

QuickestStart

The best way to get a sense of what Videodelic is and how to use it is by actually using it. This **QuickestStart** tutorial shows you how to play an interactive Videodelic project. The [QuickTour](#) chapter's tutorials acquaint you with the basics of creating new Videodelic projects.

Playing Videodelic from the Computer Keyboard

We've created a Videodelic project called *QuickestStart* that is especially good for becoming acquainted with Videodelic.

To get started, find the **QuickestStart** project file on your CD or hard drive, and open it with Videodelic (not with the Videodelic Player).

1) **Go to the Output Page.** Go to the **Output** page by clicking on its tab. You only need the Input page when setting up your project or adding new images or movies to it or when creating presets that use live video input. The Montage Room is an advanced feature for users that want to create set pieces (video compositions) or to render QuickTime movies from their presets.

At the bottom of the Output page is the presets palette. A preset stores settings about what images to play, what effects to apply to them, and what controllers control the effects. Controllers can be the mouse, time, audio input or MIDI input.

2) **Choose a preset.** Click on a preset to choose it. Notice that the preset starts playing as soon as it is selected. Click on the project's other presets to explore them.

As you change presets, notice that the Effect name changes as do the items labeled A-F in the Effect section and A-C in the Colors section. The items marked with letters are the Effect and Color Mode parameters (settings). The names that appear next to them are the controllers that control the parameters. Clicking on a controller name pops up a list of the available controllers. You can control effect and color parameters with audio input, mouse movement, MIDI and time control.

4) **Change the picture.** Click on the first preset again. Click in the canvas area (the main display area) of the window. The image used for input one changes. Option-clicking changes input two (if the preset uses two inputs). You can also change the pictures by using the pop-up input selector found at the upper-right corner of the window.

5) **Overdrive (play Videodelic).** Press the Space bar to go into **Overdrive** play, or type command-m. In Overdrive, the user interface is hidden, and you can play Videodelic as if it were an instrument controlled by your computer keyboard. If you have two monitors, Videodelic will use the monitor that does not have the menu bar for display.

Here are some of the keyboard shortcuts you can use to play Videodelic in Overdrive. (For a complete list see [Keyboard Shortcuts](#).)

- The **letter keys** (and option-letter keys) change the picture or movie used by the preset
- The **number keys** (and option-number) change presets (option-number lets you select presets whose number is greater than 10). Note that Videodelic starts counting at 0.
- the **return** key advances to the next preset
- the **tab** key advances to the next picture or movie
- The **left and right arrow keys** change the effect. **Option**-left/right arrow cycles through the effect options (if any are available for the current effect).
- The **up and down arrow keys** change the Display mode. You can probably figure out what the display modes do on your own. **Option**-up/down arrow cycles through the display options.
- The [**and**] **keys** increment or decrement the Color mode.
- **End** key. Immediate Fade Out. To make things visible again, type option-up/down arrow to change the display options OR type any key that changes the preset (a number key or the return key).

There is a lot more to Videodelic, but you are probably starting to get the idea. In addition to keyboard control, Videodelic can be controlled from audio input, the mouse and MIDI events.

Using Sound to Control Videodelic

Audio input (and MIDI) can be used to control Videodelic's presets and effects. The **AudioStart** project file has been set up to use sound input in most of its presets. Videodelic uses the currently selected Sound Manager sound input device for sound input in the Real-Time Room. In this QuickestStart, we will use the computer's CD drive.

1) Set up your computer to use its CD drive as the sound input device:

- Open the Monitors and Sound control panel.
- Click on the Sound icon.
- Choose CD as the Sound Monitoring Source.
- Insert an audio compact disc and start playing it.

2) Open the **AudioStart** project file with Videodelic.

3) Go to the Output page.

4) Click on the various presets and note that many parameters are designated for audio input control. Feel free to play with the controller assignments. (To save a change, click on the Replace button in the Preset controls at the bottom of the window).

3) Press the Space bar to go into **Overdrive**.


4) Play Videodelic as you did in the **QuickestStart** section of this guide.


