

Experimentation with TouchDesigner

REFLECTIONS ON FEEDBACK:

Reflections

Opposite to the spectacle there is an idea of mundane — something, that usually goes unnoticed and overlooked in the flow of life. While TouchDesigner heavily prioritizes wide crowd in a real-time setting like shows/concerts/performances which is evident from its description by Derivative:

TouchDesigner is a **visual development platform** that equips you with the tools you need to create stunning realtime projects and rich user experiences.

It becomes clear that the TD serves as a amplifier or a bridge between the source of the 'spectacle' and its' audience. According to McLuhan media theory ('Media is the Message') we live in the age that direct people's minds inwards, shifting the attention from collective thinking and knowledge, towards encouraging personal opinions and perspectives. So, similarly, I want to walk away from the collestivism in consumption of 'spectacle', the initially created purpose and context of TouchDesigner, and reimagine this tool as a way to turn back technology from maximalism and ground it in a more simple and whimsical use. Based on the aesthetics that derive from the use of TouchDesigner it feels like there is a specific aesthetic that emerges from all these node manipulations, so I'm calling back it to the mundanity and the opportunity for the tool to participate in small life interactions.

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Small manifesto:

- No smooth animation
- No spectacle
- No optimization

INSPIRATION+RESEARCH:

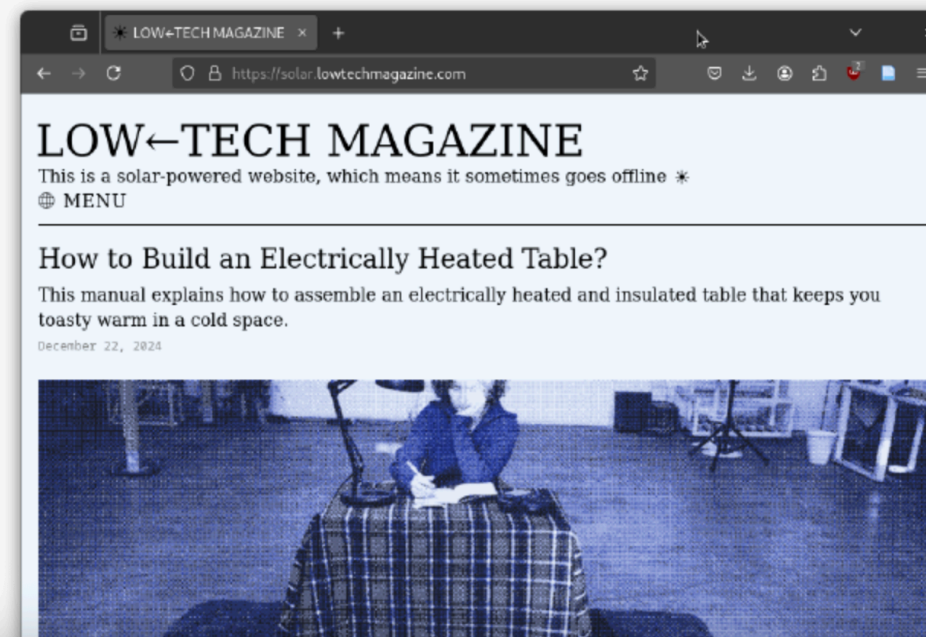
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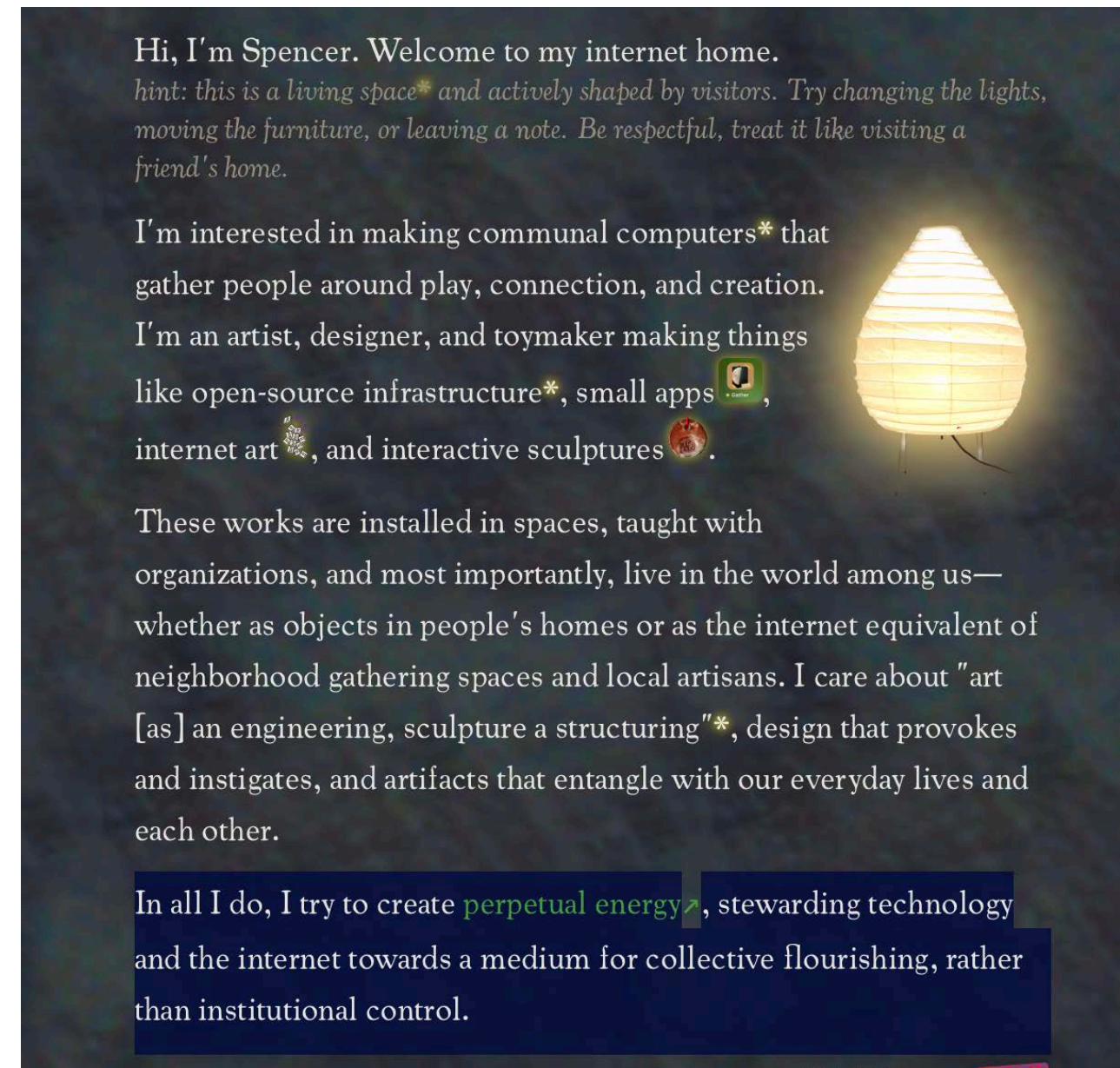
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First published on Sep 6, 2018 (and last modified on October 04, 2025) about [web design](#), [low-tech magazine](#), [barcelona](#), [energy](#) with [marie otsuka](#), [kris de decker](#) version [@bf9fab](#)

A redesign of Low-Tech Magazine blog to imagine what a 'Low-Tech Website' could be.



