



COURSES / **DESIGN** / GRAPHIC DESIGN, PHOTOGRAPHY AND VISUAL BROADCASTING /

## **INTERACTIVE MEDIA DESIGN STUDIO - INTERMEDIATE**

STUDIO LEVEL COURSE IN TOUCH DESIGNER – SOFTWARE FOR REALTIME 2D/3D,  
AUDIO ANALYSIS AND INTERACTIVITY

### **OBJECTIVES**

This is a 45 hour course with an emphasis on practical/workshop activity - course days alternate class and workshop activity. The goal of the course is the production of a project: course content is geared toward group projects. Projects will be developed under the tutoring of a professional media designer.

### **MAIN TOPICS**

This is an intermediate level course in Touch Designer, a user-friendly, graphic node based program that enables the integration of complex 3d and compositing with audio analysis and manipulation for the creation of installations and live 'mixable' content across multiple screens.

#### **1. 3d in Touch Designer**

Importing 3d models from maya/studioMax. Lights cameras, 3d modeling and manipulation

#### **2. Animation**

Keyframe animation, triggering animation events, linking animation to sound.

#### **3. Texture manipulation**

Using live video as texture on 3d objects, manipulating texture in Realtime

#### **4. Particle systems**

Create particle systems and manipulate force fields and collisions

Flocking birds in Realtime, Realtime smoke and fire effects

#### **5. 3d and compositing**

Multiple render passes, 'depth of field' simulation and fog effects

Water effects

#### **6. shadows and 'mapping'**

Real time shadow. Mapping techniques for projection on architecture. Advanced lighting techniques.

#### **7. Input devices**

Using Wii and Iphone as controls for Touch Designer

#### **8. Content development 2**

Project development.

### **LANGUAGE**

English



**MILANO**  
**SUMMER SCHOOL**  
JUNE > AUGUST > 2010

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## CALENDAR AND ATTENDANCE

July 20<sup>th</sup> - July 30<sup>th</sup>, 2010

45 one-hour lessons: The course begins on Tuesday, 20<sup>th</sup> July with an introductory lecture from 10 am to 11 am, followed by a two-hour class from 11 am to 1 pm, lunch break from 1 pm to 2 pm, and again classes from 2 pm to 5 pm. From July 21<sup>st</sup> until the end of the course, classes are from 10 am to 1 pm and from 2 pm to 4 pm. Attendance is mandatory.

## CANDIDATE PROFILE

Besides being fluent in English, applicants should have a basic knowledge of programs such as After Effects or Shake. Knowledge of 3d programs is a plus.

Students who have completed the previous introduction-level course will be admitted to this course, provided they are ready to manage an upper level.

## ADMISSION PROCEDURE AND DEADLINE

Please go to <http://www.design-summer-courses.com/enrol-design-courses.html> and follow the application procedure step by step (you can enrol online or choose the wire transfer enrolment procedure). The deadline for application form acceptance is 25 June 2010.

## ASSESSMENT AND FINAL QUALIFICATION

At the end of the course students will be awarded an attendance certificate provided they have completed 80% of the course.

## E.C.T.S.

Currently not available.

## TEACHING STAFF

Course Leader and Professor:  
Andrew Quinn

## LOCATION

Nuova Accademia di Belle Arti Milano  
Via Darwin 20  
20143 Milano

## FEE

€ 1,480 (including a voucher to be spent at the NABA cafeteria for each day of classes)



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**CONTACTS**

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