Playing a montage

In addition to being a real-time instrument you can play, Videodelic also can be used to create video compositions which it (or the Videodelic Player) can play back in real time. In general, Videodelic montages use much less disk space than equivalent QuickTime movies with the same display size. The details of creating montages is beyond the scope of this quick lesson. Montages are covered in more detail in the QuickTour.

1) Open the project called Matrix..

2) When you open it, Videodelic displays the Montage page. Videodelic projects that contain a Montage automatically open to this page.

3) Press the play icon . The montage plays back in the miniaturized preview area at the lower-right of the screen.

4) Press the Overdrive icon . The Montage plays back in Overdrive mode at the full size.

Moving On. [Click here to continue on to the QuickTour.](#)

Quick Tour

Part 1. The Real-Time Room (Output and Input Pages)

The Output Page and Presets

A Videodelic project is comprised of a library of images and movies and the presets which store combinations of images and effects for easy recall. Presets also store information about what events or controllers the images should respond to. Videodelic presets are very much like the patches used with traditional synthesizers. In fact, you can think of Videodelic as an instrument for playing visual music.

A simple preset might tell Videodelic to move an image in response to mouse movement and to resize (scale) the image using the bass frequencies of the current sound input (the CD being played by the computer, for example). It might also be set to cycle through a color palette.

Presets have up to 9 parameters (6 effect parameters and 3 color mode parameters) which can be controlled by any of the following controllers: time (built-in low frequency oscillator), mouse movement, sound input, or MIDI events.

We've set up an example project that was intended to be played from your computer keyboard. The project's presets use only mouse movement and time as controllers.

Open the QuickestStart Project to the Output Page

- 1) Open the project 'QuickestStart' which is found on your CD.
- 2) Click on the Output tab to go to the Output page.

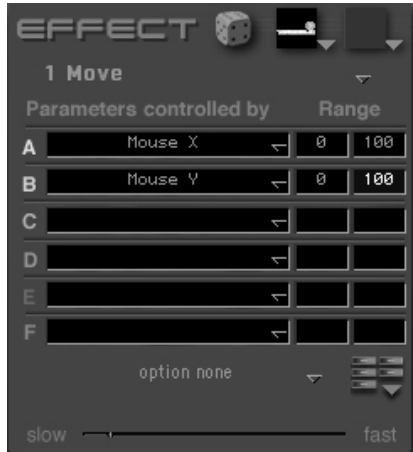
Anatomy of a Preset

Notice at the bottom of both the Input and Output pages that there is a palette of the project's presets.



Clicking on a preset recalls its settings and displays it in the canvas (display) area. Whenever a preset is recalled, it starts playing back, and the preset's icon is framed with green.

3) Click on the leftmost preset. This is preset 0. Move the mouse left and right and up and down and notice that the displayed image moves in response. Preset 0 uses the simple Move effect. Here is the Effect portion of preset 0:



The Move effect makes use of two parameters A and B which control the horizontal and vertical offset of the picture selected as Input 1. Parameter A is controlled by the mouse's x (horizontal) position and Parameter B by the mouse's vertical position. The other parameters are unused and hence are blank.

When you mouse over an effect parameter, you will see the name of the parameter in the **Tips Display** area located at the lower right corner of the window. As you move the mouse over any user interface element, information about the button or tool will appear. In this case, when you mouse over parameter A's controller (Mouse X), you will see the text "A: Offset X input 1" which means that parameter A controls the horizontal (X) offset of the picture chosen as input 1.

4) Click and hold the mouse button on the name of parameter A's controller ("Mouse X"). A pop-up list of Videodelic's controllers appears. You will notice that there are a few types of controllers with which you can control effects parameters:

- time (low frequency oscillator)
- audio input
- MIDI events
- static (the setting remains constant)

You may also see 'remote envelope' appear in the list. This pertains only to the Montage page and can be ignored.