Low Tech Magazine



Spencer Chang's practice

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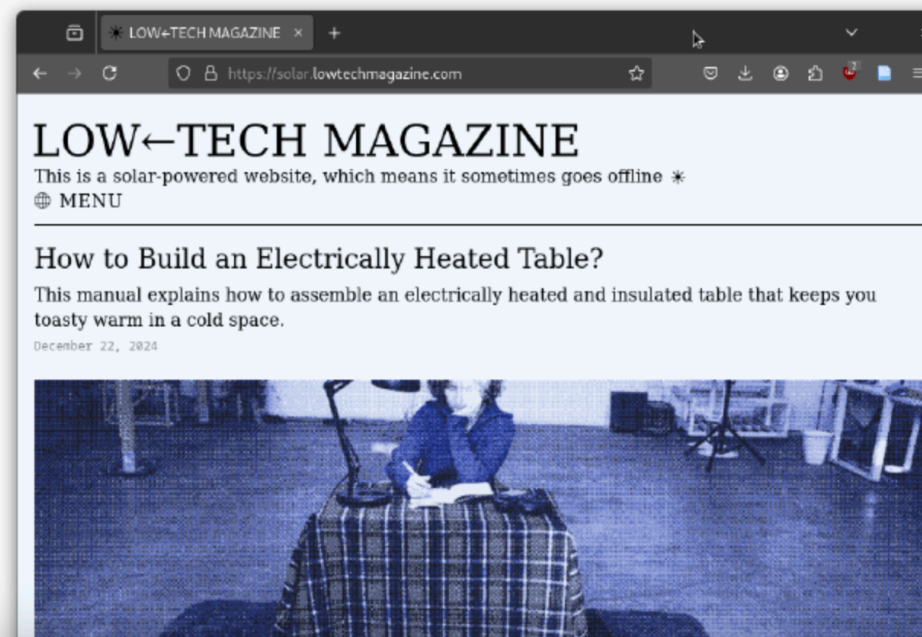
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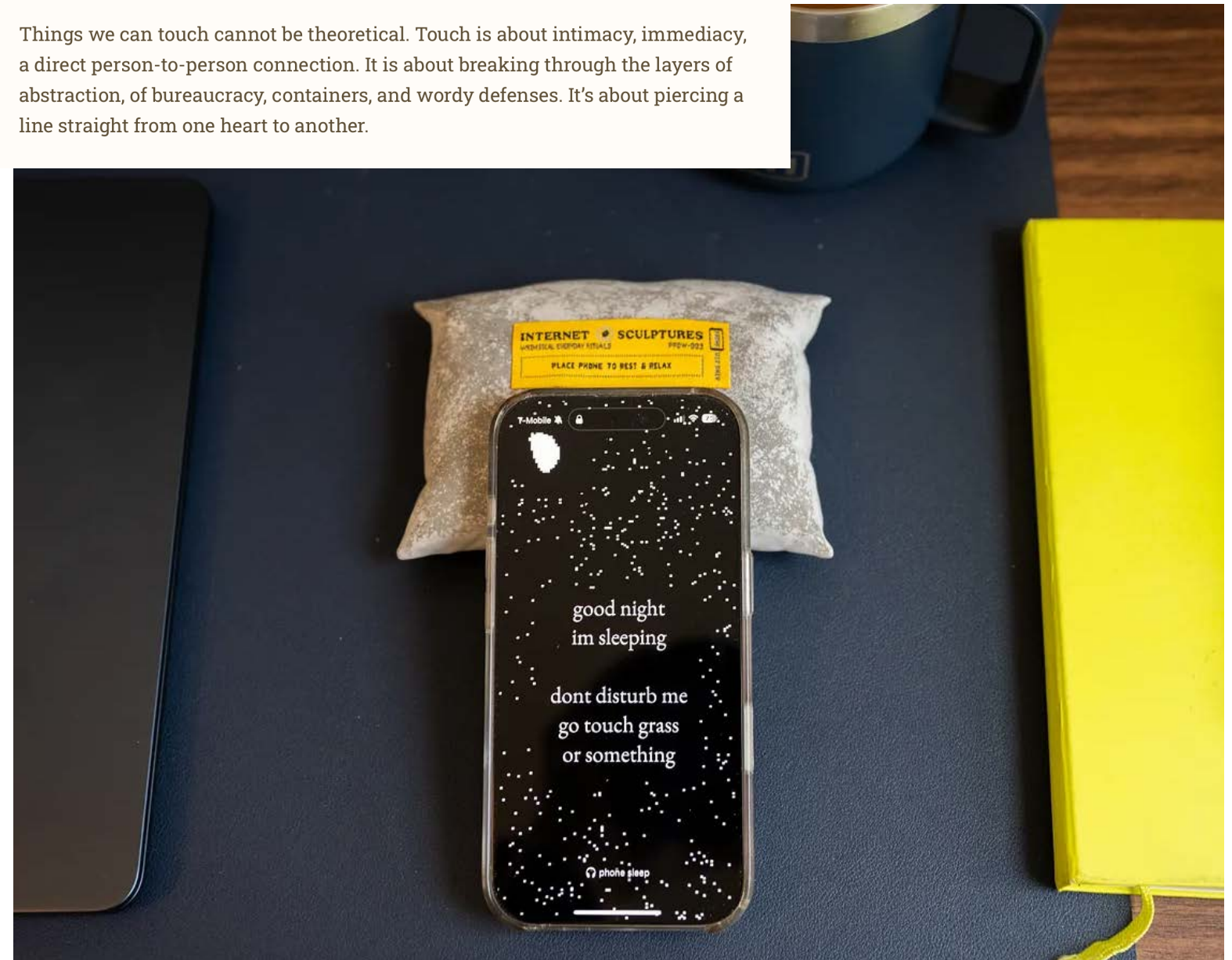
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A redesign of Low-Tech Magazine blog to imagine what a 'Low-Tech Website' could be.



Low Tech Magazine

Things we can touch cannot be theoretical. Touch is about intimacy, immediacy, a direct person-to-person connection. It is about breaking through the layers of abstraction, of bureaucracy, containers, and wordy defenses. It's about piercing a line straight from one heart to another.



Spencer Chang's practice

INSPIRATION+RESEARCH:

Chia Amisola

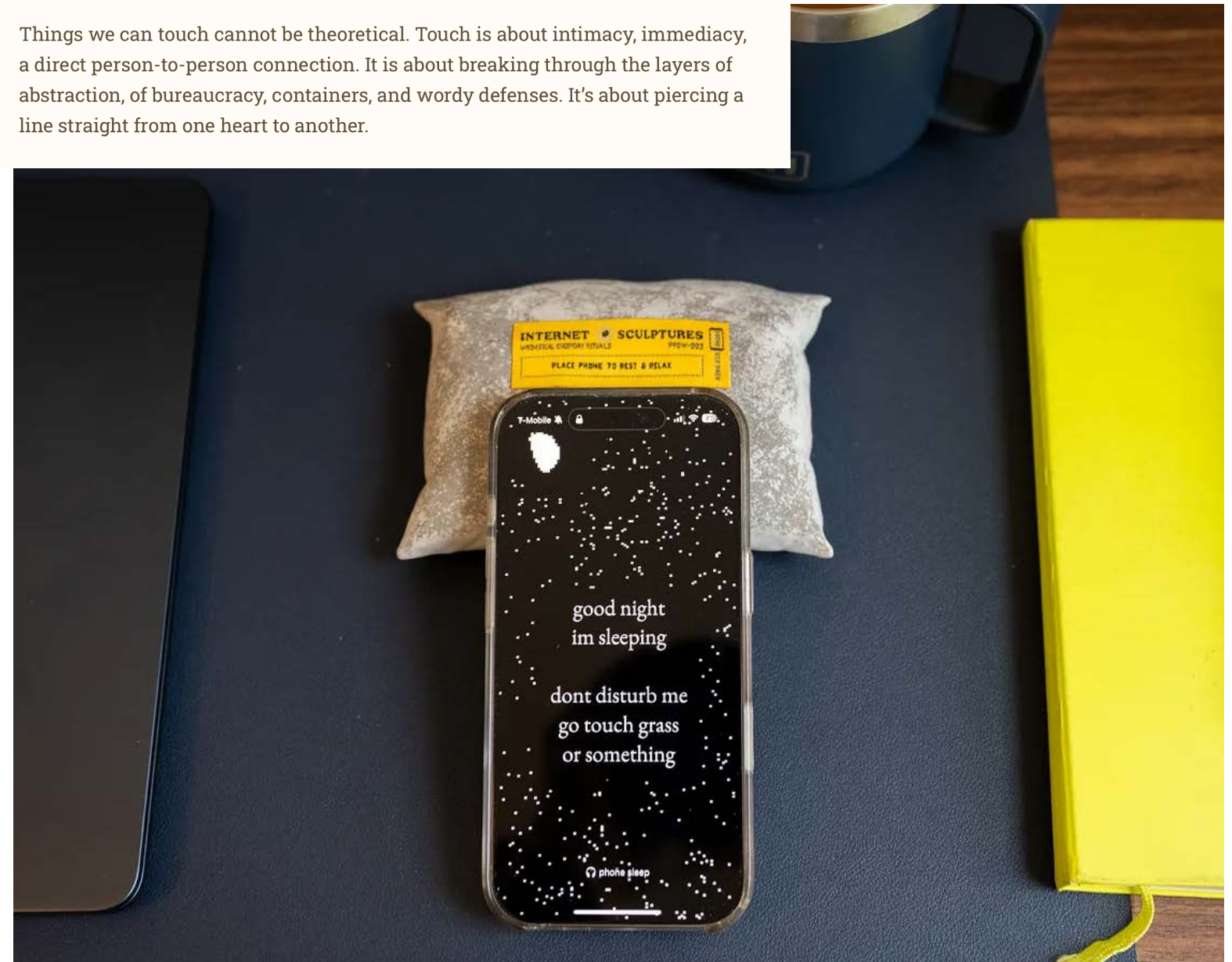
My websites take form as environments, simulations, games, and poems. In the past year, I started performing them: reading, clicking, sounding, looping, and lagging. I like to think that the browser as a subject is dual in that I embody the browser as an interface to the web and the audience treats me as the interface. When I perform, my screen, terminal, and operating system are all exposed, so my personal computer becomes a public stage. If Ursula K. Le Guin described technology as the “active human interface with the material world,” I also attempt to become a technology myself.



landscape of the browser? The computer doesn't disappear; the gap between our body and the computer does.

Chia Amisola about her practice

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Spencer Chang's practice

METHOD/APPROACH:

iteration²

versioning to produce a set of interrelated final outputs
(usually identifiable by a shared visual, methodological,
or conceptual structure)



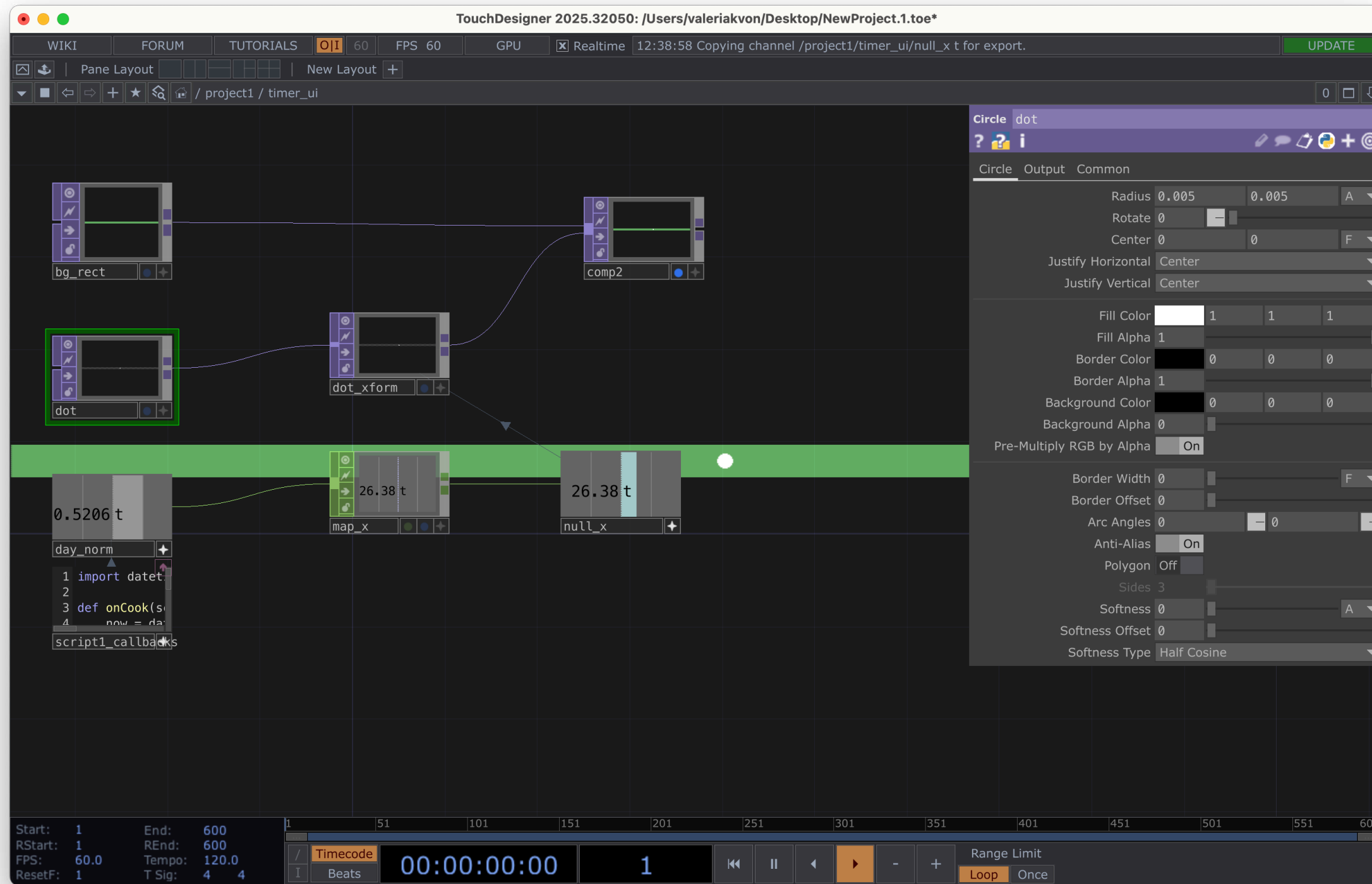
iteration³

engaging in a process, where the process is the output



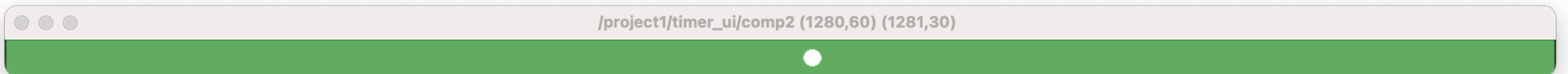
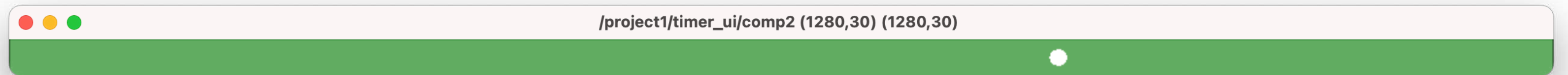
ITERATIONS:

1. TIME STRIP



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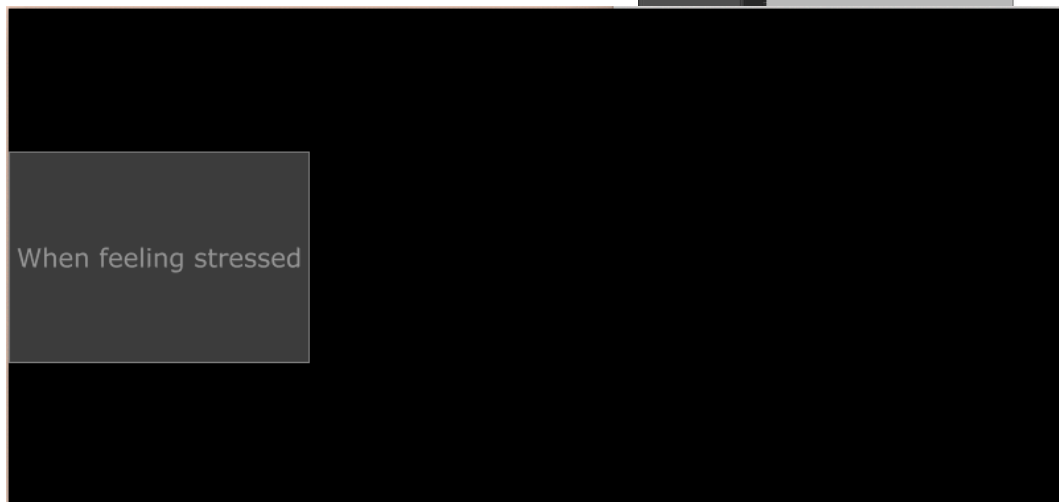
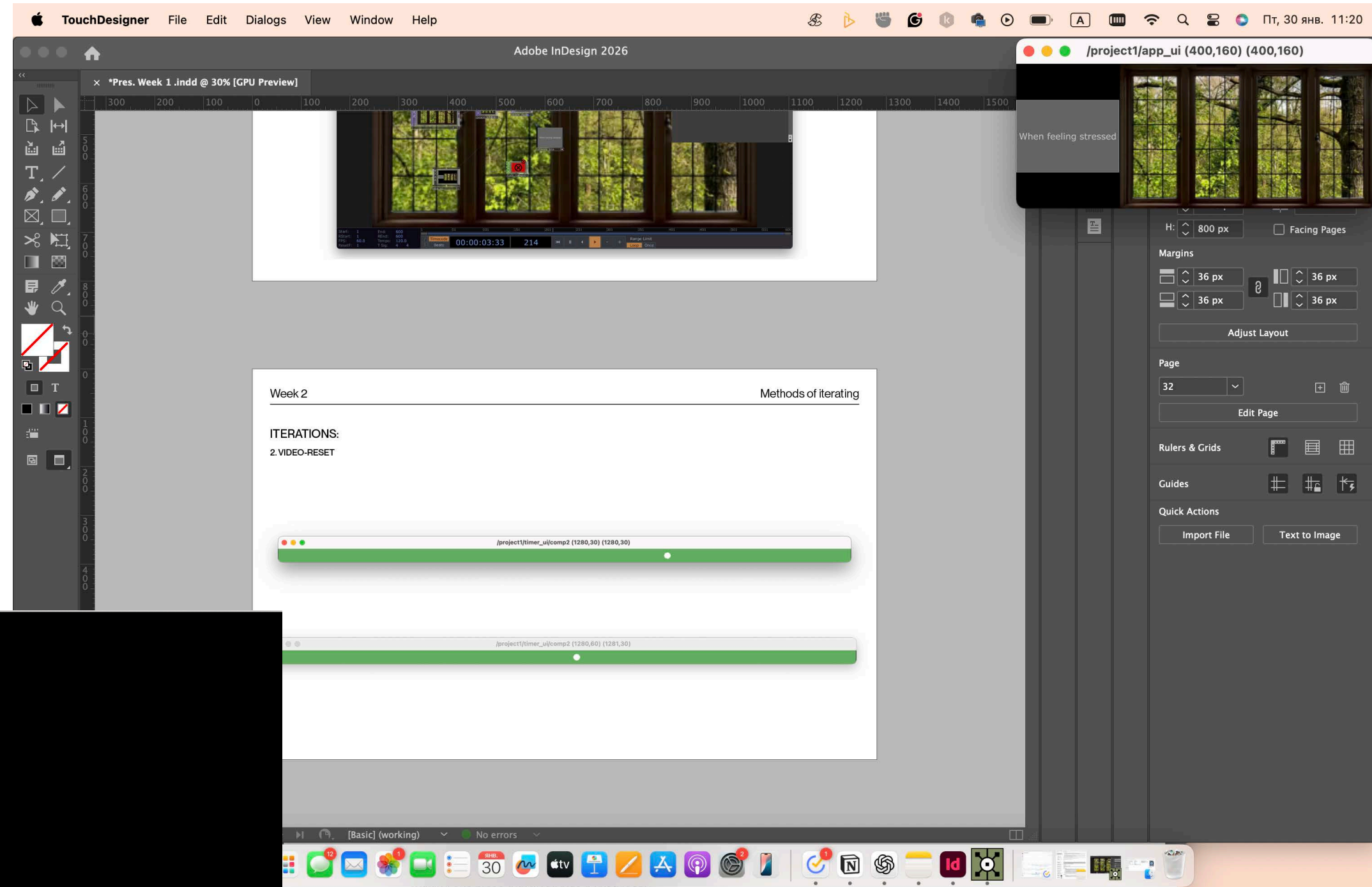
ITERATIONS:

2. VIDEO-RESET

The screenshot displays the TouchDesigner interface for a project titled "video reset.1.toe". The main workspace shows a 3D scene with three windows and a network of nodes. The nodes include "audiofilein1", "vol_math", "audiodevout1", "peace_xform", "peace_fade", "stress_btn", "fade_target", and "app_ui". A right-hand panel shows the "Math vol_math" node's settings, including "Multiply 1" and "gain" set to "op('/project1/app_ui/stress_bt". The bottom status bar shows "Timecode 00:00:03:33" and "214".

