

Exploring Contemporary Media Environments: Touchdesigner – Fundamentals

Beschreibung:

This seminar offers an introduction to contemporary video design workflows, emphasizing foundational principles applicable across various disciplines and software environments. The primary focus will be on the software TouchDesigner, providing participants with practical skills alongside theoretical insights.

The seminar will consist of hybrid lectures that explore the theoretical underpinnings of modern media workflows, situated within a historical context of media theory. These discussions will draw on key concepts from notable theorists, providing a framework for understanding the evolution of video design practices.

Following the lectures, students will engage in a practical tutorial led by Belcim Yavuz in the faculty's computer pool, where they will gain hands-on experience with advanced workstations. This combination of theory and practice will equip students with a comprehensive understanding of current industry standards and workflows in video and 3D design.

First meeting is at 21th of October, 13h in DBL (Digital Bauhaus Lab), Bauhausstrasse 9a. The participation at this meeting is mandatory for taking part in the class.

Raum: Computerpool B15 – 102 / Online