



TRAINING

VIDEO MAPPING WITH TOUCHDESIGNER

Dates & Time:

28 Nov 2025, 7pm – 10pm & 29 Nov 2025, 2pm – 5pm

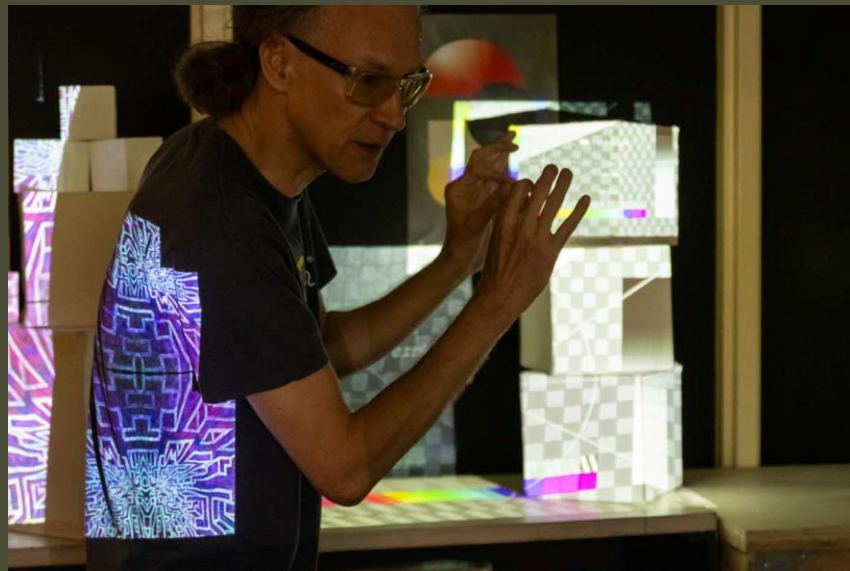
Duration:

6 hours (across 2 days)

Location:

Aliwal Arts Centre, 28 Aliwal St, Singapore 199918, #02-05

[Register Here](#)



SOCIETY FOR ARTS
AND TECHNOLOGY



LEARNING OBJECTIVES

By the end of this course, participants will be able to:

- Understand the principles of video mapping and its creative applications
- Use TouchDesigner to design and produce real-time visual content
- Calibrate and project visuals accurately on physical surfaces
- Complete a full 2D mapping workflow, and explore 3D mapping on complex shapes

Teaching Approach

The course combines demonstrations, guided exercises, and experimentation time. Extra time is allocated for questions, troubleshooting, and exploring creative variations.





COURSE PREREQUISITES

Participant Knowledge

- Basic knowledge of computer-generated imagery (CGI) creation
- Basic knowledge of 3D modeling
- Understanding of programming logic
- Experience in developing interactive projects or digital visuals

Required Equipment

- A laptop (Windows 10 or 11; macOS 10.15 or later) with the latest version of TouchDesigner installed (available for free on the Derivative website) – please check the system requirements to ensure your computer can run the software smoothly
- A three-button mouse





COURSE OUTLINE

Day 1 — Mapping on 2D Surfaces

- **Content Creation:** Developing visual elements for projection (textures, abstract visuals, motion graphics).
- **Calibration:** Learning to align and adjust visuals to a 2D surface using TouchDesigner's mapping tools.
- **Projection:** Setting up and fine-tuning the projection for optimal results.
Each step includes demonstrations followed by guided exercises to reinforce learning.

Day 2 — Mapping on 3D Objects

- Repetition and deepening of the previous day's workflow applied to a three-dimensional object.
- Adapting visuals to irregular surfaces and exploring depth, perspective, and motion effects.
- Introduction to creative effects and dynamic control within TouchDesigner.





MEET YOUR TRAINER

JULES ROZE

Jules Roze is a french, montreal based multimedia artist and researcher in computer music, visual art and digital culture. He develops sensory experiences combining spatialized sound, audio-reactive visuals and light in immersive environments.

His works have been presented in many places around the world, such as the Arario Museum in Seoul, the CNRS in Paris-Saclay, the Photon Foundation in Krakow, the SAT dome in Montreal or Mutek festival.



