THE SIXTH SENSE x THE N•DE INSTITUTE

TOUCHDESIGNER BY DERIVATIVE

TOUCHDESIGNER MASTERCLASS FULLDOME CREATION

INTRODUCTION TO DOME PROJECTION AND IMMERSIVE CONTENT

ATTENDEE MANUAL

5TH — 11TH FEBRUARY 2026

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.
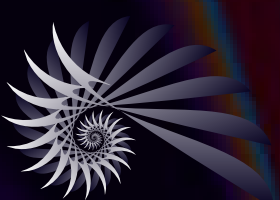
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SIMON RYDÉN / SUPERMARKET SALLAD

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 Motreal, 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.
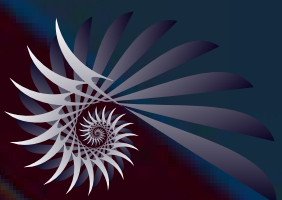
TOUCHDESIGNER MASTERCLASS FULLDOME CREATION

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

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Participants of the Full Dome 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 Dome 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

TOUCHDESIGNER MASTERCLASS FULLDOME CREATION

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

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

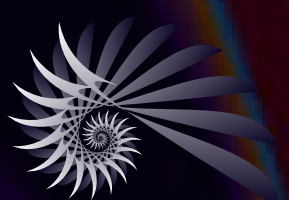• SSD drive recommended for movie playback

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
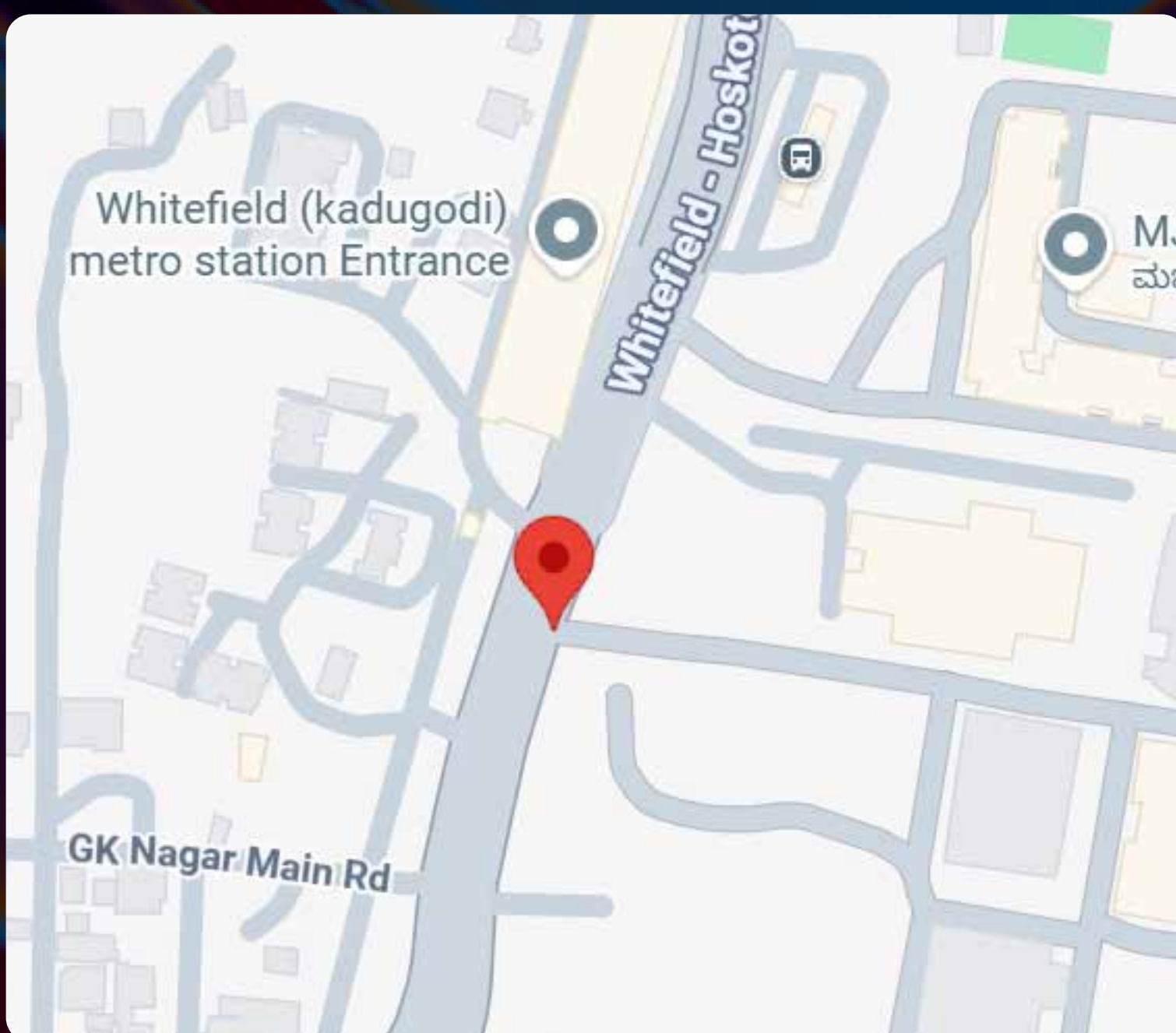
DOWNLOAD FOR MACOS

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

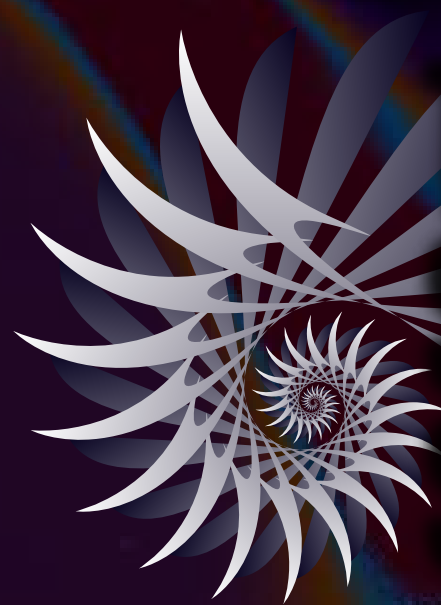A working knowledge of TouchDesigner is required.

Location

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Local Travel

Metro to Whitefield (Kadugodi) Metro Station

Click for the Map

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ALEMBIC CITY

TOUCHDESIGNER SESSIONS INDIA ARE PRESENTED TO YOU BY

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