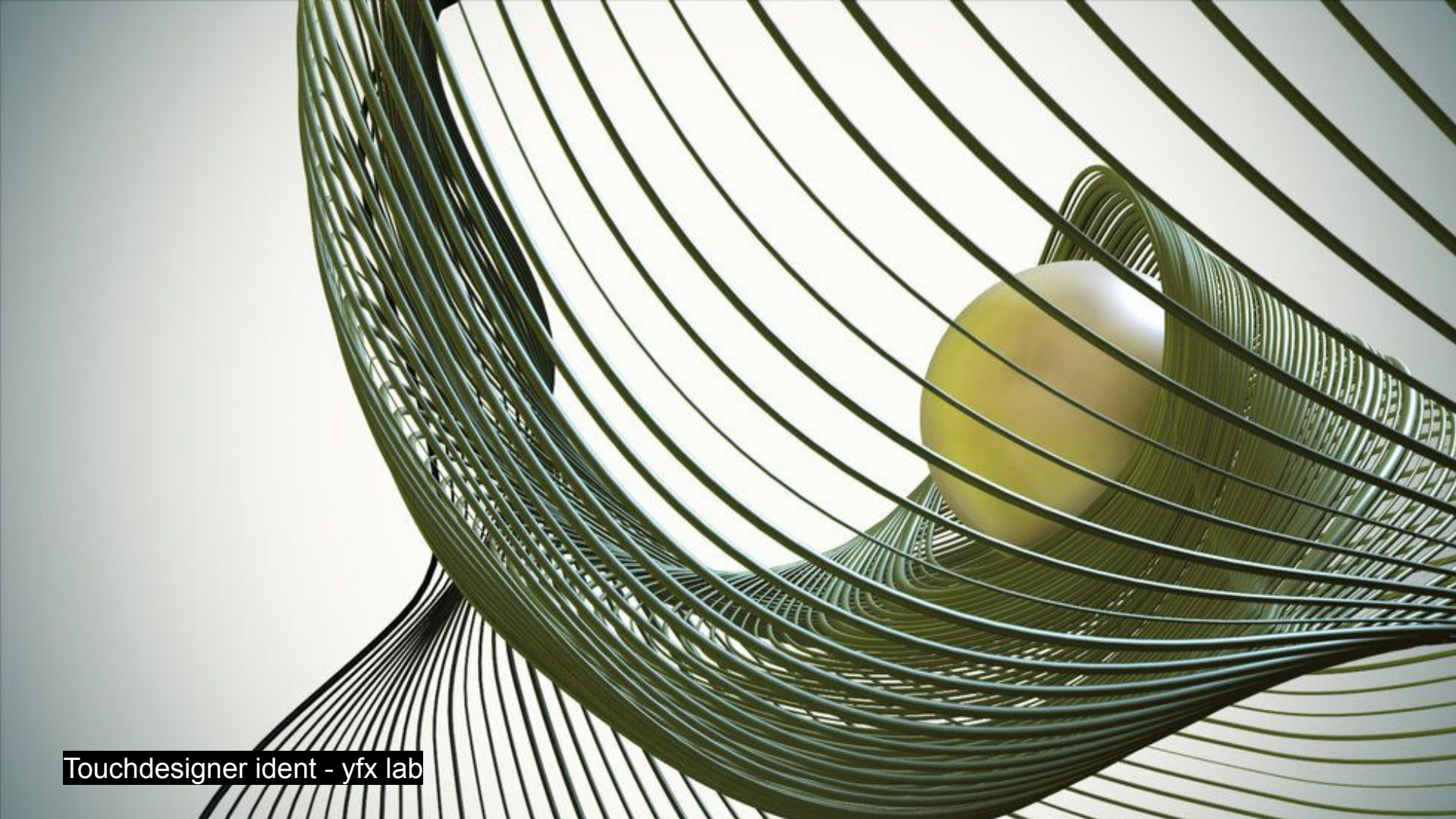
Cameras / Movement sensors

Lights / Lasers / Beamers /screens

Ableton / Midi / OSC

Oculus Rift / Vive

Amaze amsterdam - Darien Brito / Nikzad / Yfx-Lab

Touchdesigner ident - yfx lab

Important touchdesigner creators

https://www.yfxlab.com/projects

https://www.youtube.com/watch?v=ELFmN4w86Yc

https://darienbrito.com/