DISCOVER THE SAT

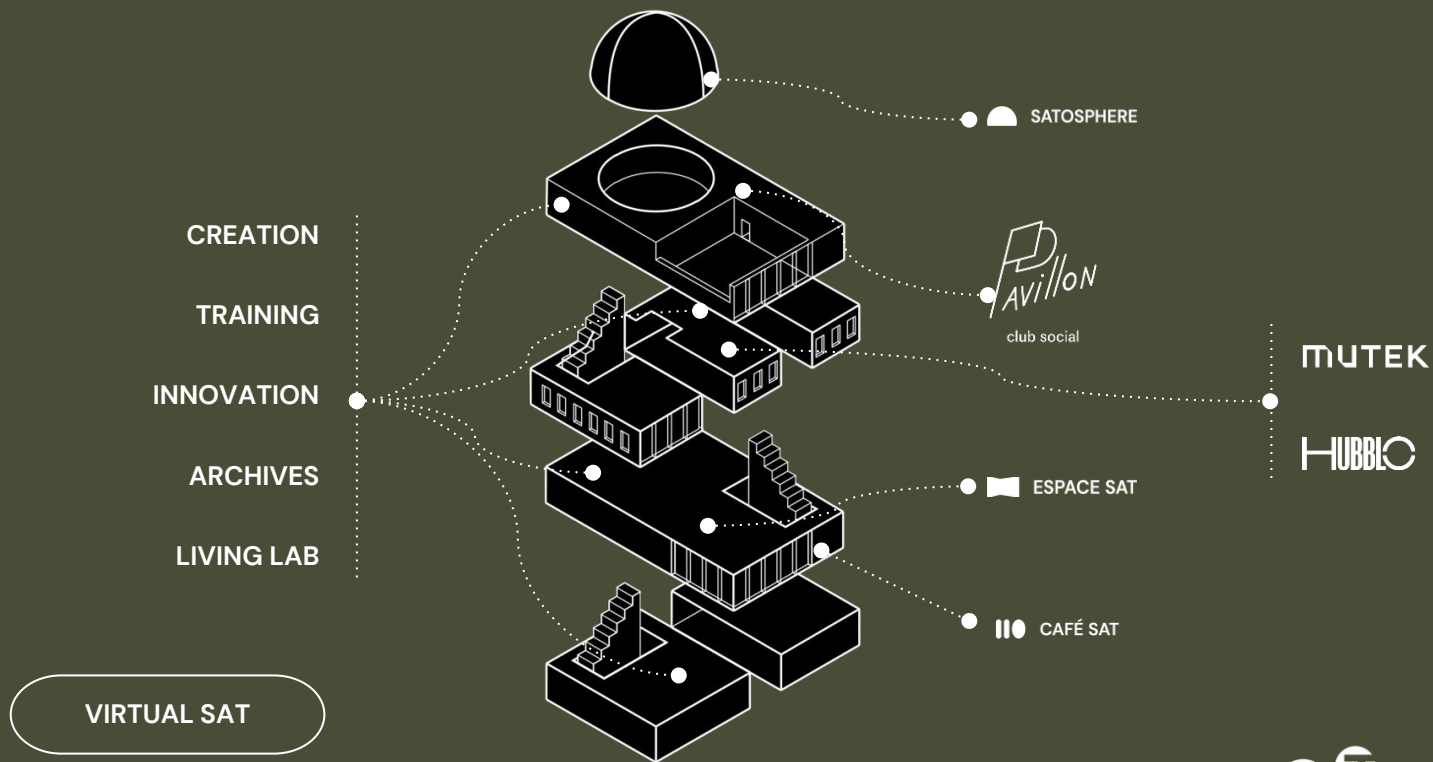
Founded in 1996, the Society for Arts and Technology (SAT) is a non-profit organization dedicated to digital culture. With its multiple mission as a center dedicated to the arts, training and research, it is recognized internationally for its active, leading role in developing technologies for immersive creation, mixed realities and telepresence. The Satosphere, one of the first digital domes dedicated to artistic creation, has consistently contributed to the development of dome artworks, supporting local and international talents since its opening in 2011.

VIDEO



SOCIETY FOR ARTS
AND TECHNOLOGY

A CREATIVE HUB





SATOSPHERE

BUILT IN 2010, THE SATOSPHERE IS ONE OF THE FIRST
IMMERSIVE THEATER DEDICATED TO ART CREATION

- Designed for real-time & performance
- 210 degrees, 8 laser projectors
- 93.5 channel sound system
- Modular configuration
- Creation, rehearsal & performance space

