



THE
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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



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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

11:00AM

TouchDesigner Masterclass Immersive
Gallery by Stefan Kraus

12:00PM

TouchDesigner Masterclass FullDome Creation
by Simon Rydén

1:00PM

NET WORKING LUNCH

2:00PM

All courses continue

3:00PM

B R E A K

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

B R E A K

4:00PM

All courses continue

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

5:00PM

6:00PM

7:00PM

All courses continue

D I N N E R

Organic Code —
Evolving Visuals
by Sanjana Singh

Creating Connections —
Digital Art Innovation and
Community Building
by Dr. Ruokun Chen

Divergence as Method
by Dennis Fabian Peter

HYPERREAL — A Creative
Inquiry into Digital
Intelligence
by Āyāhi Collective

Controller in Hand, Eyes
on the Crowd
by Linda Nicolai

Exploring Digital
Ecosystems
by Milkorva

Intuition and Equations:
Notes on Computational
Creativity
by Newname Beaumont

Panel
Discussion 1

B R E A K

Panel
Discussion 2

B R E A K

Panel
Discussion 3

B R E A K

Panel
Discussion 4

B R E A K

Panel
Discussion 5

DMX POPs, Light and
Interaction
by Stephen Bontly

Panel
Discussion 3

WORKSHOP

Panel
Discussion 4

WORKSHOP

Panel
Discussion 5

WORKSHOP

D I N N E R

About the Workshop

TOUCHDESIGNER MASTERCLASS FULLDOME CREATION

Eligibility

Intermediate to professional understanding of TouchDesigner

Facilitator

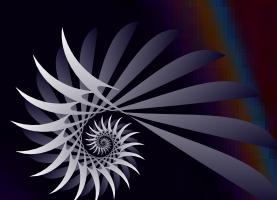
Simon Rydén / Supermarket Sallad

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.



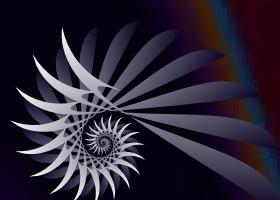
About the Instructor

TOUCHDESIGNER MASTERCLASS FULLDOME CREATION



SIMON RYDÉN / SUPERMARKET SALLAD 

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 Montreal, 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 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/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

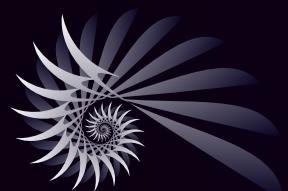
Create generative and audio-reactive visuals from scratch

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

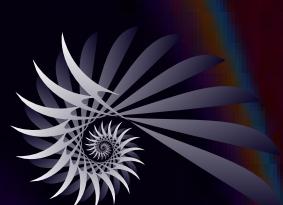
DOWNLOAD FOR WINDOWS



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

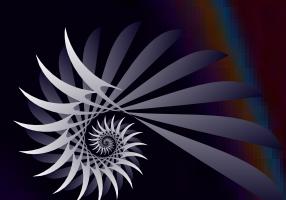


Click for the Map



Local Travel

Metro to Whitefield
(Kadugodi) Metro
Station



Attendee Manual

www.thesixthsensefestival.com

Day 1 & Day 2 Conference Programming

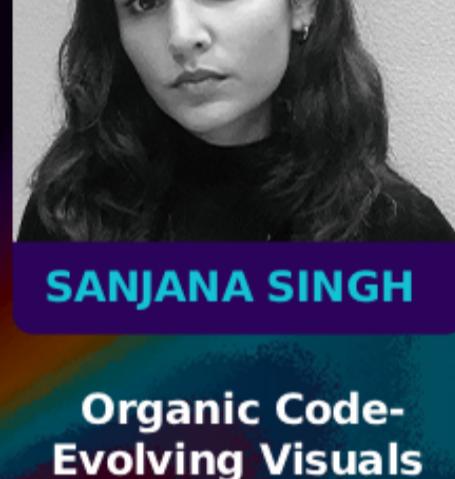


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DAY 1 SCHEDULE

12th Feb 2026 | Thursday

ARTIST TALKS



SANJANA SINGH

Organic Code-
Evolving Visuals

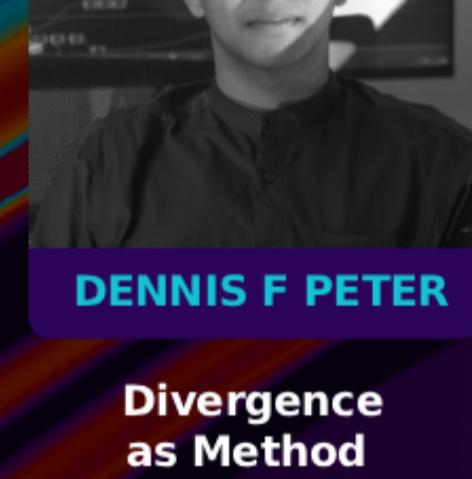
10AM to 11AM



DR. RUOKUN CHEN

Creating Connections-
Digital Art Innovation
and Community Building

11AM to 12PM

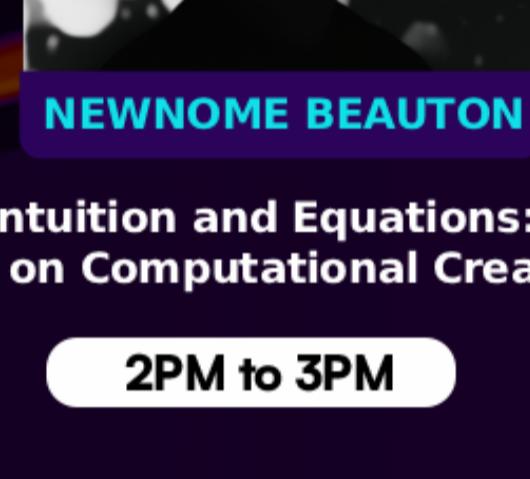


DENNIS F PETER

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



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DAY 2 SCHEDULE

13th Feb 2026 | Friday

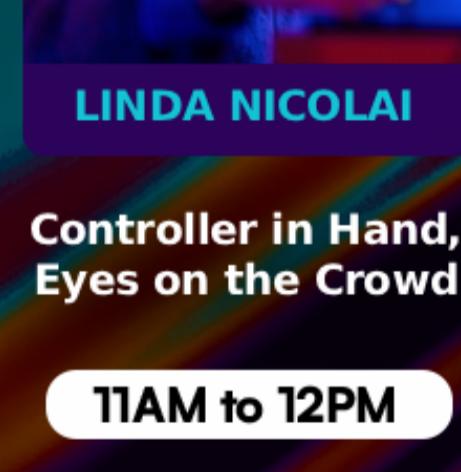
ARTIST TALKS



AYĀHI COLLECTIVE

HYPERREAL - A Creative
Inquiry into Digital Intelligence

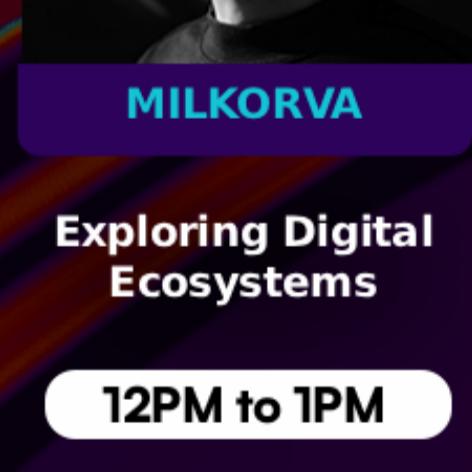
10AM to 11AM



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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SESSIONS INDIA
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