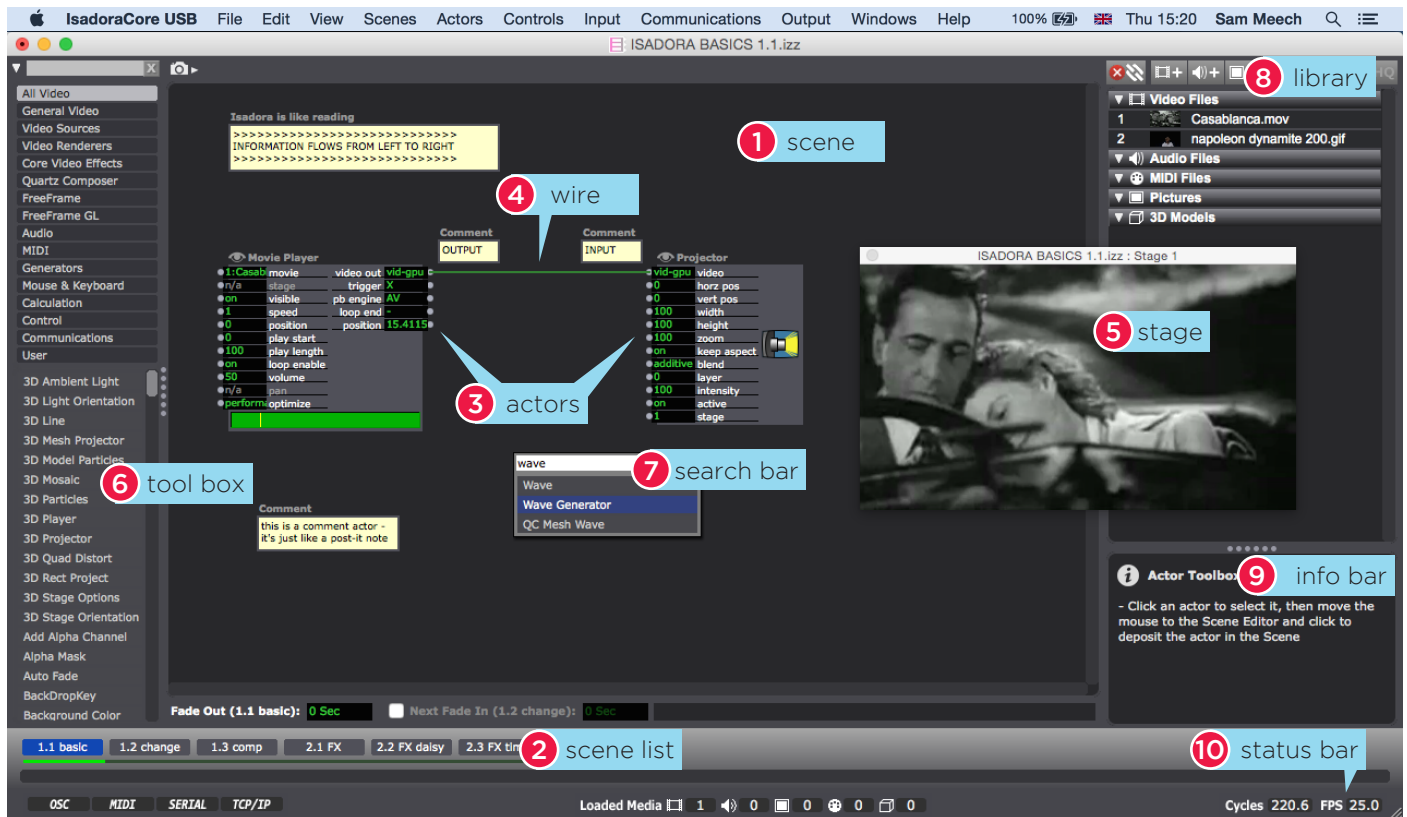# ISADORA
1.0 THE BASICS
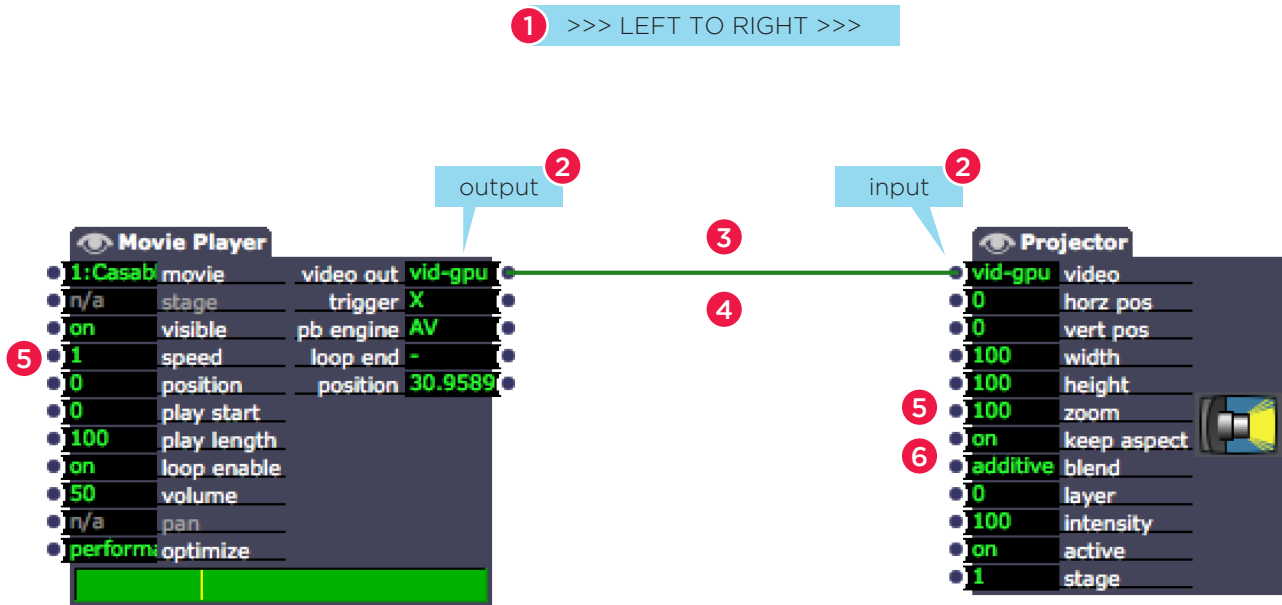### 1.1 INTERFACE