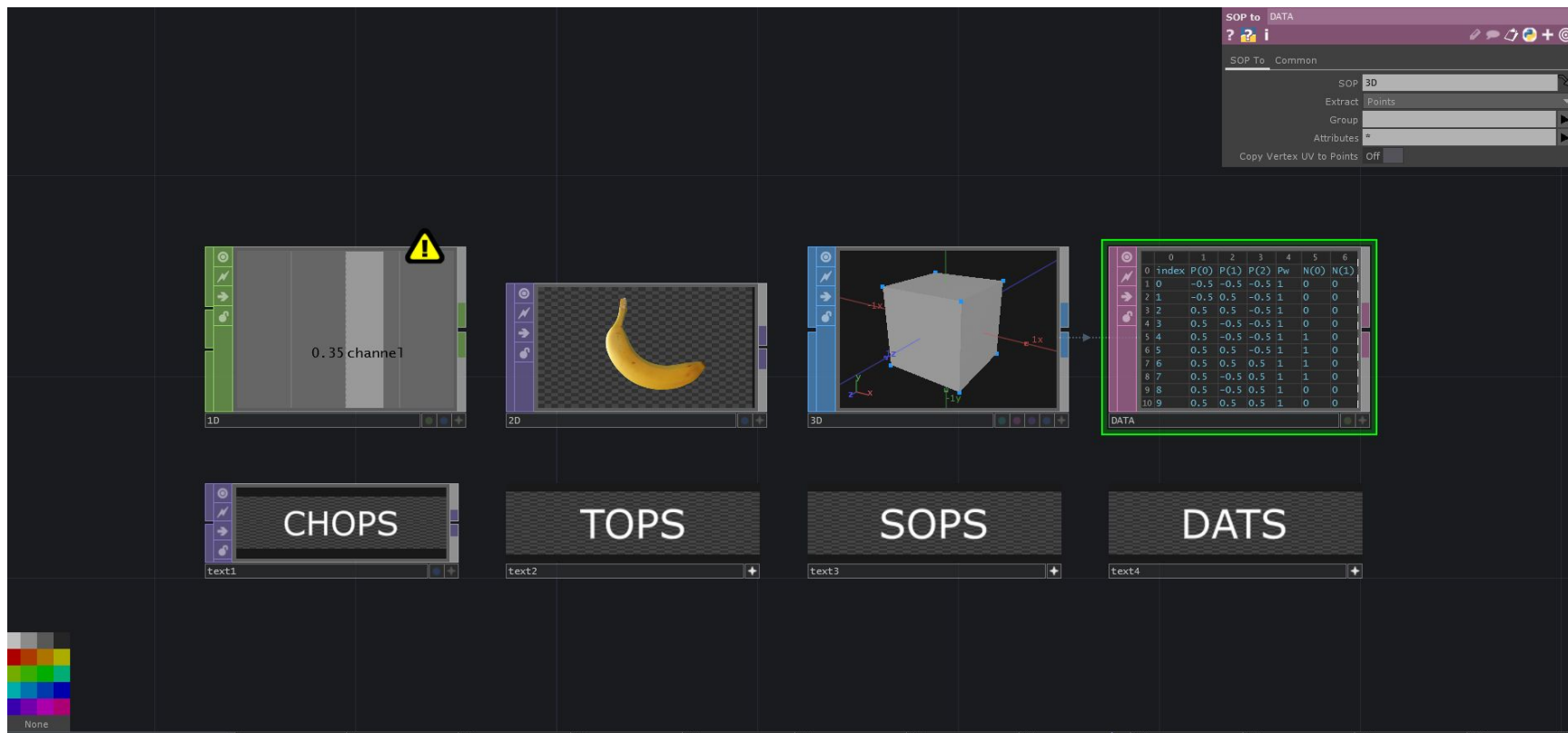https://kohui.xyz/

https://www.elekktronaut.com/projects

Operators

INPUT -> OPERATIONS -> OUTPUT

- MUSIC/ SOUND -> AUDIO ANALYSIS -> ANIMATIONS -> TEXTURE (image or video) -> PROJECTION
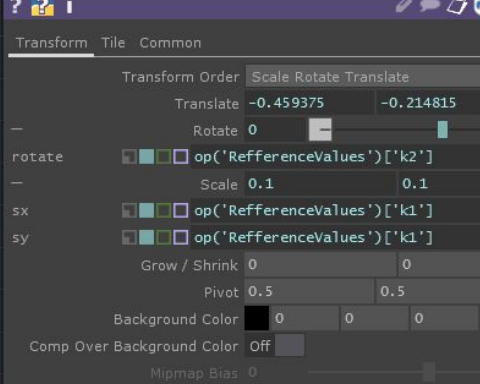- WEATHER DATA -> DATA VISUALISATION -> LIGHT INSTALLATION

Network (patch)

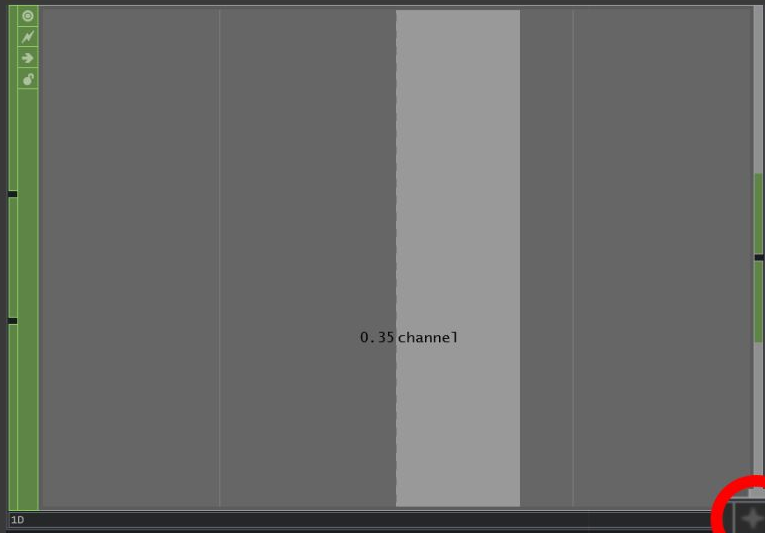Looks cool and complicated,
how do you control it.

COMPONENTS

- A small application to do certain tasks that are repetitive or make your life easier
- Interactive windows, User interface elements,
- plugin or extensions for all kinds of action/ interactions
- Interactive effects and controls

Today in this Workshop

- Parameters
- COMPS
- Component editor
- Custom parameters
- Adapting a feedback network

