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TOUCHDESIGNER
BY DERIVATIVE

TOUCHDESIGNER BEGINNER MASTERCLASS

FOR NEW MEDIA ART

ATTENDEE MANUAL

5TH — 11TH FEBRUARY 2026

OVERALL SCHEDULE



Feb 5 - 11

Feb 12

Feb 13

	5	6	7	8	9	10	11	
10:00AM	TouchDesigner Beginner Class by Bileam Tschepe						Organic Code — Evolving Visuals by Sanjana Singh	HYPERREAL — A Creative Inquiry into Digital Intelligence by Āyāhi Collective
11:00AM	TouchDesigner Masterclass Immersive Gallery by Stefan Kraus						Creating Connections — Digital Art Innovation and Community Building by Dr. Ruokun Chen	Controller in Hand, Eyes on the Crowd by Linda Nicolai
12:00PM	TouchDesigner Masterclass FullDome Creation by Simon Rydén						Divergence as Method by Dennis Fabian Peter	Exploring Digital Ecosystems by Milkorva
1:00PM	NETWORKING LUNCH							
2:00PM	All courses continue						Intuition and Equations: Notes on Computational Creativity by Newnome Beauton	DMX POPs, Light and Interaction by Stephen Bontly
3:00PM							Panel Discussion 1	WORKSHOP Visualizing Biological Data in TouchDesigner by Newnome Beauton
4:00PM	BREAK		WELLNESS SESSION	BREAK		BREAK	BREAK	
5:00PM	All courses continue			All courses continue		Panel Discussion 2	Panel Discussion 4	
6:00PM	All courses continue			All courses continue		Panel Discussion 5		
7:00PM	DINNER		DINNER					
8:00 PM								

About the Workshop

TOUCHDESIGNER BEGINNER MASTERCLASS

Eligibility

Beginner friendly

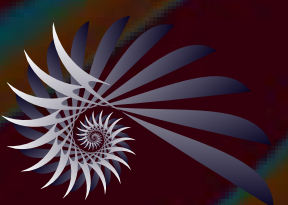
Facilitator

Bileam Tschepe/
elekktronaut

Dive into the world of generative and interactive visuals with TouchDesigner, guided by Bileam Tschepe (aka Elekktronaut), a seasoned audiovisual artist and educator. This beginner-friendly course is designed for artists, designers, and creative technologists eager to explore new media, audio-reactive visuals, and immersive installations.

Through hands-on exercises and creative experimentation, you'll learn the core building blocks of TouchDesigner, including operators, workflows, and the platform's visual programming approach. Under Bileam's guidance, you'll gain the confidence to generate dynamic visuals, connect different types of data, and experiment with audio and interactivity in your projects.

The course emphasizes practical learning: you'll develop your own sketches and projects, receiving personalized feedback and support along the way. You'll also explore how TouchDesigner handles 2D and 3D content, work with audio signals, and discover the principles behind interactive systems, giving you the tools to bring your ideas to life. By the end of the course, you'll have a solid foundation in TouchDesigner, a clear understanding of its possibilities, and the skills to start your own generative, audio-reactive, or interactive projects.

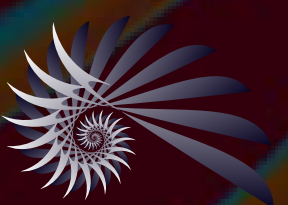


About the Instructor

TOUCHDESIGNER BEGINNER MASTERCLASS

BILEAM TSCHPE / ELEKTRONAUT 

Bileam is a Berlin based artist and educator creating audio-reactive, interactive and organic digital artworks, systems and installations in TouchDesigner. He studied Interaction Design at the School Of Popular Arts in Berlin and graduated in 2020. Bileam has been using TouchDesigner since 2019 and began to record and share tutorials soon after. His tutorials have become very popular and are considered as the pathway into visual programming for a whole new generation. He has taught at the SOPA Berlin, the HAWK Hildesheim, and hosts workshops as well as the monthly TouchDesigner meetups on Music Hackspace. Bileam is doing freelance and commission work all over the world, ranging from simple projects such as album covers and short audiovisual clips to physical interactive installations, music videos and live performances. Apart from design and coding, Bileam has always been making music — first with instruments such as the guitar, piano or violin, and now mostly with Ableton Live.



