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TOUCHDESIGNER  
BY DERIVATIVE

# TOUCHDESIGNER MASTERCLASS IMMERSIVE GALLERY

CONTENT CREATION AND STORYTELLING  
IN IMMERSIVE SPACES

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							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
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						Panel Discussion 5		
7:00PM	DINNER							DINNER
8:00 PM								

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## About the Workshop

# TOUCHDESIGNER MASTERCLASS IMMERSIVE GALLERY

**Eligibility** Intermediate to professional understanding of TouchDesigner

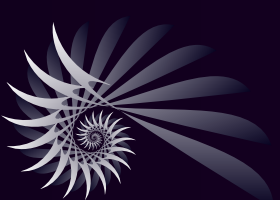
**Facilitator** Stefan Kraus / MXZEHN

This intensive workshop, led by Stefan Kraus (MXZEHN), introduces participants to the creation of immersive audiovisual content for gallery and festival environments. Designed for artists, designers, and creative technologists with a solid understanding of TouchDesigner, the course provides a strong foundation for addressing the artistic and technical challenges of immersive spaces.

Participants explore the relationship between spatial design and visual content, working with both real-time and pre-rendered pipelines. Through 3D simulations of the gallery space, they learn to adapt their work to physical environments before entering the venue.

The course emphasizes practical, project-driven learning. Participants develop short audiovisual compositions, experimenting with generative and audio-driven visuals in TouchDesigner. Ongoing guidance and feedback from Stefan Kraus support the creative process and refinement of ideas.

By the end of the course, participants gain hands-on experience in immersive content creation and the skills to continue developing projects for gallery and festival contexts, from interactive installations to generative audiovisual experiences.



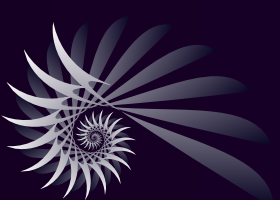


## About the Instructor

# TOUCHDESIGNER MASTERCLASS IMMERSIVE GALLERY

**STEFAN KRAUS / MXZEHN** 

Stefan Kraus, media artist and educator, is co-founder of The NODE Institute, the projection mapping festival, Genius Loci Weimar, and the media art studio, MXZEHN. Trained as an architect, Stefan explores the augmentation of physical structures using interactive and generative media and the narrative potential of abstract imagery. He holds a special interest in the art of live visual improvisation and creates augmented scenographies for theater, dance and music performances. After teaching Interaction Design at Bauhaus-University Weimar for over two decades, Stefan now enjoys sharing his knowledge and experience with the creative coding community. His studio produces interactive installations, live media performances and augmented reality applications for commercial clients, festivals, institutions and exhibitions.





Certification

# TOUCHDESIGNER MASTERCLASS IMMERSIVE GALLERY



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

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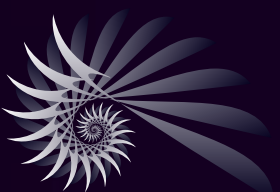
# **Participants of the Immersive Gallery workshop will have their work showcased as part of the immersive experience**

On the 11th of Feb, Facilitators will choose completed artworks from students, to be displayed in a start-of-the-art Immersive showcase. 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**





