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INSTITUTE



TOUCHDESIGNER  
BY DERIVATIVE

# TOUCHDESIGNER BEGINNER MASTERCLASS

FOR NEW MEDIA ART

## ATTENDEE MANUAL

5TH – 11TH FEBRUARY 2026

# OVERALL SCHEDULE



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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

NET W O R K I N G L U N C H

2:00PM

All courses continue

Intuition and Equations:  
Notes on Computational  
Creativity  
by Newname Beaumont

DMX POPs, Light and  
Interaction  
by Stephen Bontly

3:00PM

B R E A K

B R E A K

Panel  
Discussion 1

Panel  
Discussion 3

4:00PM

W E L L N E S S S E S S I O N

W E L L N E S S S E S S I O N

W E L L N E S S S E S S I O N

Panel  
Discussion 2

Visualizing Biological  
Data in TouchDesigner  
by Newname Beaumont

Panel  
Discussion 4

Holistic and Interactive  
Light Sculptures as stages  
by Stephen Bontly

5:00PM

All courses continue

Panel  
Discussion 3

Panel  
Discussion 5

6:00PM

All courses continue

D I N N E R

All courses continue

D I N N E R

7:00PM

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Co-presented by



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## 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



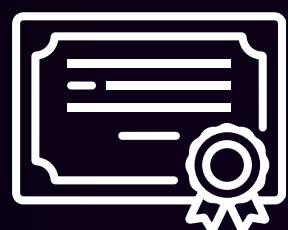
**BILEAM TSCHEPE / ELEKKTRONAUT** 

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

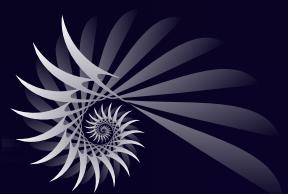


Course takers for all Touchdesigner Sessions  
will receive an **industry valued certificate**  
**from The NODE Institute, Berlin.**

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TOUCHDESIGNER  
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Attendee Manual

[www.thesixthsensefestival.com](http://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



Digital Information Booklet

 [www.thesixthsensefestival.com](http://www.thesixthsensefestival.com)

## Ticket Inclusions

# TOUCHDESIGNER BEGINNER MASTERCLASS

Get an industry valued certificate from The NODE Institute, Berlin

35+ hours of guided touchdesigner exploration

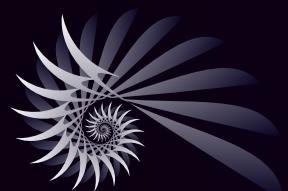
Create generative and audio-reactive visuals from scratch