Certification

TOUCHDESIGNER BEGINNER MASTERCLASS

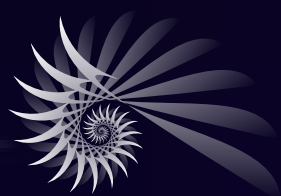


Course takers for all Touchdesigner Sessions will receive an **industry valued certificate** from **The NODE Institute, Berlin.**

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Attendee Manual



www.thesixthsensefestival.com

Participants of the Beginner Masterclass will have their work showcased as part of the immersive experience

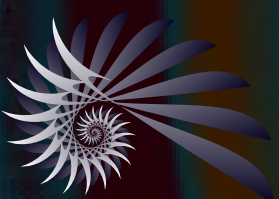
On the 11th of Feb, Facilitators will choose completed artworks from students, to be displayed in a start-of-the-art LED Room. All facilitators and students will be in attendance to witness the creations from the different workshops.

Beyond the showcase

Opportunities to network with fellow artists and creators

Meet and greet with the panelists, speakers and facilitators

TOUCHDESIGNER BEGINNER CLASS



Ticket Inclusions

TOUCHDESIGNER BEGINNER MASTERCLASS

Get an industry
valued certificate
from The NODE
Institute, Berlin

35+ hours of
guided
touchdesigner
exploration

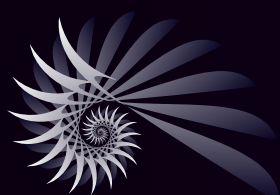
Create generative
and audio-reactive
visuals from scratch

Understand core
operators,
workflows, and
visual programming

Build a strong
foundation in
TouchDesigner
for new-media
and immersive art

Explore 2D, 3D,
and interactive
systems

*F&B on ground — Running tea & coffee + Lunch + hi-tea



System Requirements

TOUCHDESIGNER BEGINNER MASTERCLASS



MINIMUM REQUIREMENTS

- Windows 10 / Windows 11
- Video RAM: 4GB minimum, 8GB+ recommended

Nvidia GPUs

- Nvidia GeForce 1000-series or better
- Nvidia Quadro/RTX Pascal series or better
- Requires Driver 530.00 or newer.
- Driver 581.00 or later recommended

AMD GPUs

- AMD Radeon 5000 series or better (RDNA architecture GPUs)

Intel Integrated GPUs

- Intel 500 and newer GPUs (not the 5000, 6000 series)
- Not all features are supported on Intel's integrated GPUs
- 3 button mouse or 2 button mouse with scrollwheel
- SSD drive recommended for movie playback

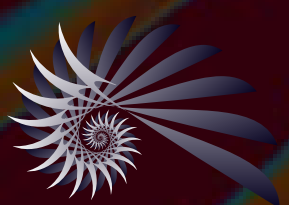
DOWNLOAD FOR WINDOWS



MINIMUM REQUIREMENTS

- macOS 13 (Ventura) or higher
- Mac Pro / iMac / Mac Mini / MacBook Pro / MacBook Air 2020+
- Your Mac must support macOS 13 or higher, but we recommend running the latest macOS
- We highly recommend a Mac with Apple Silicon for TouchDesigner
- For Intel-based Macs, a model with a discrete AMD GPU is required
- 3 button mouse or 2 button mouse with scrollwheel

