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THE
N • DE
INSTITUTE



TOUCHDESIGNER
BY DERIVATIVE

TOUCHDESIGNER MASTERCLASS FULLDOME CREATION

INTRODUCTION TO DOME PROJECTION
AND IMMERSIVE CONTENT

ATTENDEE MANUAL

5TH — 11TH FEBRUARY 2026
10 AM — 6 PM

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		Panel Discussion 2	Panel Discussion 4				
6:00PM	All courses continue		Panel Discussion 5					
7:00PM	DINNER							DINNER
8:00 PM								

About the Workshop

TOUCHDESIGNER MASTERCLASS FULLDOME CREATION

Eligibility

Intermediate to professional understanding of TouchDesigner

Facilitator

Simon Rydén / Supermarket Sallad

This seven-day workshop, led by Simon Rydén (aka Supermarket Sallad), introduces participants to creating immersive dome content using TouchDesigner. Designed for artists, designers, and creative technologists, the course provides a strong foundation in the artistic and technical challenges of dome projection.

Participants explore dome geometry and projection systems, working across 2D and 3D pipelines through hands-on, project-based exercises. They learn to adapt content to hemispherical displays, understand differences from flat-screen formats, and apply effective pre-visualization strategies.

The course emphasizes practical learning, with participants developing their own dome scenes while experimenting with animation, real-time optimization, and immersive techniques. Guided feedback from Simon supports each project from concept to presentation-ready work.

By the end of the course, participants gain a solid understanding of dome projection principles and the skills to continue developing immersive dome-based projects, from generative visuals to interactive experiences.

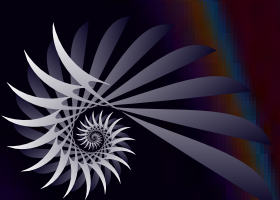


About the Instructor

TOUCHDESIGNER MASTERCLASS FULLDOME CREATION



Simon Rydén aka supermarket_sallad is a real-time generative artist specializing in TouchDesigner. His work explores immersive visual experiences, including visuals for Afterlife events, Robert Koch's Future Sound performances, and the Blue Man Group's New York show. Simon has also performed at the Labyrinth Dome in Bali, designed dome-specific VJ players used at performances in the SAT in Motreal, and exhibited at LOAD Gallery in Barcelona, and Studio 20 in Berlin, among other places. Under the alias supermarket_sallad on YouTube and Patreon, he shares his process with a global audience, providing insights into his creative process and the potential of real-time systems.

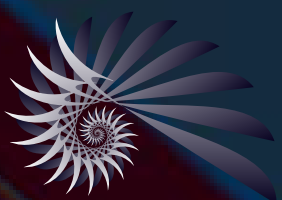


Certification

TOUCHDESIGNER MASTERCLASS FULLDOME CREATION

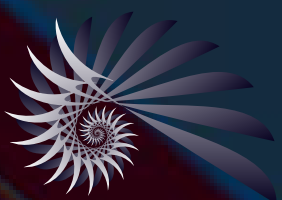


Course takers for all Touchdesigner Sessions will receive an **industry valued certificate** from **The NODE Institute, Berlin.**



Participants of the Full Dome & Immersive Gallery workshop will have their work showcased s 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/Dome/Immersive showcase. All facilitators and students will be in attendance to witness the creations from the different workshops.



Ticket Inclusions

TOUCHDESIGNER BEGINNER MASTERCLASS

Get an industry
valued certificate
from The NODE
Institute, Berlin

35+ hours of
guided
touchdesigner
exploration

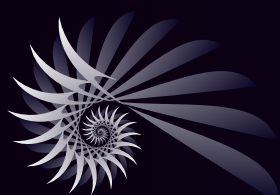
Create generative
and audio-reactive
visuals from scratch

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 MASTERCLASS FULLDOME CREATION



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 MASTERCLASS
FULLDOME CREATION

THESE MASTERCLASSES ARE DESIGNED FOR:

- Visual artists, VJs, and creative technologists with prior exposure to TouchDesigner
- Practitioners seeking to advance their skills in real-time visual systems and immersive environments
- Artists developing work for galleries, festivals, installations, domes, or live performance contexts
- Participants looking to move beyond fundamentals into professional, project-based workflows

A working knowledge of TouchDesigner is required.

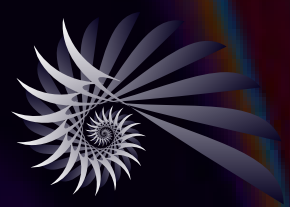
Location



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



NEWNOME BEAUTON
BIOLOGICAL DATA
VIZ WITH POPS
FEBRUARY 12

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



STEPHEN BONTLY
LIGHTS SCULPTURES
WITH DMX POPS
FEBRUARY 13

Holistic and Interactive
Light Sculptures as Stages

3PM to 6PM

MORE INFO COMING SOON



TOUCHDESIGNER SESSIONS INDIA ARE PRESENTED TO YOU BY



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