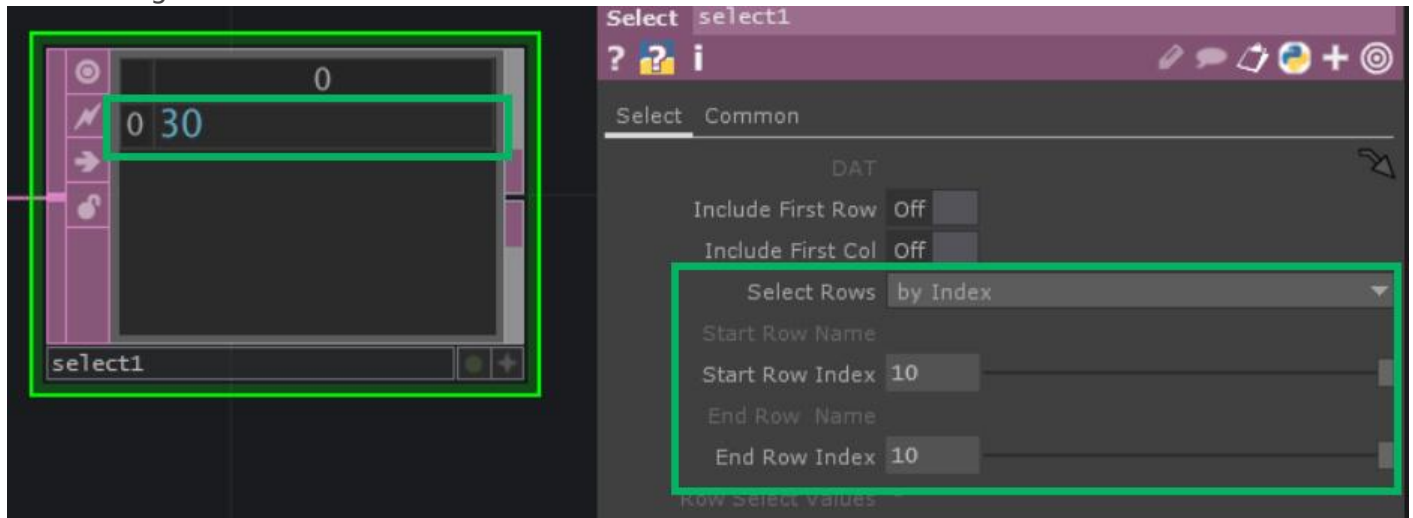