5) Choose any of the time functions as the controller. The image moves by itself. "Time" is actually a low frequency oscillator with the waveform indicated by its name (Time Sin is a sine wave; Time Cos is a sine wave 90 degrees out of phase with Time Sin; Time

Mod is a symmetrical sawtooth wave--also called a triangle wave; Time Saw is an asymmetrical sawtooth wave).

Change the Y offset's minimum value

There are two range columns. The left-hand column is an offset added to the parameter. The right-hand column is a sensitivity or scaling factor.

6) Click on the minimum/offset value for parameter B (the vertical offset) and type '50' then press the Tab key. Notice that the image's vertical (Y) position moves to a new position.

7) Click on the number displayed in the right-hand column and drag the mouse down to set the sensitivity to 0. Move the mouse. You will see that the image doesn't move. Click on the sensitivity setting and drag up (or type in a new value) and notice the effect that the new setting has.

Change the Effect

8) Click and hold the mouse button on the effect name, **Move**. A list of Videodelic's effects pops up. Choose the effect named **Stretch Both**. Notice that all parameters A-F are used. Mouse over each parameter and note the tips display (in the lower-right corner of the window) for each. Click on the input two pop-up menu and choose any picture. Notice that a thumbnail of the image appears as the pop-up's icon.

Below the parameter list is the **Controller Set** pop-up list:



This pop-up menu lets you save and name the current controller set or choose from the sets you have already saved. A controller set stores the controller settings used for each parameter A-F.


Choose a Controller Set Up

9) Click on the Controller Set pop-up and choose the set named **All Time**. Notice that every parameter's controller is set to one of the Time options.

Change the picture by clicking in the canvas

10) If you click in the canvas (the image display area), you will see that the image used for input 1 is set to the next available picture in the library. **Option-clicking** changes the image used for input two.

Add a preset. When you have found settings that you want to recall later, simply click on the Add button at the right side of the preset palette.

Rolling the dice. Click on the die icon  to randomize the current settings. Using the die is a nice way to discover interesting new settings. When you find something you like, click the Add button to add the preset to your project.

Preset options. Examine presets nine and ten. Both of these presets play the same QuickTime movie. You will notice that the first one (which is played by typing '8' in overdrive) plays the movie from the beginning while the other one doesn't. Videodelic lets you choose how a movie plays back when it is part of a preset. To access these options, double-click on the preset's icon. Movies can be set to play from the beginning or not and at half or full speed.



The Input Page (and setting up projects)

The Input Page is where you build your project's library of images and movies and where you select the current input type. Videodelic allows you to use pictures (PICT files), QuickTime movies and live video input as image sources for your presets. In essence, Videodelic has three channels for each input: a picture channel, a movie channel, and a video input channel.


The Input Page also has items that provide a visual display of incoming audio and MIDI information. These are useful for determining that your setup is correct.

Adding Images and Movies

Each project file has a library of images and movies. The images are stored in the project file itself while movies are stored by reference. Some pictures are reformatted when imported into Videodelic. Pictures are resized to match the Videodelic canvas input format and the color depth is reduced to 256 colors. More information about importing pictures is found in the chapter [Input Sources & the Input Page](#).

Add a picture to the project

1) Click on the Input tab to go to the Input page.

2) Click and hold the mouse button on the input selector . You will see a pop-up picture list that shows the pictures that are already in the project. Choose any empty cell. You are presented with an Open dialog that allows you to choose a picture to add to the

library. Choose a picture file or press cancel.


Tip. You can also click on the Open File icon  to invoke the open dialog. Picture and movie files can also be added by using Macintosh drag-and-drop techniques.

Add a QuickTime movie to the project


3) If you have QuickTime movies on your computer, click and hold the mouse button on the input selector. Choose a blank item from the bottom of the list. Choose a QuickTime movie file. You will notice that a movie icon appears in the input list after you add the file.

Switch Channels

4) As mentioned earlier, Videodelic treats picture, movie and video input like channels

on a television. Click on the the input type icons  (or use function keys F9 through F11) to switch between the channels.

Using live video input

If you have a video input source connected to your computer, simply click on the live video icon  to choose video input as the input source for the current preset.