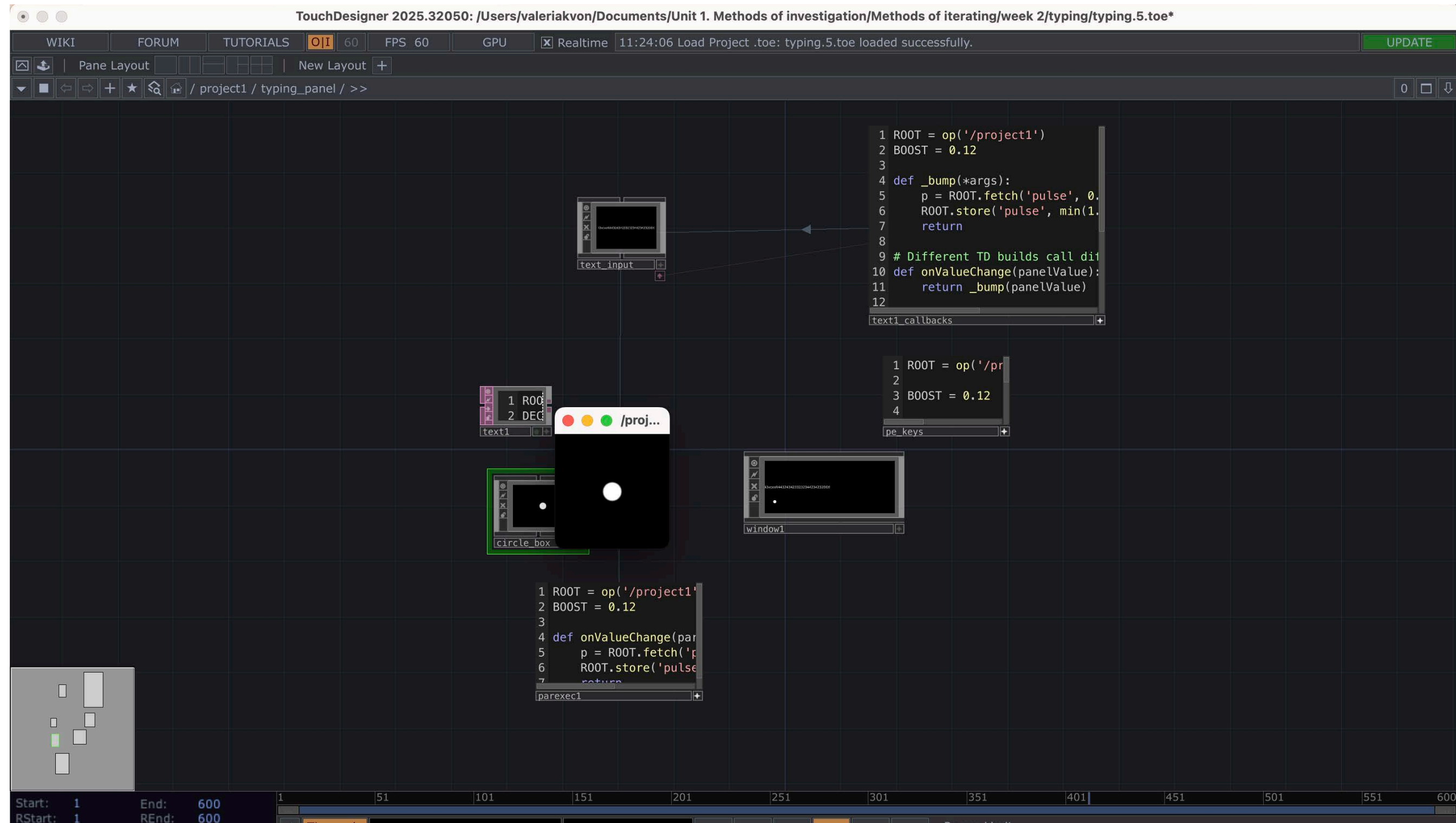
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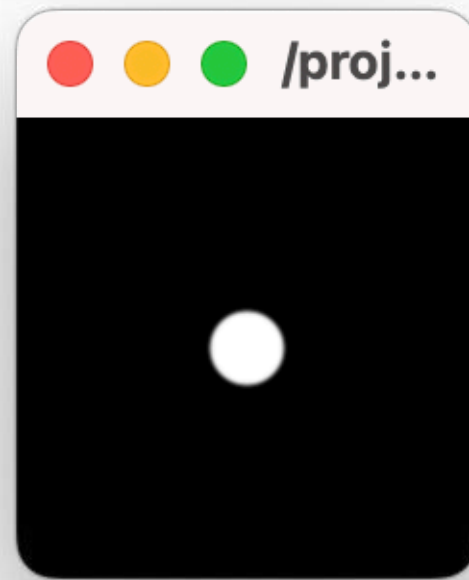
ITERATIONS:

