



LABYRINTH EDUCATION  
MASTERING SKILL & ACHIEVING DREAM

11TH - 24TH NOV 2024

# IMMERSE YOURSELF IN CREATIVITY: FROM CONCEPT TO PERFORMANCE



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STUDIO



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RESIDENCE



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**OBJECTIVE:**

TO EQUIP PARTICIPANTS WITH THE SKILLS TO CREATE IMMERSIVE, REAL-TIME DOME CONTENT USING TOUCHDESIGNER, KINECT, AND SURROUND SOUND TECHNOLOGIES, CULMINATING IN A LIVE SHOWCASE OF THEIR CREATIONS IN A CONCERT SETTING WITHIN A 13-DAY INTENSIVE PROGRAM.

**DURATION:**

14 DAYS (MORNING SESSION: 10 AM - 1 PM, AFTERNOON SESSION: 3 PM - 6 PM)

**VENUE:**

21M DIAMETER DOME, EQUIPPED WITH 31 SPEAKERS AND 3 SUBWOOFERS.  
2 CLASSROOMS

**TOOLS & SOFTWARE:**

- TOUCHDESIGNER
- KINECT SENSOR
- SURROUND SOUND MIXING EQUIPMENT



# DAY 1

ARRIVAL, WELCOME DRINK & DINNER

# DAY 2

INTRODUCTION TO TOUCHDESIGNER AND DOME CONTENT BASICS

## MORNING SESSION 10AM - 1PM

Introduction to TouchDesigner interface, basic operations, and workflows.

## AFTERNOON SESSION 3PM - 6PM

Understanding the dome environment, principles of dome content creation.



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# DAY 3 - 4

REAL-TIME CONTENT AND SENSORS INTRODUCTION  
VISITING BALINESE TEMPLE, DOING 3D SCAN FOR POINT CLOUD TECHNICS

**MORNING SESSION 10AM - 1PM**

Introduction to real-time content creation, basics of using sensors with TouchDesigner.

**AFTERNOON SESSION 3PM - 6PM**

Hands-on Kinect setup, basic interaction design.

# DAY 5

ADVANCED REAL-TIME CONTENT CREATION

**MORNING SESSION 10AM - 1PM**

Advanced techniques in TouchDesigner for real-time effects and visuals.

**AFTERNOON SESSION 3PM - 6PM**

Continued in-depth work with Kinect interaction, creating complex movement-reactive content.



# DAY 6

## REST DAY

Participants are encouraged to rest, reflect, and rejuvenate. Optional informal group discussions or a light, social activity could be organized to foster networking and idea exchange without the structure of classes.

# DAY 7 - 8

## SOUND IN IMMERSIVE ENVIRONMENTS

### MORNING SESSION 10AM - 1PM

Basics of sound in immersive environments, introduction to surround sound.

### AFTERNOON SESSION 3PM - 6PM

Implementing surround sound in TouchDesigner, basics of 5.1 mixing in the music studio.

# DAY 9 - 10

## DEEP DIVE INTO SELECTED SECTIONS

PARTICIPANTS CHOOSE BETWEEN KINECT/MOVEMENT-REACTIVE OR SURROUND SOUND TECHNIQUES.

### MORNING / AFTERNOON SESSION

Focused workshops and hands-on projects in the chosen section.



# DAY 11 - 12

## PROJECT DEVELOPMENT AND REHEARSAL

### MORNING / AFTERNOON SESSION

Participants develop their final projects for the showcase. Individual and group mentorship sessions.

# DAY 13

## SHOWCASE PREPARATION AND EVENT

### MORNING SESSION 10AM - 1PM

Final preparations, technical checks, and rehearsal in the dome.

### AFTERNOON SESSION 3PM - 6PM

Showcase event, featuring student works and a concert, utilizing the dome's immersive sound system.

#### ADDITIONAL COMPONENTS:

- GUEST LECTURES: INDUSTRY PROFESSIONALS IN IMMERSIVE MEDIA AND SOUND DESIGN.
- OPEN LAB HOURS: EVENING OPEN LAB HOURS FOR PROJECT DEVELOPMENT AND EXPERIMENTATION.
- SHOWCASE PROMOTION: MARKETING AND PROMOTION OF THE FINAL SHOWCASE EVENT TO THE LOCAL COMMUNITY AND MEDIA.



This is a broad overview, and the actual time taken for each topic can vary based on the pace of the learners. Adjustments may be needed depending on the attendees' proficiency and specific interests. It's essential to incorporate breaks and group overview as much as possible.

By focusing on real-world experiences from established artists, participants can relate more to the challenges and solutions that arise during production. This practical insight, combined with hands-on training, can be very motivating and educational for aspiring artists.