Understand core operators, workflows, and visual programming

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

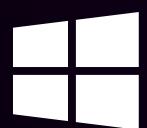
Explore 2D, 3D, and interactive systems

\*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



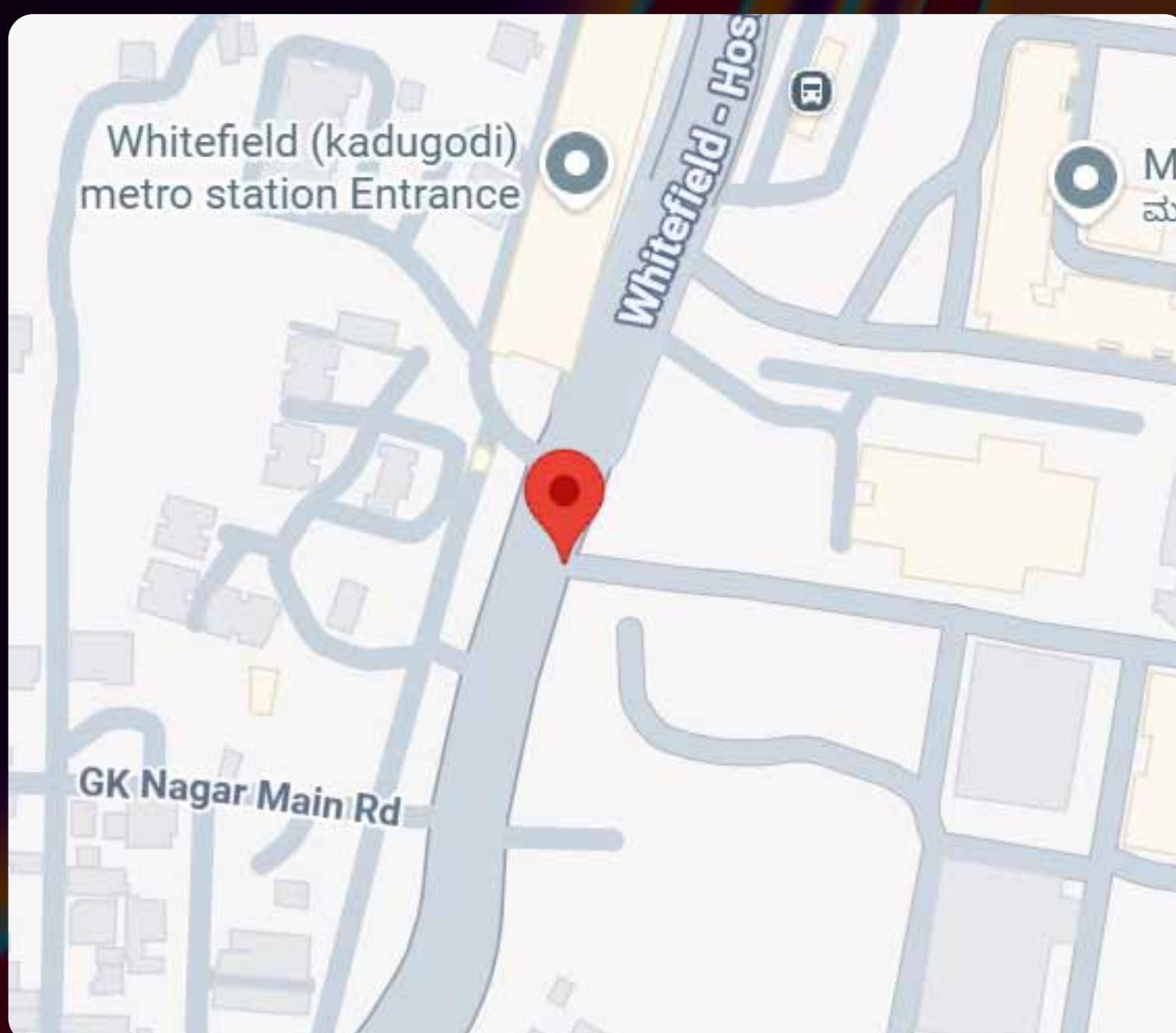
## Who is this Course For

# 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



Click for the Map



Local Travel

Metro to Whitefield  
(Kadugodi) Metro  
Station



Attendee Manual

[www.thesixthsensefestival.com](http://www.thesixthsensefestival.com)

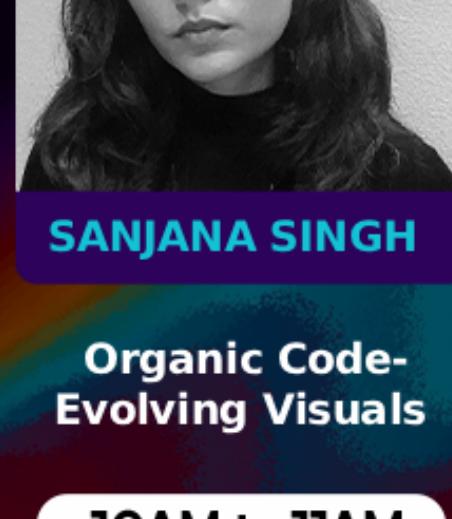
# Day 1 & Day 2 Conference Programming



## DAY 1 SCHEDULE

12th Feb 2026 | Thursday

### ARTIST TALKS



SANJANA SINGH

Organic Code-  
Evolving Visuals

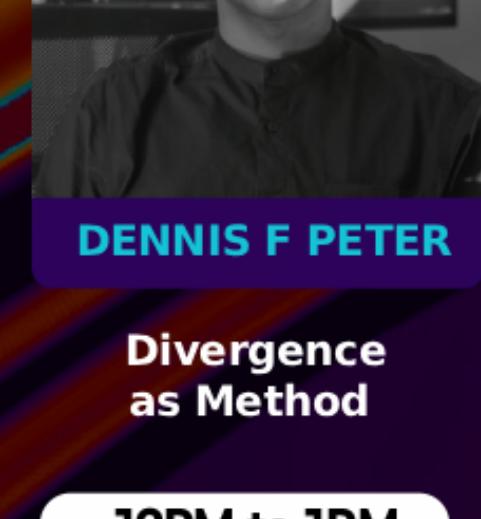
10AM to 11AM



DR. RUOKUN CHEN

Creating Connections-  
Digital Art Innovation  
and Community Building

11AM to 12PM

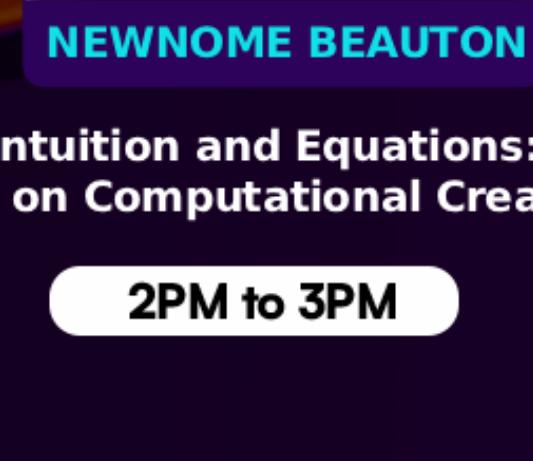


DENNIS F PETER

Divergence  
as Method

12PM to 1PM

### ARTIST TALKS & WORKSHOPS



NEWNAME 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

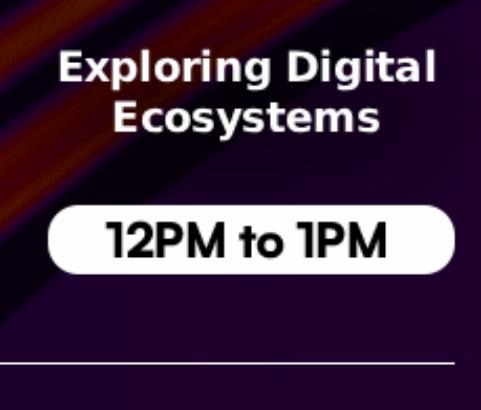
10AM to 11AM



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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