

TOUCHDESIGNER SUMMIT - TOPIC LIST

Below is a list of suggested presentation and/or workshop topics. This is by no means a definitive list, and proposals outside of these topics will be given equal consideration.

CONTENT CREATION

- Bullet Dynamics
- Particle Techniques
- Audio Synthesizer
- 3D in TouchDesigner
- Rendering Techniques
- Instancing
- Projection Mapping
- Dome Mapping & Content Generation
- LED Mapping
- Video Playback Systems
- Generative Visuals
- DataViz

INTEROPERABILITY

- Arduino
- Lasers
- LEDs
- Vive Mapping and Calibration
- VR
- DMX Lighting and Control
- 3D Point Clouds, Kinect, ZED
- Application Interoperability
- TouchDesigner and the web

EXTENDABILITY / WORKFLOWS

- Custom Operators
- Python Intro, Extensions
- GLSL Intro
- Compute Shaders and Geometry Shaders
- Geometry Shaders
- Collaborative Workflows
- Larger Systems Architecture and Organization

INTERFACE / CONTROL / PERFORMING

- 3D UI Building and Renderpicking
- UI Building with Widgets
- TDAbleton
- Live Performance
- Show Control
- Optimizing your TD Projects