Tip! Choose Video Input Setup from the Edit menu to set up your video card for use with Videodelic.

Moving On. [Continue on to the Montage Room Tour](#)

Montage Room Tour

The Montage Room is where you construct Videodelic compositions/sequences. Since the user interface is quite a bit more complex than the other pages, you should launch the [interactive manual](#) and mouse over the Montage Room's tools to learn about them.


1 - Go to the Montage Room

If it isn't already open, open the *QuickestStart* file and click on the **Montage** tab to go to the Montage Room.

2 - Start the Montage - Auto Insert



At the top of the window, you will see a display of the project's presets.

Click on the first preset in the library then click the Auto Insert tool . A column of events will appear which correspond to the preset's components: input image, color palette, effect, display mode and color mode.

Click Auto Insert a few more times. Each time you click, Videodelic adds another event column to the montage. Note that Auto Insert always adds items at the end of the sequence.

3 - Change an event's picture



Click and hold down the mouse button on one of the thumbnails, the image library selector pops up. Choose any picture.


Tip! If the event is not already selected, you will need to click on the event to select it before clicking and holding the mouse button.

Note: Clicking and holding down the mouse button on any event will pop up a list of choices for that event type. Holding down the **option key** will pop up a list of the effect or display options if any are available. **Control-clicking** on several event types pops up a window for editing relevant parameters. If you have installed the Contextual Menus extension, you will need to turn it off in Videodelic by choosing the relevant item from the Help menu.

These changes do not affect the presets from which the events were derived.

4 - Preview your change



Click the play button  to see a miniaturized preview of your montage.

Tip. Videodelic plays back from the position at the left edge of the screen. You can change the playback start point by scrolling the montage.


5 - Add a Controller Envelope

The lower half of the events area is for adding and editing controller envelopes. The first event in the montage uses the Move effect. Recall (from the first part of the QuickTour) that the Move effect has just two parameters (A and B) which control the horizontal and vertical offset of Input 1. By using controller envelopes, one can control the horizontal and vertical position of the image, overriding the preset's assigned controllers.

1) Click on the label A. at the left edge of the montage window.

2) Click in the area below the first event and hold down the mouse button. An envelope pop-up list

appears. The pop-up gives you a variety of envelope curves to choose from.

3) Choose  from the list and play the montage. Play the montage and notice that the image now scrolls horizontally. Choose different envelopes and see how they affect things.

Tip. Control-clicking in the envelope events/parameter blocks area pops up a dialog that allows you to fine tune all of a block's envelopes.

6 - Preview Using the Timeline


Below the area in which envelope events appear is the timeline. When you click in the timeline, the cursor's position (in minutes:seconds:frames format) is displayed at the left edge of the Montage

Click in the timeline and drag left and right to "scrub" the preview.

7 - Drag a Preset into the Montage

Click on any preset and drag it into the sequence area. It is added to the montage where you drop it.

8 - Insert an Effect Change

Click anywhere in the timeline. Click and hold the mouse button on the Insert Effect tool . The list of effects appears. Choose any effect and note that a new effect event is inserted. You can insert display mode and color mode changes with the same technique.

9 - Select and Move an Event


Click on any event to select it. Drag it to the left or the right to change the event's start position. Note that the event's start point only is moved and, hence, the event's duration is changed. Also, the preceding event is modified so that it ends at the new start point. **Note.** The entire event will be moved if it is dragged entirely beyond the preceding or succeeding event.

10 - Select a Block of Events


Click in the timeline to select all of the events in the block above the cursor. You can shift-click to add more events to the selection. Shift-clicking performs discontinuous selections as in the Finder.

Click on the event at the top of the block and drag it left or right to change the block's start position.

11 - Scale Time of all Montage Events

To scale the time of all events in the montage globally, click on the Scale Time tool  and drag left or right.

12 - Insert Time

Click in the timeline. Click on the **Insert Time** tool  and drag left or right to "add" time at the insertion point or to delete time. The effect of adding and deleting time is to lengthen or shorten (add time to or remove time from) the events at the selected time and to move the following events without changing their durations.