DOWNLOAD FOR MACOS



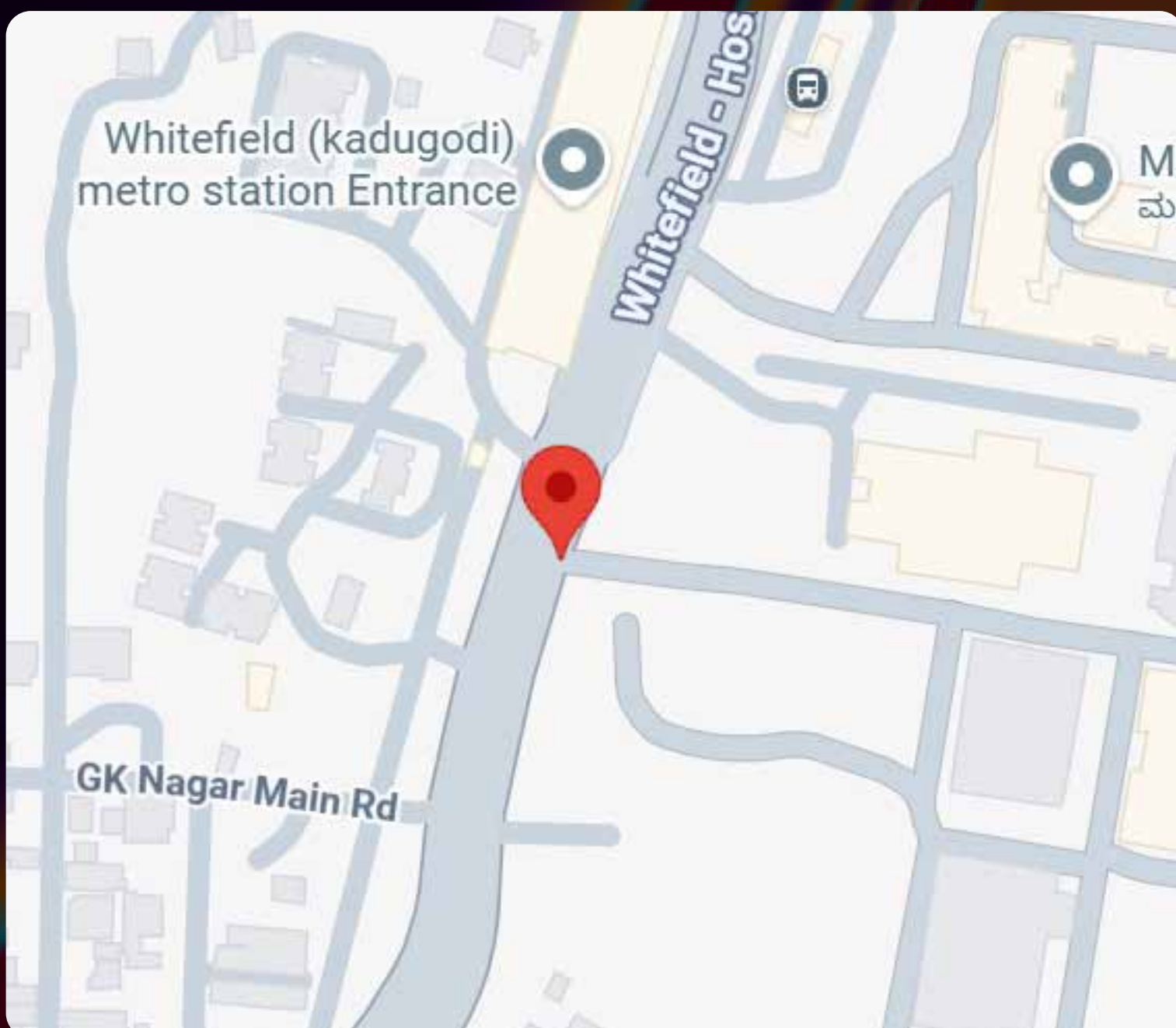
Who is this Course For

TOUCHDESIGNER BEGINNER MASTERCLASS

THIS COURSE IS INTENDED FOR:

- Digital artists and UI/UX designers looking to acquire a new technical skill or transition into generative and interactive media
- Multidisciplinary digital artists working across formats (motion, visual, interactive) who want to expand into real-time systems
- Hobbyists seeking a structured introduction to new media art and visual programming
- Individuals exploring a career transition into creative coding, immersive media, or new-age digital art practices
- Creative coders and visual practitioners at an introductory stage
- No prior experience with TouchDesigner is required.

Location



Local Travel

Metro to Whitefield
(Kadugodi) Metro
Station

Click for the Map



Day 1 & Day 2 Conference Programming



DAY 1 SCHEDULE

12th Feb 2026 | Thursday

ARTIST TALKS



SANJANA SINGH

Organic Code-
Evolving Visuals

10AM to 11AM



DR. RUOKUN CHEN

Creating Connections-
Digital Art Innovation
and Community Building

11AM to 12PM

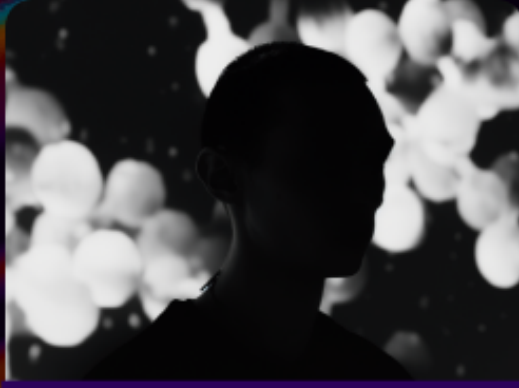


DENNIS F PETER

Divergence
as Method

12PM to 1PM

ARTIST TALKS & WORKSHOPS



NEWNOME BEAUTON

Intuition and Equations:
Notes on Computational Creativity

2PM to 3PM



Visualizing Biological Data
in TouchDesigner

3PM to 6PM



DAY 2 SCHEDULE

13th Feb 2026 | Friday

ARTIST TALKS



ĀYĀHI COLLECTIVE

HYPERREAL - A Creative
Inquiry into Digital Intelligence

10AM to 11AM



LINDA NICOLAI

Controller in Hand,
Eyes on the Crowd

11AM to 12PM



MILKORVA

Exploring Digital
Ecosystems

12PM to 1PM

ARTIST TALKS & WORKSHOP



STEPHEN BONTLY

DMX POPs, Light,
and Interaction

2PM to 3PM



Holistic and Interactive
Light Sculptures as Stages

3PM to 6PM

MORE INFO COMING SOON



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Co-presented by



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