

Comment faire du Pixel Mapping avec TouchDesigner



– créer une entrée image: TOP **MovieFileIn** (pour pixeliser un film), **Video Device In** (temps réel) ou un **Syphon Spout In**

– ajouter un TOP **Resolution**

Dans l'onglet *Common* choisir pour *Output Resolution* la résolution des Leds (ici 16x9)

– ajouter un CHOP **Top to Chop**

Dans l'onglet *Image*: a dans Red, b dans Green et c dans Blue (pour utiliser l'ordre alphabétique ensuite)

RGBA Units, choisir 0 to 255 (pour utiliser la plage DMX)

Dans l'onglet *Crop*, pour *Crop*, choisir Full Image

On obtient 3x9 canaux de 16 samples

– ajouter un CHOP **Shuffle**

choisir *Method* Sequence Channel by Name

on obtient 3 courbes pour chaque couleur avec les valeurs des pixels mises bout à bout

– ajouter un autre CHOP **Shuffle**

choisir *Method* Split all Samples

toutes les valeurs sont séparées, les valeurs rouges, suivies des vertes, puis des bleues

– ajouter un CHOP **Reorder**

choisir *Method* Numeric Suffix Sort

les valeurs sont reclassées par triplets de couleurs, dans l'ordre des pixels (début en bas à gauche, puis ligne par ligne)

– ajouter un CHOP **DMX Out**

Dans l'onglet *Port*: Choisir l'interface (ici Art-Net)

Format: Packet Per sample

Network Address: l'adresse de l'interface Art-Net (ici une lanBox)

How To Do Pixel Mapping with TouchDesigner



– create an image entry: TOP **MovieFileIn** (to pixelate a movie), **Video Device In** (real time) or **Syphon Spout In**

– add a TOP **Resolution**

in Tab *Common* choose for *Output Resolution* the Leds resolution (here 16x9)

– add a CHOP **Top to Chop**

In Tab *Image*: a in Red, b in Green and c in Blue (as to use alphabetical order after) *RGBA Units*, choose 0 to 255 (for the DMX range)

In Tab *Crop*, for *Crop*, choose: Full Image

We got 3x9 channels of 16 samples

– add a CHOP **Shuffle**

choose *Method*: Sequence Channel by Name

We got 3 curves for each color with pixels values on the same curve

– add another CHOP **Shuffle**

choose *Method*: Split all Samples

All values are separated, first red values, then green, then blue

– add a CHOP **Reorder**

choose *Method*: Numeric Suffix Sort

values are reordered with color triplets in pixel order (beginning low left side, reading line by line)

– add a CHOP **DMX Out**

In Tab *Port*: choose interface (here Art-Net)

Format: Packet Per sample

Network Address: Art-Net IP address here a lanBox)

Resolution res1

Resolution Common

Output Resolution Custom Resolution

Resolution 16 9

Use Global Res Multiplier On

Output Aspect Use Input

Aspect 1 1

Input Smoothness Interpolate Pixels

Fill Viewer Use Input

Viewer Smoothness Interpolate Pixels

Passes 1

Channel Mask R G B A

Pixel Format Use Input

Shuffle shuffle1

Shuffle Common

Method Sequence Channels by Name

N Value 3

Use First Sample Only Off

shuffle1

Reorder reorder1

Reorder Common

Method Numeric Suffix Sort

Order Reference By Name

Numeric Pattern *

Character Pattern

Seed 1

N Value 1

Remaining Position At Ending

Remaining Order Same as Input

TOP to topto1

Image Crop Extend Channel Common

TOP res1

Download Type Next frame (Fast)

Red a

Green b

Blue c

Alpha

RGBA Units 0 to 255

DMX Out dmxout1

Port Common

Active On

Interface Art-Net

Format Packet Per Sample

Routing Table dmxout1_routingtable

Send ArtSync 0.0

Device *

Serial Port

Rate 60

Net (0-127) 0

Subnet (0-15) 0

Universe (0-15) 0

CID TouchDesigner

Source TouchDesigner

Priority 100

Multicast On

Network Address 192.168.1.77

TOP to topto1

Image Crop Extend Channel Common

Crop Full Image

UV Units 0 to 1

U Start 0

U End 1

V Start 0.5

V End 1

Interpolate Nearest Sample

Shuffle shuffle2

Shuffle Common

Method Split All Samples

N Value 3

Use First Sample Only Off