Exploring

There is a lot more to the Montage Room than what we have been able to explore in this tutorial. We have provided example montages on the CD to give you a taste of what you can create in the Montage Room and to demonstrate many useful techniques. The Montage Room is described in greater detail in the [Montage Room](#) section of this manual and in the [interactive documentation](#).

What is Videodelic?

Videodelic is a tool for creating dynamic visual performances from still images, QuickTime movies and live video input. It provides dynamic special effects and filters which can be applied in real-time to create responsive live video art. Videodelic's effects can move, scale, distort and remap visual input to create astonishing performances from simple sources. In performance, Videodelic can respond to audio input, MIDI, the computer keyboard, mouse movement and more. It also features the **Montage Room**, an environment for creating Videodelic compositions which can be either performed in real time or rendered as a QuickTime movie.

Videodelic has a wide range of applications. You can use it as realtime instrument for performing live visual accompaniment to music. You can use it to create standalone installations or full-length multimedia compositions, and you can use it to create special effects and title sequences for video post-production. Because Videodelic can be set up to listen to audio input, it is simple to create effect sequences that are tightly coupled to musical input.

Overview

The provided tutorials (the [QuickestStart](#) and [QuickTour](#) sections of this manual) and sample Videodelic projects will give you a feel for what Videodelic is all about. To learn about Videodelic's tools, explore [the interactive documentation](#) by clicking [here](#).

The Canvas & Working Format

The Canvas is the central display area. When not in **overdrive** (Videodelic's performance mode), the canvas area is 512 pixels by 512 pixels. When Videodelic is put into overdrive, the canvas area is resized to the "working format" specified in the Preferences dialog. There are two working format options you can customize: the **Input Format** which determines the size at which your project's images are stored and the **Output Format** which determines the "overdriven" canvas size. This Input Format setting has the greatest impact on Videodelic's realtime responsiveness. For real-time performance, an input format of 512 pixels square is generally the best option as it provides maximum performance. An output format of 512 pixels square will give better performance than the other options, but the output format has less impact on responsiveness than the input format size. See the section [Working Format Preferences](#) in the **Menu Reference** chapter for more information.

The Rooms



Videodelic has three pages divided between two "rooms" which you use to create your projects. The **Input** and **Output Pages** are known collectively as the **Real-Time Room** since they pertain to interactive real-time use of Videodelic. The **Input Page** is where you import the images and movies for your project and where you switch between input

sources. The **Output Page** is where you create presets by combining images and special effects and assigning controllers for the effects. Each project can have up to sixteen presets. The **Montage Room** is a simple sequencer that can be used to create set pieces which can be either rendered in real time (by Videodelic or the Videodelic Player) or exported as QuickTime movies. If you are using Videodelic primarily as a real-time instrument, you may rarely use the Montage Room.

Overdrive Play

Videodelic's performance mode is called **overdrive**. When Videodelic is put into overdrive, the menu bar is hidden and only Videodelic's canvas area is visible. The canvas is resized to the output format specified in the **Preferences** dialog. On a two-monitor system, Videodelic performs the piece on the monitor that does not have the menu bar. Thus, you can have access to the user interface on one monitor while the performance is presented on the other.

Once you have created your project, there are a number of performance or output options:

- **Real-time interactive performance.** By clicking on the Overdrive Play icon  (or pressing the space bar), you enter Overdrive play. You use the computer keyboard and MIDI to change presets, input sources, display modes and control effect parameters.
- **Real-time montage performance.** In the Montage Room, clicking Overdrive  plays the montage and its soundtrack from the beginning. The performance will respond to MIDI and mouse control if the project was designed to respond to them. Montages do not respond to sound manager input though they can have their own soundtrack to which they will respond if audio input is designated as the control source for any parameters.
- **Videodelic Player performance.** The Videodelic Player is a Videodelic presentation application that comes bundled with Videodelic. The Player plays (in alphabetical order) every Videodelic project and displays every movie and picture found in its folder. It is a great tool for presenting an evening's performance. Read more about it in the chapter [Videodelic Player](#).

