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THE
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INSTITUTE



TOUCHDESIGNER
BY DERIVATIVE

TOUCHDESIGNER MASTERCLASS IMMERSIVE GALLERY

CONTENT CREATION AND STORYTELLING
IN IMMERSIVE SPACES

ATTENDEE MANUAL

5TH — 11TH FEBRUARY 2026

About the Workshop

TOUCHDESIGNER MASTERCLASS IMMERSIVE GALLERY

Eligibility Intermediate to professional understanding of TouchDesigner

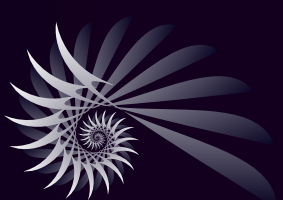
Facilitator Stefan Kraus / MXZEHN

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.

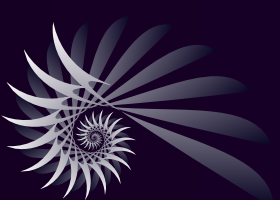


About the Instructor

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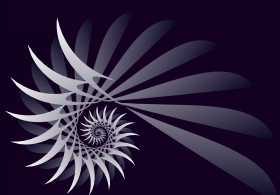
Participants of the Immersive Gallery workshop will have their work showcased as part of the immersive experience

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

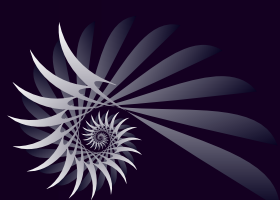
DOWNLOAD FOR WINDOWS



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

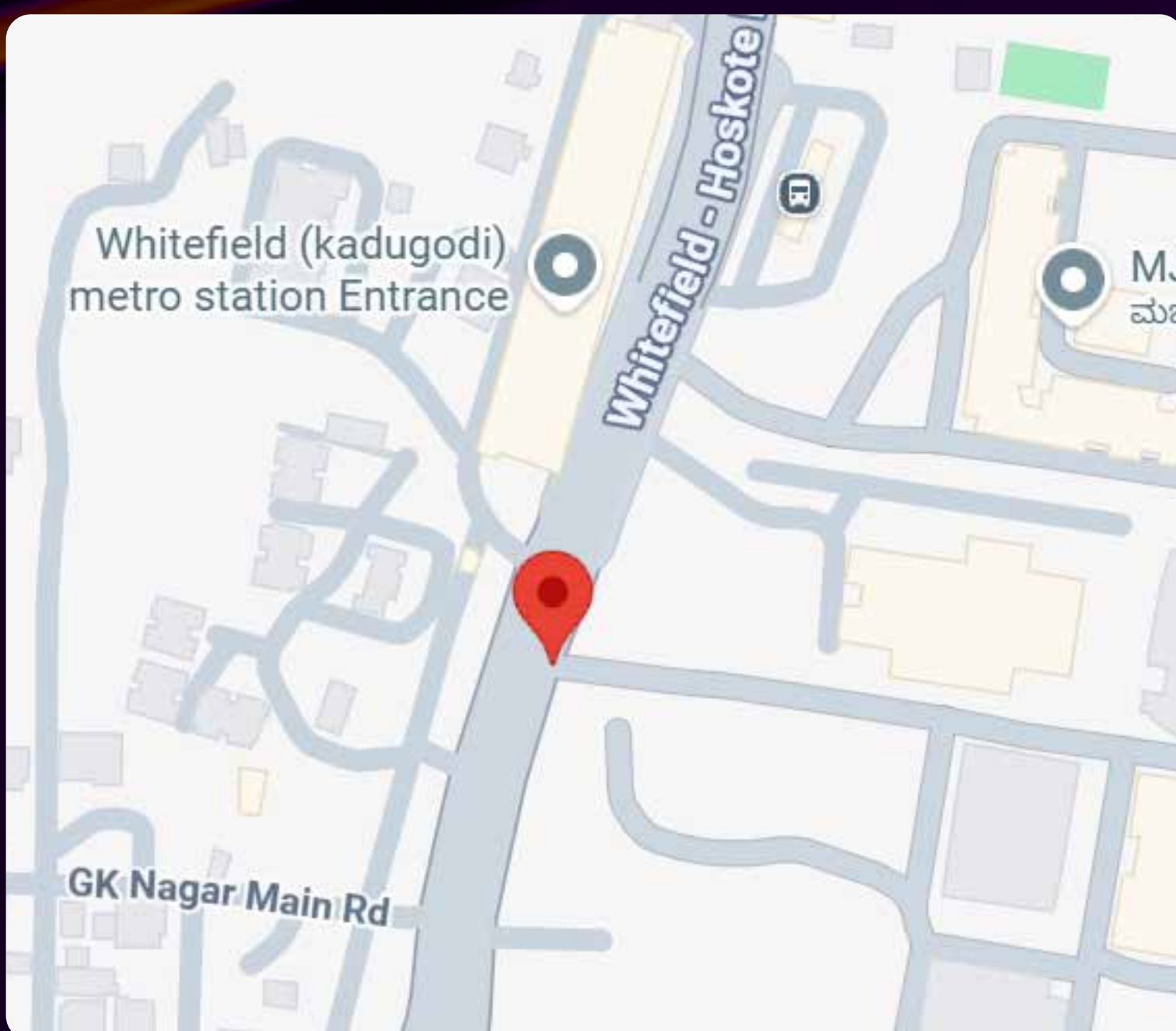
TOUCHDESIGNER MASTERCLASS IMMERSIVE GALLERY

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.

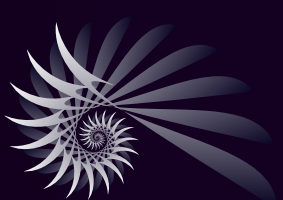
Location



Local Travel

Metro to Whitefield
(Kadugodi) Metro
Station

[Click for the Map](#)





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