ABOUT



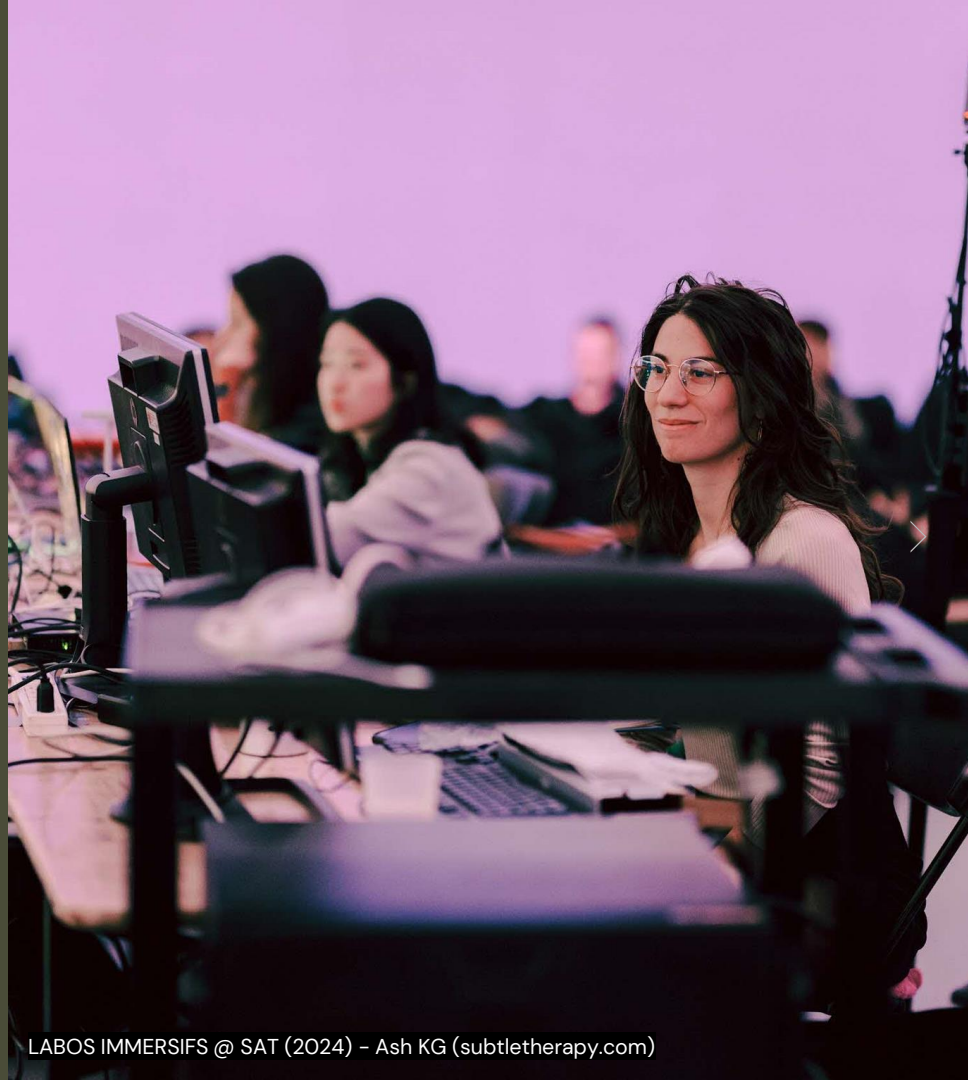
METARACT — Manami Sakamoto & Yuri Urano — Credit: Ash KG (subtletherapy.com)



SAT SUPPORTS THE CREATION, PRODUCTION,
ADAPTATION AND PROMOTION OF FULLDOME AND
IMMERSIVE AUDIOVISUAL ARTWORKS :

- Open calls & residency program
- Co-creation bootcamps
- Local & international partnerships
- Training & workshops
- Community building

ABOUT





TRAINING

AUDIO CREATION, VISUAL CREATION, IMMERSION & DIGITAL CULTURE

For creators and organizations seeking to become familiar with new digital art practices, SAT offers personalized training to help them understand the opportunities and challenges of these technologies in a context of practical and participatory workshops.

For professionals who wish to update their skills in digital creation, SAT offers advanced training and personalized coaching.

ABOUT



Credit: Ash KG (subtletherapy.com)



Our goal is to break down barriers between art, science, and technology to foster innovative creative practices and support experimentation in sustainable digital creation.

R&D OF TOOLS FOR THE CREATION OF COLLECTIVE EXPERIENCES

- 25 years of excellence in R&D
- Open Innovation approach
- Public research center

We explore three main topics :

- Immersion
- Co-creation
- Interaction

ABOUT



Demo - Connected Venues - SAT x Moment Factory - Credit: Camille Gladu Drouin



LIVING LAB FOR IMMERSION

A COLLABORATIVE SPACE STIMULATING **SOCIAL INNOVATION** WITH **IMMERSIVE TECHNOLOGIES**

A collaborative innovation space that fosters co-creation and values diverse voices.

It brings together a wide range of stakeholders:

- communities
- public organizations
- private enterprises
- researchers
- artists

These stakeholders **co-create, co-experiment, and co-test** solutions with immersive technologies in **real-life conditions**.

ABOUT