Tutorials and resources

- [beginners course](#)
- [interactive and immersive hq](#)
- https://alltd.org/
- https://www.youtube.com/c/NotoTheTalkingBall
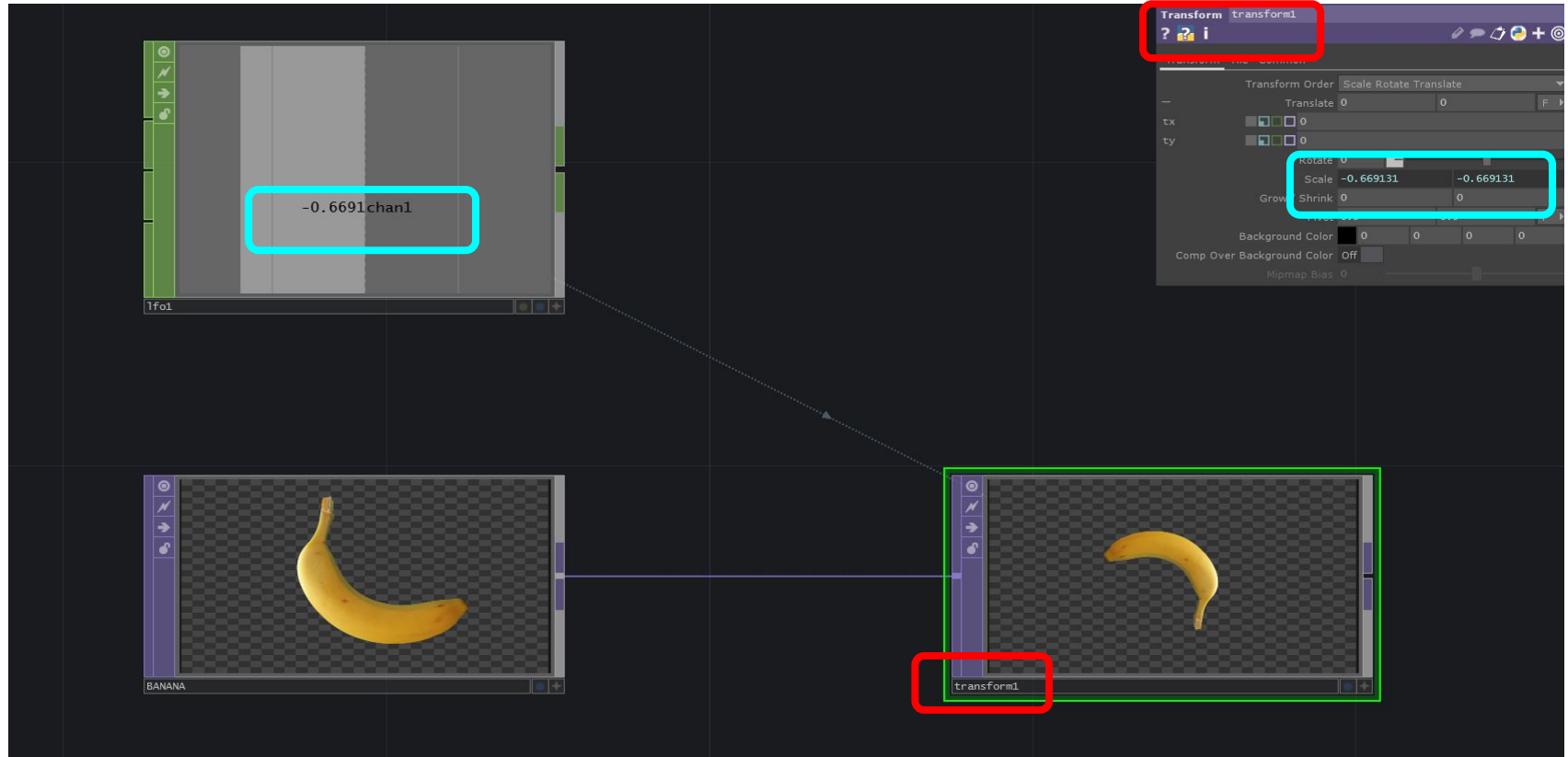- [free touchdesigner projects](#)

Click to make viewer active

Click and drag channel to the parameter you want to control

Making a refference

ADDITIONAL ASSIGNMENT

ADDITIONAL

- Threshold + Multiply top after the in1 > taking threshold an in as input for the multiply
    - Custom parameters (float) for threshold and softness
- add a switch after feedback and transform1 and connect both ops
    - Custom parameter "Transform effect" (toggle) to control the index of the switch

Experiment with operators in feedback network

- blur
- tile
- edge