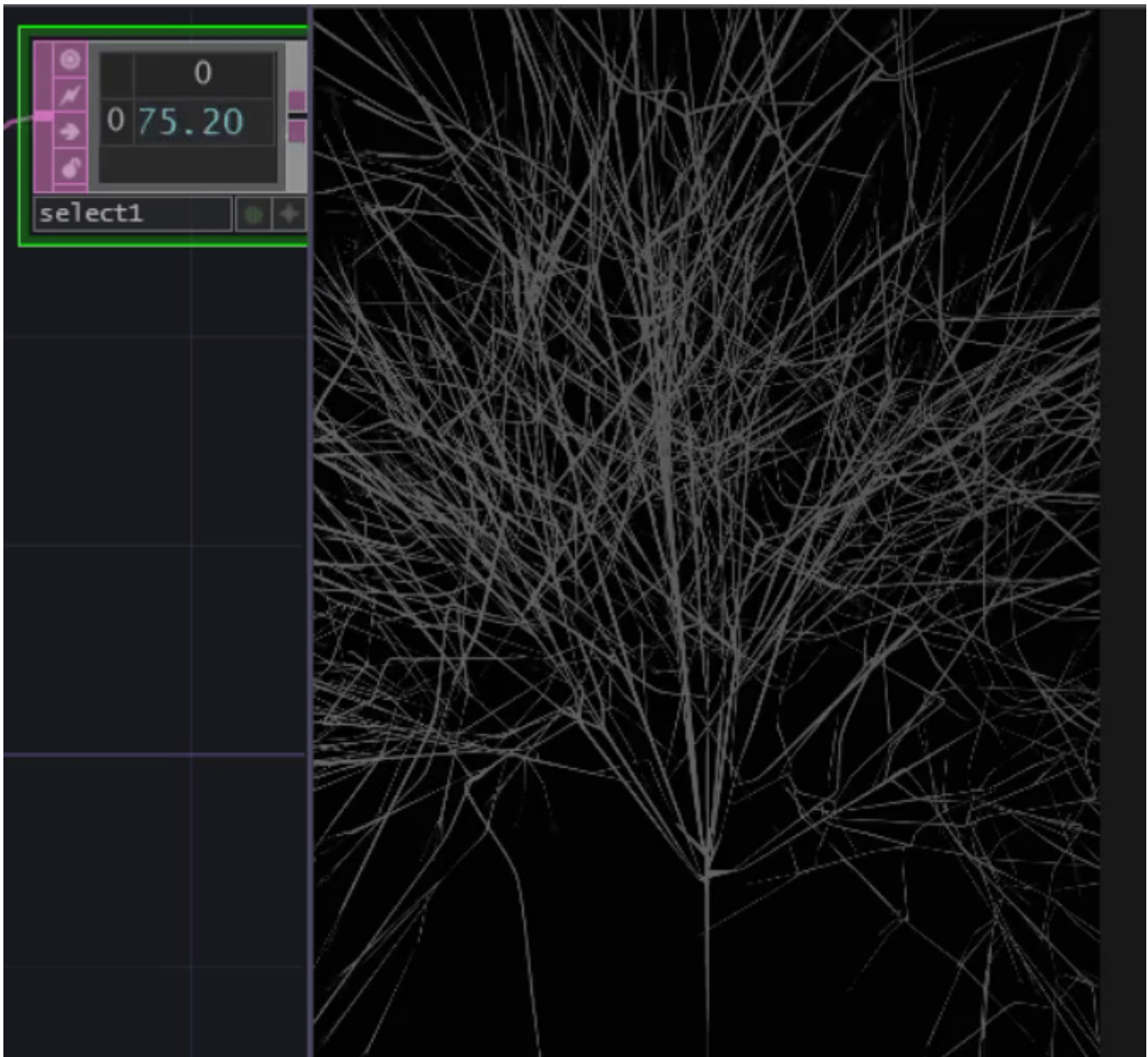


