

Touchdesigner

Tipps

- Output a value of a node to a CHOP>Null node and from this Null node to the destination node. This ensures that you can add different other nodes in between and you do not have to reconnect the parameters
- Check performance by Rightclick > Info... or Middleclick on Node to check how much cook time it needs and how complex (points, vertices, etc.) it has

OP Create Dialog

- TOP: 2D objects
- CHOP: Channel Operators or signal generators
- SOP: Surface Operators (3D)
- MAT: Materials
- DAT: Data operators

Useful Shortcuts

| | |
|---------|-------------------------------------|
| H | Home (show all) |
| SHIFT+H | Home Object (focus selected object) |
| TAB | Show Operators |
| P | Show Property Editor |
| A | Activate Node |
| W | Wireframe Mode |

From:

<https://wiki.zhdk.ch/IASpace/> - **immersive art space**

Permanent link:

<https://wiki.zhdk.ch/IASpace/doku.php?id=touchdesigner&rev=1526547747>

Last update: **2018/05/17 11:02**