3. TYPING



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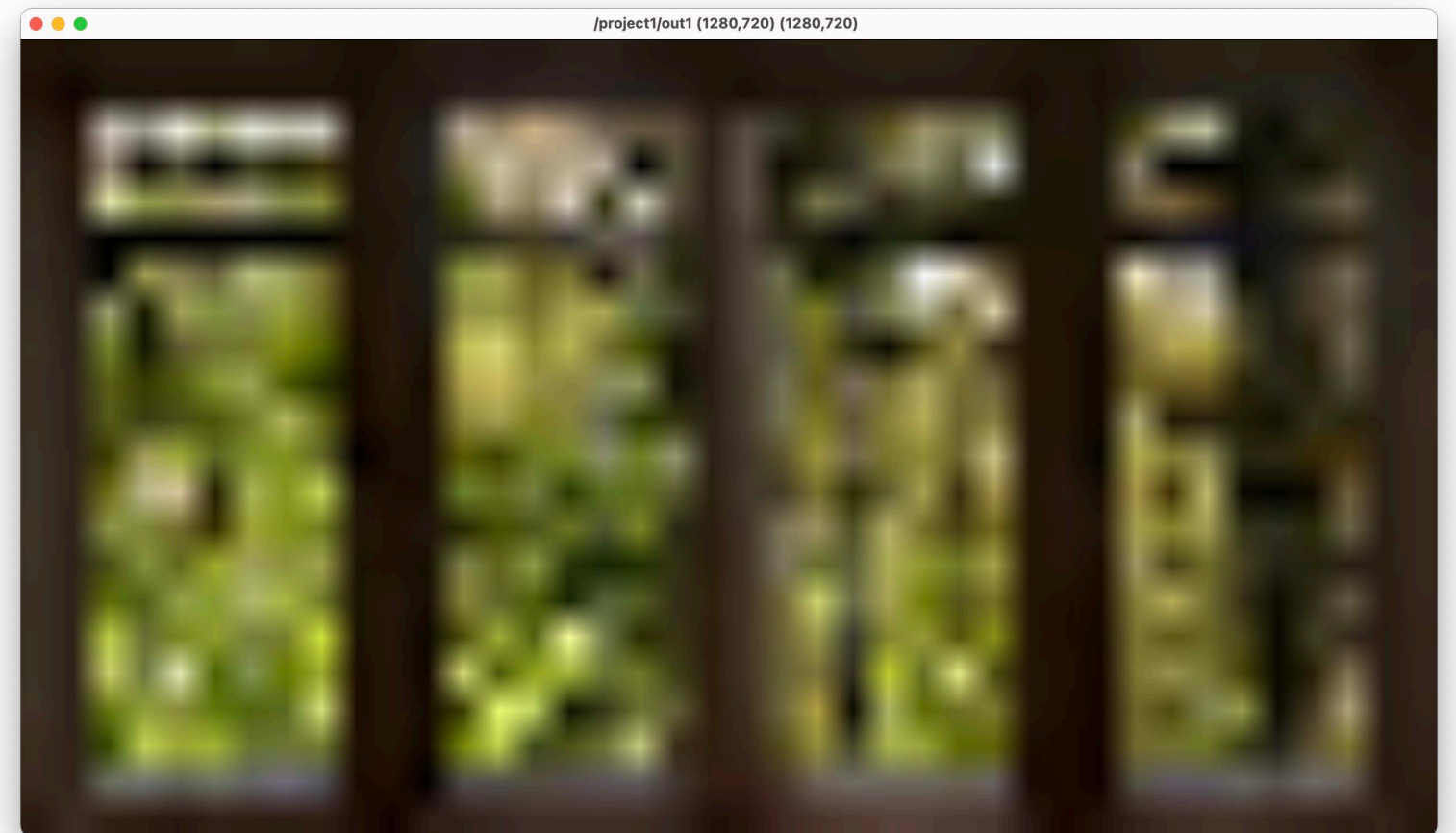
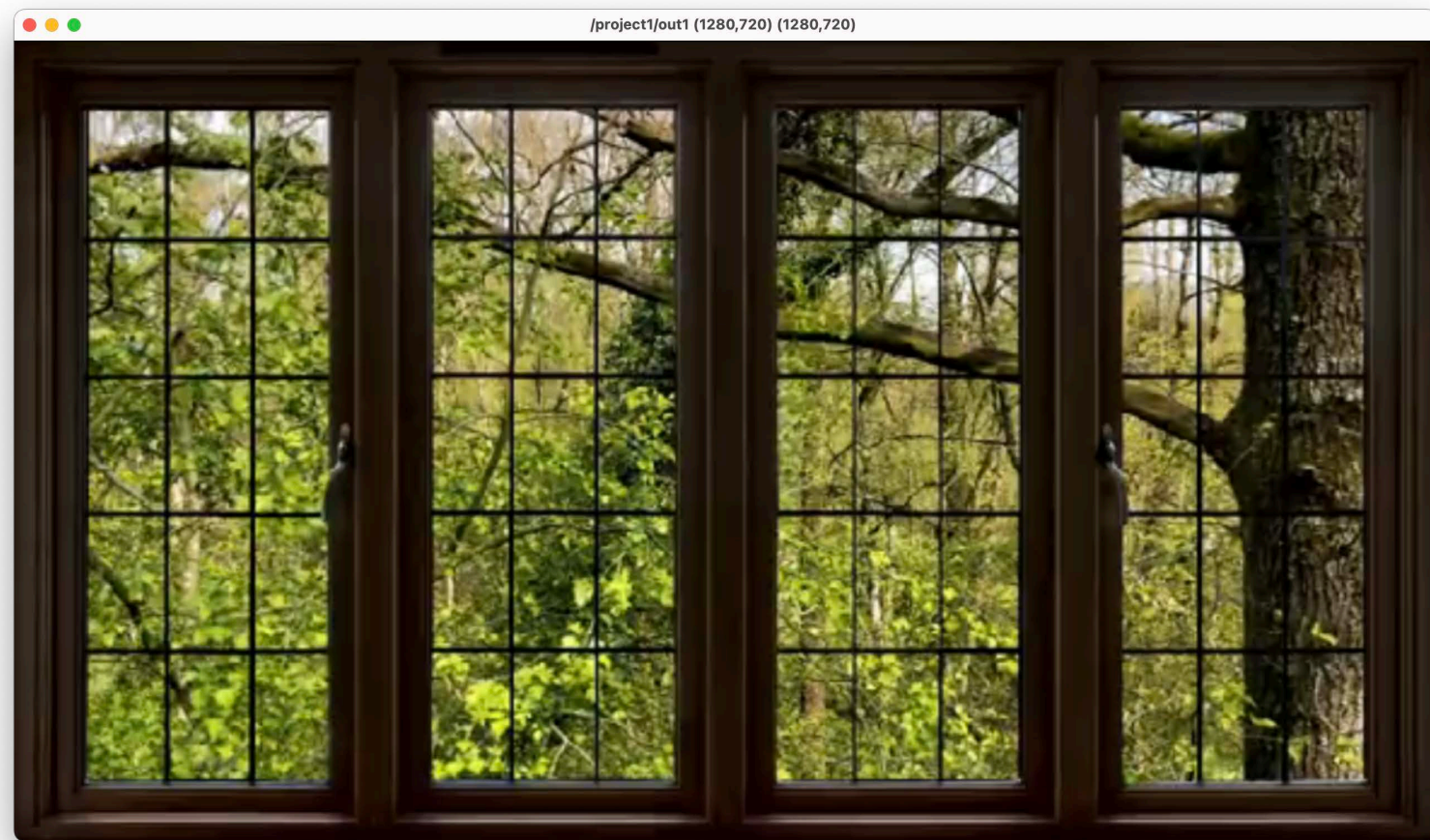
ITERATIONS:

4. PIXELATOR

The screenshot displays the TouchDesigner software interface. The top status bar shows the project path: "/Users/valeriakvon/Documents/Unit 1. Methods of investigation/Methods of iterating/week 2/deterioration/deterioration.toe". The interface includes a top menu with "WIKI", "FORUM", "TUTORIALS", and "OI" (60), along with system metrics like "FPS 60" and "GPU". A toolbar below the menu contains icons for "Pane Layout" and "New Layout". The main workspace shows a network of operators on a grid. A row of operators includes "t1" (highlighted with a green box), "select1", "pix_map", "filter1", and "pix_w". Above this row are operators "res_low", "res_up", and "out1". The right-hand side of the interface features a detailed control panel for the selected "Timer t1" operator. This panel includes tabs for "Timer", "Segments", "Sub Range", "Outputs", "External", and "Common". The "Timer" tab is active, showing settings such as "Active" (While Running), "Time Control" (Sequential), "Defer Par Changes" (Off), "Initialize" (Init), "Start" (Start), "Length Type" (Fixed), "Length" (10), "Delay" (0), "Running Counter Index" (Start at 0), "Play" (On), "Speed" (1), "Cue" (Off), "Cue Point" (0), "Cycle" (Off), "Cycle Limit" (On), "Maximum Cycles" (4), "Cycle End Alert" (0), "Exit Segment at End of Cycle" (Exit), "Go to End of Cycle" (End), "Go to Done" (Done), and "On Done" (Do Nothing).