Videodelic and Color

Videodelic is capable of dazzling color effects and excellent real-time responsiveness. In order to provide excellent performance on a wide variety of machines, Videodelic must reduce the color depth of all input sources. While Videodelic uses full 32-bit color for output, it reduces the color depth of all input sources to 8 bit color (256 colors). Read more about Videodelic's color handling in the [Pictures](#) section of the [Input Sources](#) chapter, and in the [Color Modes](#) section of the [Output Page](#) chapter.

The Videodelic User Interface

Videodelic's user interface features some elements unique to U & I Software apps in keeping with our dictum that a user interface for creating art should be art. Almost every item in the user interface is clickable. As you move the mouse over the user interface, information appears in the **Tips Display** area at the lower right of the screen. Mousing over the user interface elements and noting the Tips Display text is a good way to familiarize yourself with Videodelic's elements.

Some tools (such as the Montage Room's Insert Time and Scale Time tools) are operated by simply clicking on them while others require you to click and drag to the left or the right. **Numeric fields** can be edited directly by clicking on them and typing, **or** you can click and drag the mouse up or down to increment or decrement the field's value.

The Real-Time Room (the Input and Output Pages) and the Montage Room are actually separate windows and may be resized. To resize either window, click in the lower left-hand corner and drag the mouse to resize the window. While the windows may be resized, they may not be repositioned. To resize the windows, click in the lower right-hand corner of the window (there is an invisible grow box) and drag to resize the window.

For detailed information about Videodelic's icons and tools, visit the interactive guide by clicking [here](#).

Workflow

Videodelic's elegant design was intended to let you spend your time creating art and not learning to use a new application. The following work flow is provided as a guide for getting started on your first projects.

- **Working format.** Decide what your project's output size will be and what size the project's images should be stored at. These are specified by the working format settings in the [Preferences](#) dialog. The best real-time performance is achieved with a working format of 512 pixels square though you may achieve acceptable results with other working formats. The other formats are intended primarily for Montage Room-based projects that will be rendered as QuickTime movies.
- **Source preparation.** Do some pre-processing of the images and movies you plan to use in your project before you import them. For **still images**, you should scale or crop the pictures to size of the project's input format setting (found in the Preferences dialog). If you don't prepare the images beforehand, Videodelic will simply scale the entire image to fit the input format. If you want **text** or **titles** to appear in your project, you must create PICT files with the text (Videodelic has no native text handling). If your project will use **QuickTime movies**, you may want to resize them or change their frame rate to reduce the burden to the processor. If you will be creating a montage with a **soundtrack**, you may need to convert the sound

file to a compatible format. Videodelic's native format is 44.1 kHz, 16-bit Sound Designer II format (either split stereo or interleaved). If you choose a 44.1 kHz AIFF file, Videodelic will create a copy of the file in the appropriate format.

See the chapter [Tips & Maximizing Performance](#) for more information.

- **Project creation.** You create a new project file in Videodelic and import your sources. Note that Videodelic copies the images into the project file itself. QuickTime movies on the other hand are not imported into the project file itself because they can be quite large; the project maintains references to the files. For convenience, it is a good idea to place the movies (or aliases to them) in the same folder as the Videodelic project file.

Tip. Use Macintosh Drag-And-Drop to add pictures and movies to the open project.

- **Project setup.** If the project will use MIDI input or video input, you must use the **Preferences** and **Video Input Setup** menu items to set them up.
- **Preset creation.** You create your project's presets on the Output Page.
- **Montage creation (optional).** This stage is for users that are creating set pieces or QuickTime movies. If you plan to render the montage as a QuickTime movie, you should set the frame rate appropriately in the Preferences dialog. If you are using Videodelic for real-time interactive performance, you would skip this step.
- **Performance.** The details will vary depending on whether you are using Videodelic to play back a montage or using it as a real-time instrument. A performance might be played back on your computer monitor or projected on a large screen. It can be interactive or simply the real-time playback of a montage.