## Ticket Inclusions

# TOUCHDESIGNER MASTERCLASS IMMERSIVE GALLERY

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 IMMERSIVE GALLERY



### 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

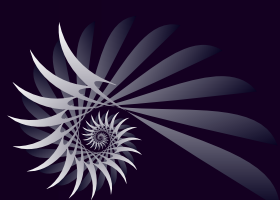
**DOWNLOAD FOR WINDOWS**



### 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

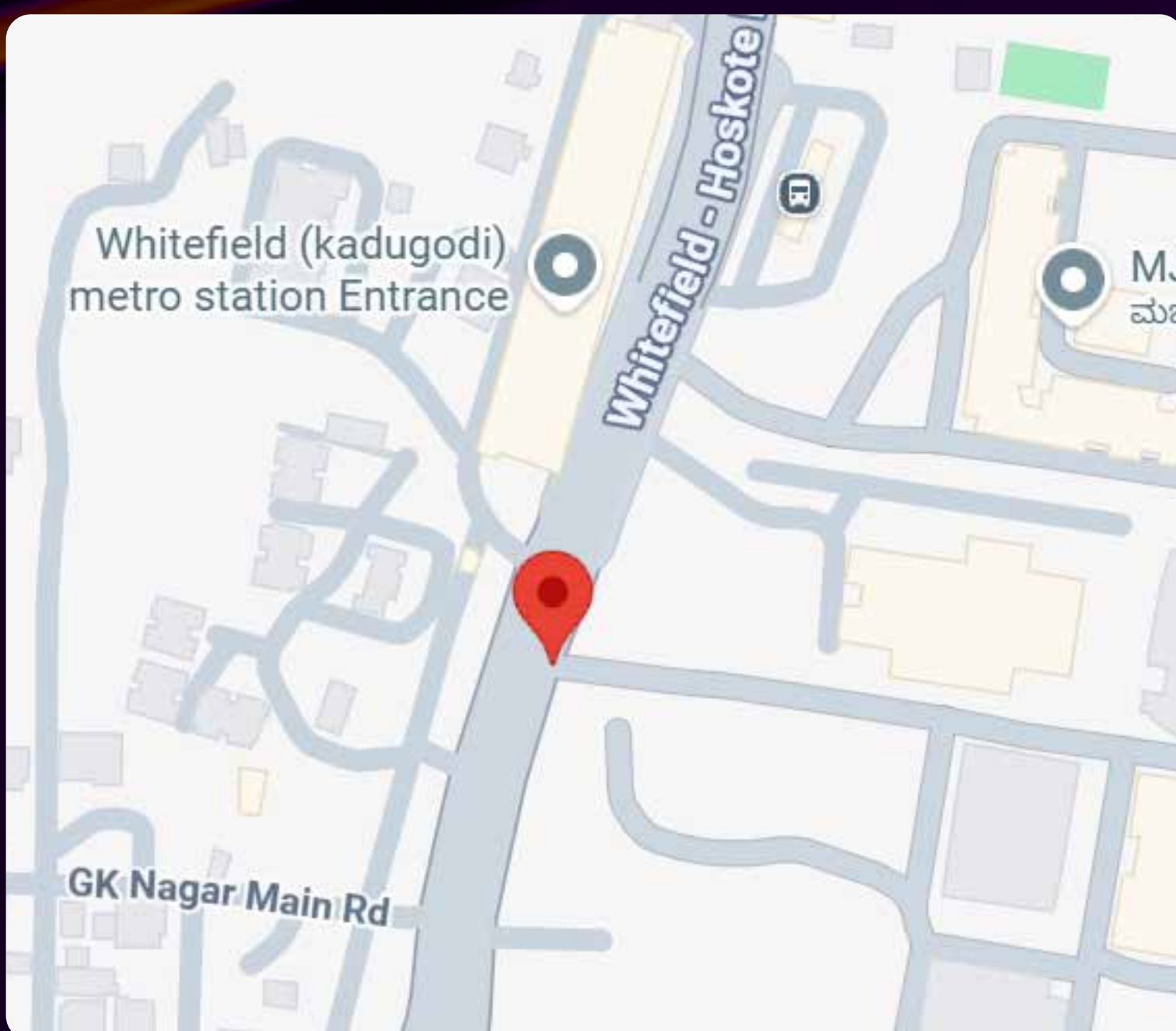
# TOUCHDESIGNER MASTERCLASS IMMERSIVE GALLERY

### 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.

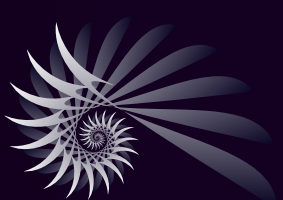
## Location



### 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





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