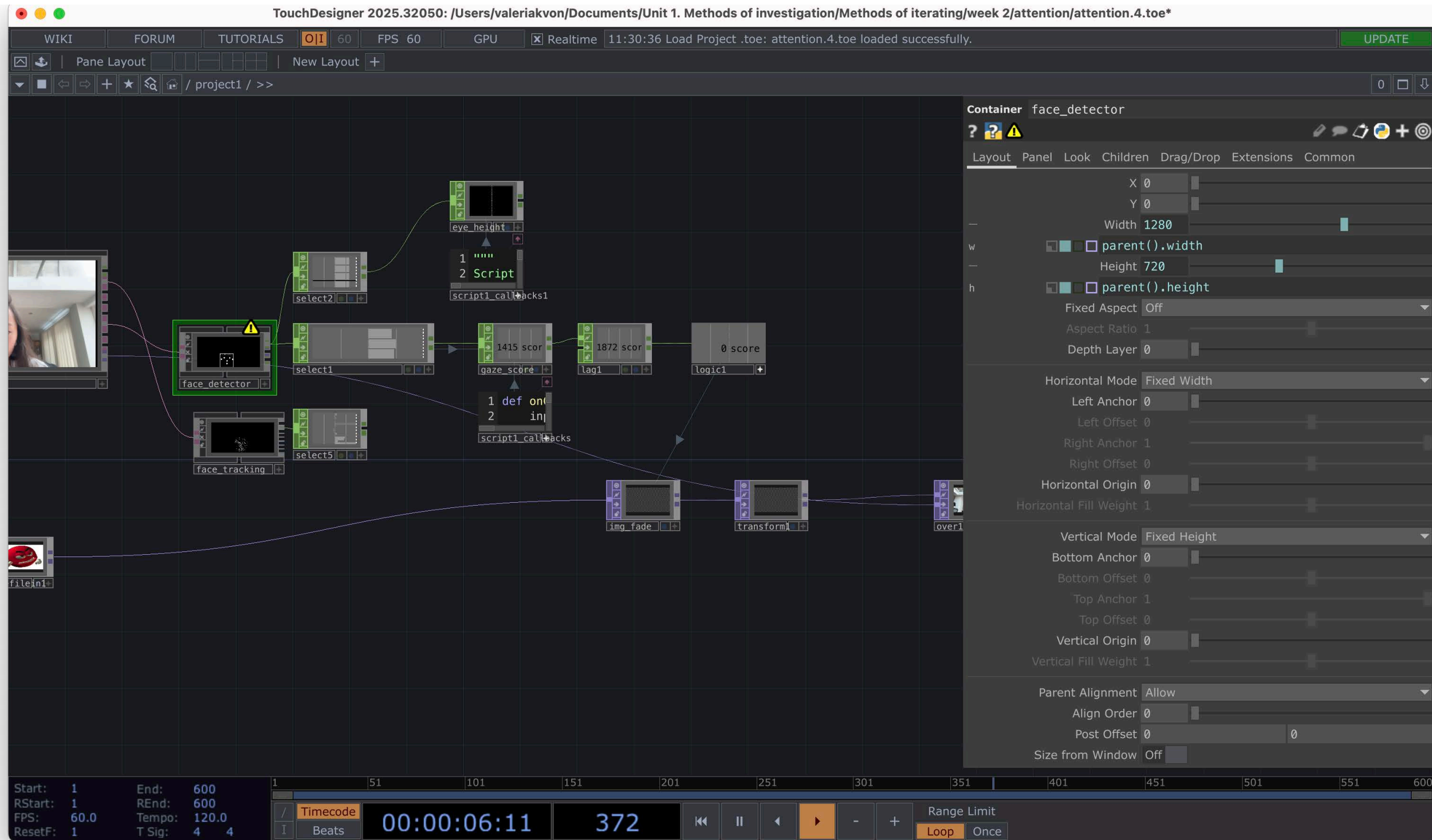
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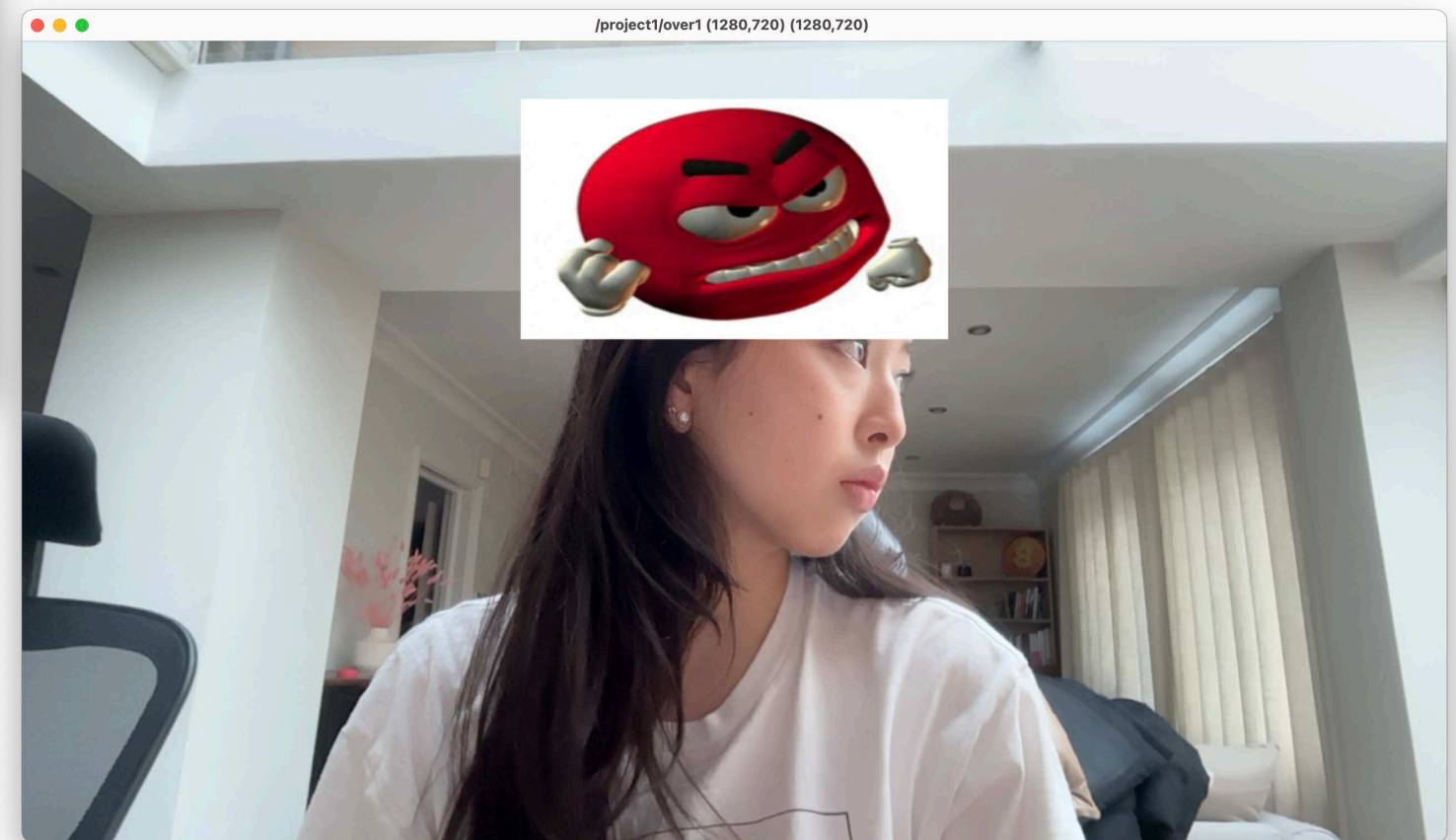
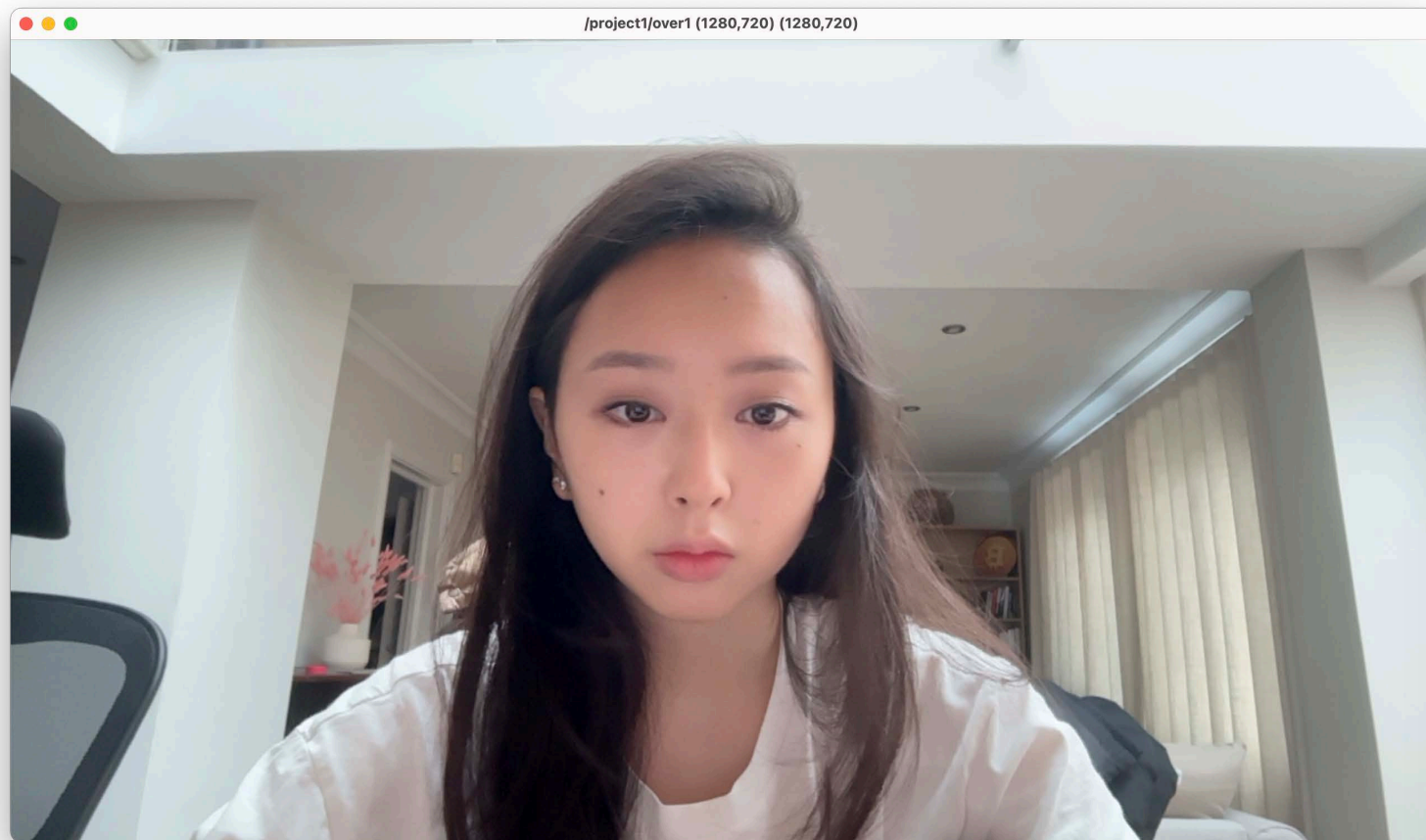
ITERATIONS:

5. ATTENTION CATCHER



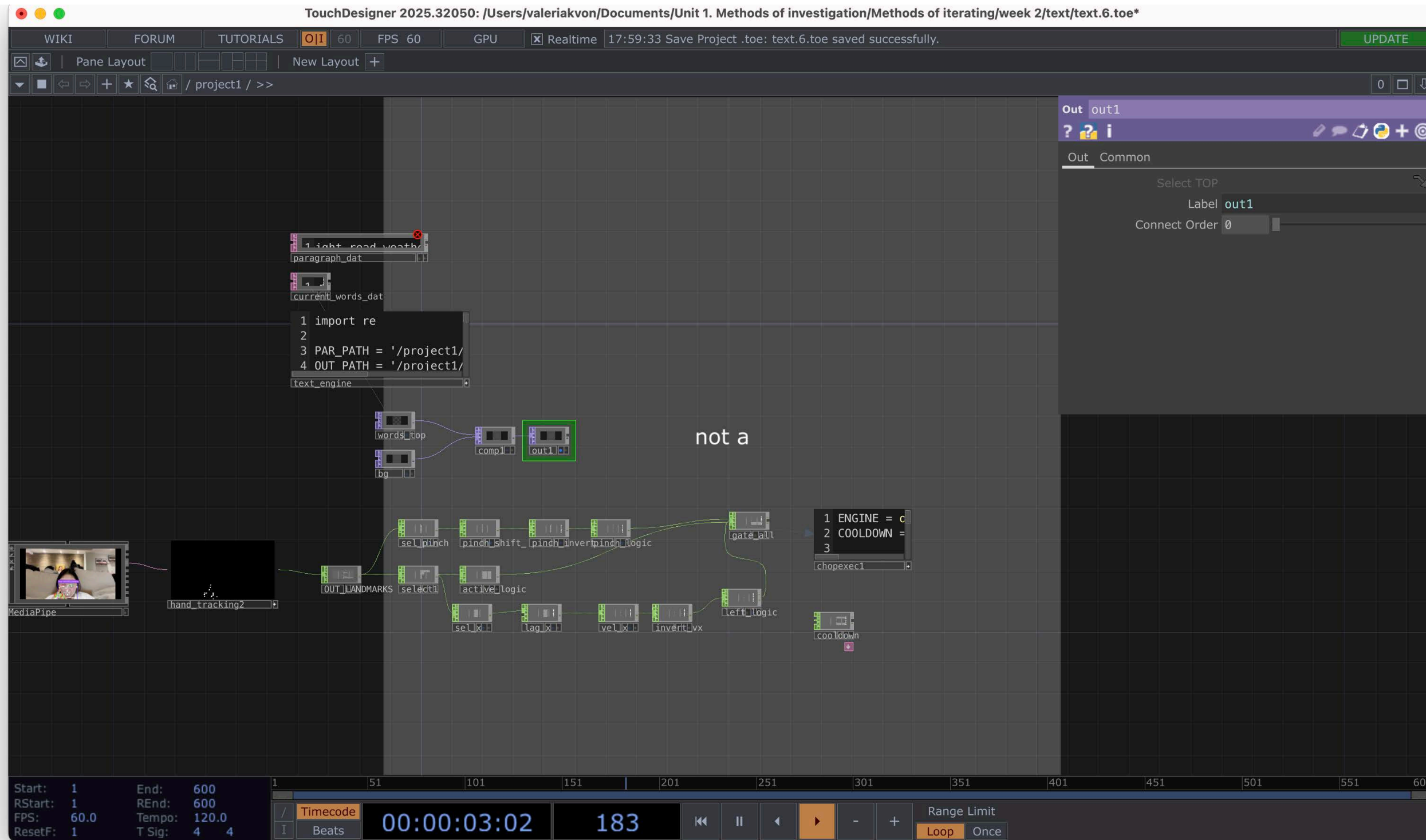
ITERATIONS:

5. ATTENTION CATCHER



ITERATIONS:

6. TEXT



ITERATIONS:

6. TEXT

