

TouchDesigner	Emma Singleton	Overall Rating = 4
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## TouchDesigner

The Good	The Bad	The Bottomline
<p>There are a lot of different and interesting ways in which this tool can be adapted into design from virtual reality design to high performance media system outcomes. The software is easy to download and new updates are easily located within the website to be use and edited by its users. There are a lot of forums and explanations for new beginners making the leap to use the program less dramatic for designers. There are a lot of different features and add ons that they program includes within itself meaning that they range of outcomes can be as broad or specific as the user/ designer wants them to be. Which is a good thing for making the imagined a reality.</p>	<p>You cannot just jump straight into using the tool without reading and practicing through doing. This means that it can take some time to get used to using it as a new platform for design. To use the tool to its optimum ab understanding of python is important. The tool seems to work best for</p>	<p>I think that this tool is a valuable piece of software for designers to use and understand. Although it may not be that easy or intuitive to begin with. The promise of what you can create, I feel, is well worth the time and effort that needed for learning the way that the tool works.</p>

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## Specifications

The official website of the tool is

<http://www.derivative.ca/>

The tool is made by

Derivative

You can find the official documentation on:

<https://goo.gl/yoH5Wq> <https://goo.gl/pwCoQh>

Is there a user forum/ bug tracker/ issue tracker and if so where?

<http://www.derivative.ca/Forum/>

I reviewed version 099 of the Software The interface:

- what is it : application
- what is it for ?video, image processing, animation
- this tool functions : after download and install
- this tool is available for : ALL
- this tool is : Free Beer
- does this tool have a paid version available? yes

## Review

### The user interface:

The user interface takes some time and effort to understand when first beginning to use the program however after a couple of hours the navigation of the program becomes clearer and you soon start to find your way around the interface without too much trouble.

### Tutorials / Instructions:

useful / helpful : 4

clear : 4

quick and easy to understand : 2

### What notable things do other users say about this tool? (either good or bad!)

It's an all-encompassing visual development environment, using a patching (or "dataflow") metaphor, like Pd, Max/MSP/Jitter, vvvv, and others. That interface is one of the best looking zoomable patch environments, too — enough so that it's sometimes been featured as part of artists' performances. And it covers a range of OpenGL-based visual operations for generative graphics, video, lighting control, and other media, making it a favorite tool for live visual performers and installation designers. <http://edm.link/2017/01/touchdesigner-099-does-everything-with-live-visuals-now-on-mac-too/>

### Testing the tool (learning by doing — trial and error) What would/could a designer use this tool for?

A designer could use this tool for many different outcome, it could be just a prototyping platform, a tool for VR, Application Building, High Performance Media Systems, Realtime 3D and Compositing,

Projection Mapping, Interoperability, Lighting and Live Shows and lastly Extensibility and Customization. But also the designer could use this tool to try and visualise an idea which is perhaps meant for print, or performance to see what the project might look like on a different platform.

### Depending on what kind of free this tool is, how "free" is this tool really?

You have to sign up to use the tool and so the providers of the tool retain some of your information such as your email address and potentially even your address and gender. There are also third party links within the tools platform pages which suggest that information or work shared can be spread across the web without the author knowing that this is happening. By publishing anything online you are giving it up to the public domain and its become non-exclusive.

### Please add any additional comments below:

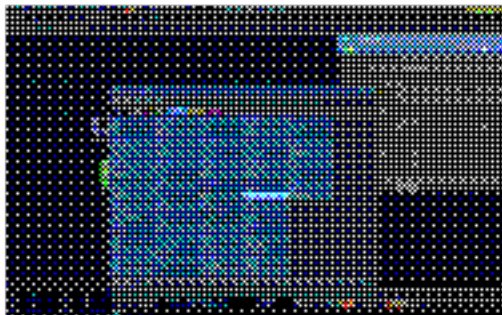
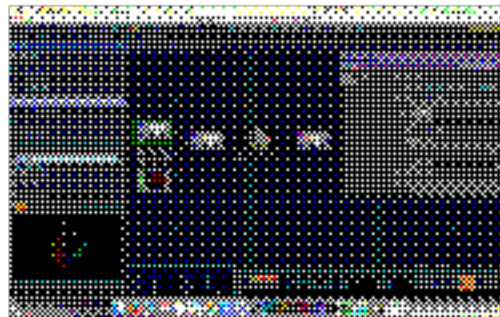
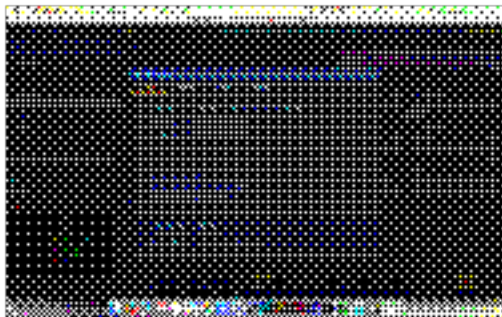
I feel that this tool is well worth downloading however a lot of time needs to be spend learning its tricks and rules in order to produce design work properly.

As an official reviewer for the Great Free Graphic Software Review I confirm I have filled in the above review at the best of my abilities, with care, patience and without prior prejudice, so help me Tux.

*Emma Singleton, 05/10/2017*

## Images

### Interface



### Tasting the tool