# regional meeting

## Irja Linnerud

Touchdesigner

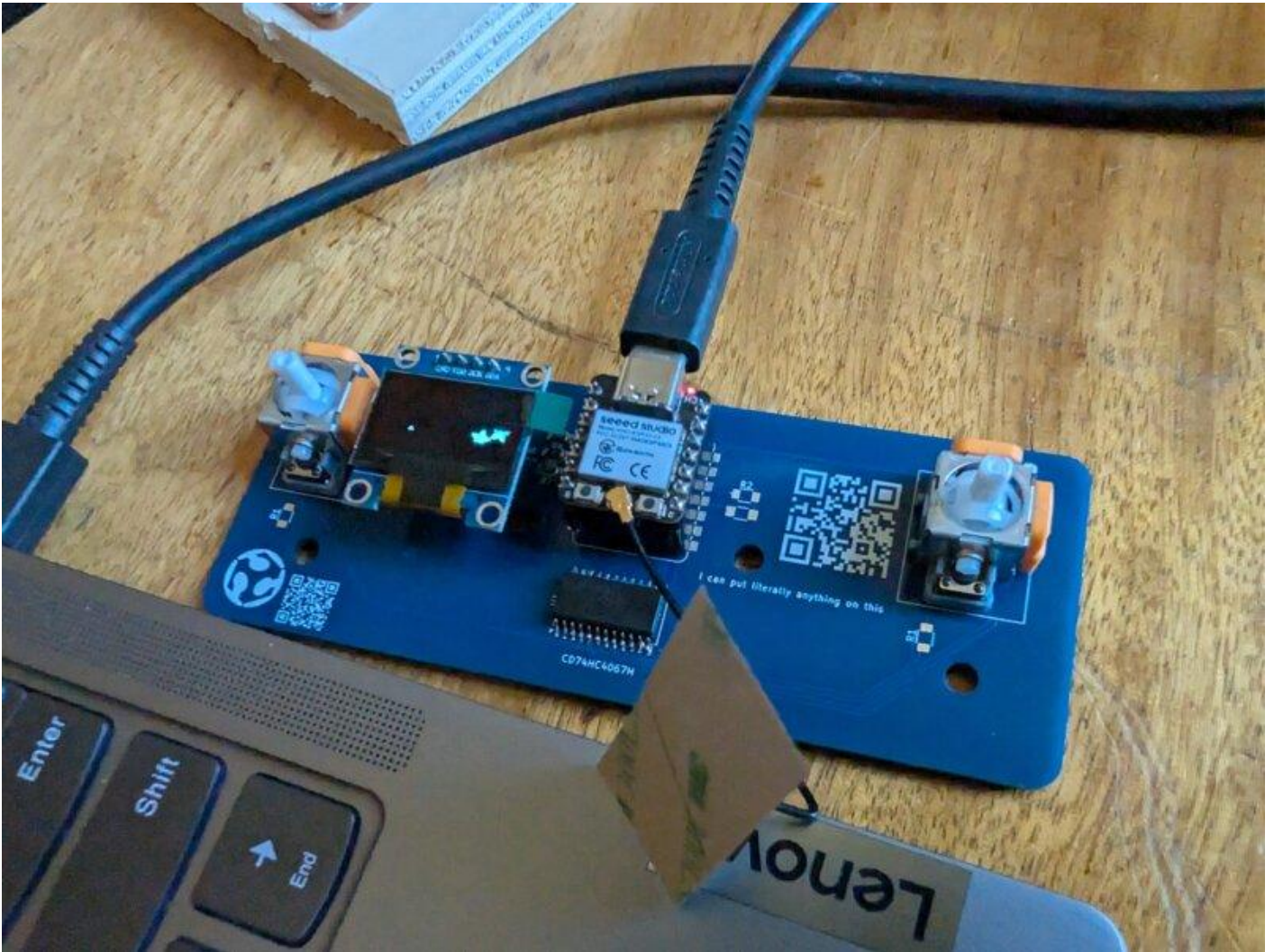




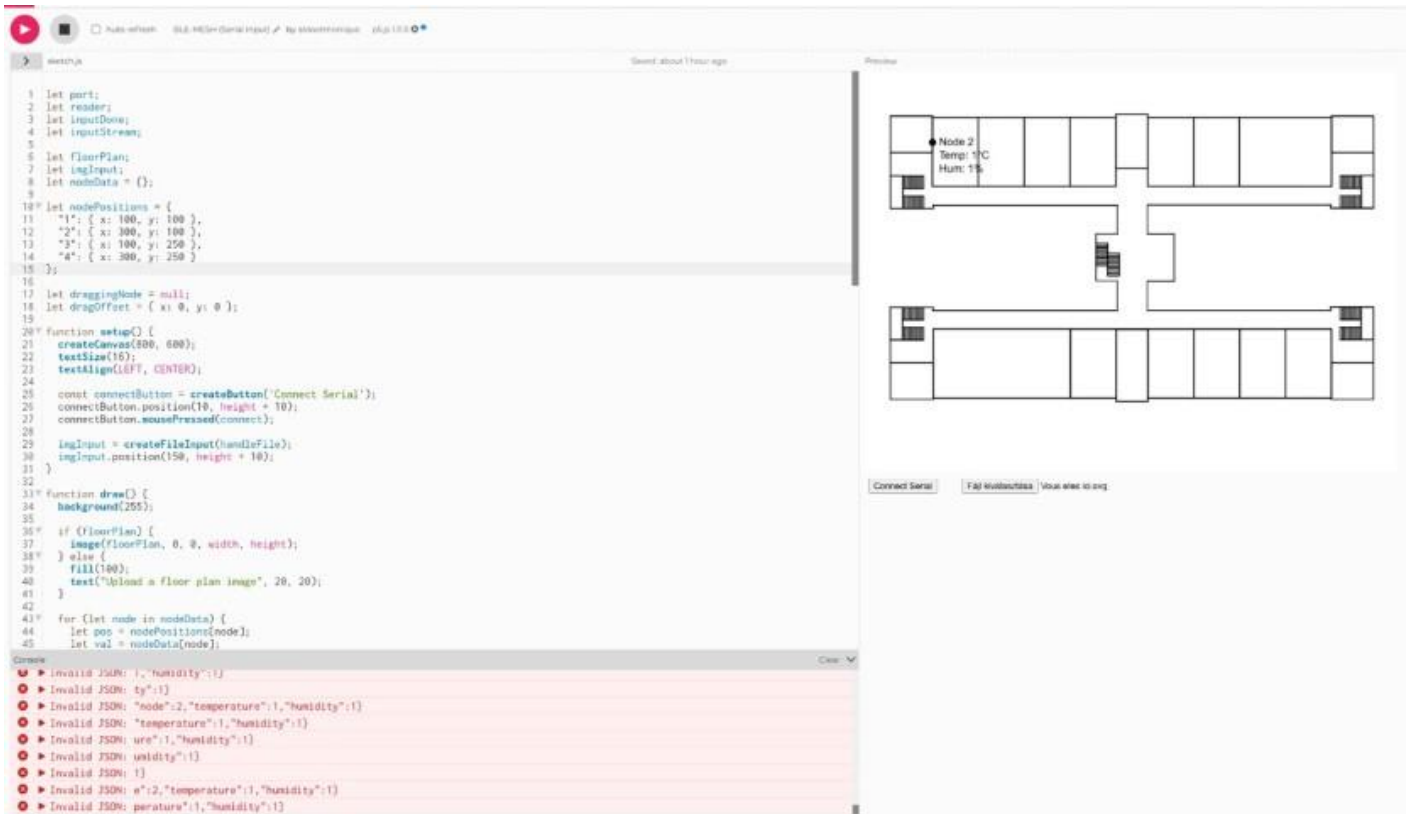
Dylan Heneck



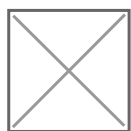
Sam



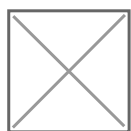
Patrick



Forrest Oliphant



Yryszhan Sansyzbay



Mkhitar Evoyan



Your browser does not support the video tag.

# chat

13:07:11 Von Krisjanis Rijnieks an Alle: in touch designer

13:07:18 Von Krisjanis Rijnieks an Alle: python

13:07:30 Von Krisjanis Rijnieks an Alle: you can make custom modules

13:07:37 Von Krisjanis Rijnieks an Alle: similar as in mods

13:08:05 Von Krisjanis Rijnieks an Alle: node-based programming paradigm

13:23:03 Von Krisjanis Rijnieks an Alle: Here is a part

<https://www.digikey.fi/en/products/detail/microchip-technology/24AA32AT-I-SN/443516>

13:23:12 Von Krisjanis Rijnieks an Alle: 8byte EEPROM

13:23:17 Von Krisjanis Rijnieks an Alle: SOIC-8

13:23:31 Von Krisjanis Rijnieks an Alle: good for storing configuration on devices even when powered off

13:23:47 Von Krisjanis Rijnieks an Alle: should be in our inventory

13:24:51 Von Krisjanis Rijnieks an Alle: I2C communication!!!

13:29:51 Von Krisjanis Rijnieks an Alle: i can see this in audiovisual context, but then blender as game engine would work best for realtime action <https://armory3d.org/engine/>

13:31:17 Von Krisjanis Rijnieks an Alle: I think this is the official Blender Game Engine that started as a part of Blender, but now is standalone <https://upbge.org/#/>

13:31:21 Von jakob an Alle: Replying to "i can see this in audiovisual context, but then bl...": thanks. i did not know yet how to "deploy" what i did. packaging a project in form of some game might be the way...

13:34:37 Von Krisjanis Rijnieks an Alle: Should have cat branding

13:37:58 Von jakob an Alle: Replying to "i can see this in audiovisual context, but then bl...": but in the end you would need to interface the game engine with the outside world... in what respect would it then more efficient than using NodeOSC?

13:41:17 Von Krisjanis Rijnieks an Alle: i wonder if radio will be reliable underwater

13:41:42 Von Krisjanis Rijnieks an Alle: <https://github.com/ggerganov/ggwave> check this Mkhitar Evoyan:☐☐

13:41:45 Von maxime an Alle: Replying to "i wonder if radio will be reliable underwater": The idea is to have an antenna at the surface

13:45:32 Von Krisjanis Rijnieks an Alle: by the way have you seen this?  
<https://ardupilot.org/sub/index.html>

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