1. **SCENE**
    a work space where we build our patch by linking 'actors'.

2. **SCENE LIST**
    sequence of 'patches'

3. **ACTORS**
    a module for play back, projection, input, fx, etc. We link actor modules together to create patches.

4. **WIRE**
    Connects actors together

5. **STAGE** (cmd + g)
    the visual output to the projector / display (shown here in preview mode)

6. **TOOLBOX**
    We can find actors here, arranged in sets (eg 'video, midi, control, freeframe, etc). Search bar at the top.

7. **SEARCH BAR**
    Double click anywhere in scene to search for an actor.

8. **MEDIA LIBRARY** (cmd + m)
    Import media here. Each media item is placed in a bin with its own index.
    - movie: *.mov / .mp4 / .gif (photo jpeg, Pro Res, or h.264)*
    - audio: *.aiff / .wav (mp3s are seen as 'movies')*
    - midi: *midi files*
    - pictures: *jpg, png*
    - 3D: *3ds / studio max files*

9. **INFO BAR**
    Roll over any item to show related tips and info

10. **STATUS BAR**
    See current performance of isadora as frames per second.

① >>> LEFT TO RIGHT >>>

② output   input ②

③

④

Movie Player

1:Casabl	movie	video out	vid-gpu
n/a	stage	trigger	X
on	visible	pb engine	AV
⑤ 1	speed	loop end	-
0	position	position	30.9589
0	play start		
100	play length		
on	loop enable		
50	volume		
n/a	pan		
performa	optimize		

Projector

vid-gpu	video
0	horz pos
0	vert pos
100	width
100	height
⑤ 100	zoom
⑥ on	keep aspect
additive	blend
0	layer
100	intensity
on	active
1	stage

NOTES

1. Information moves from LEFT to RIGHT

2. Each actor has its own INPUT PROPERTIES (on the left) and OUTPUT VALUES (on the right)

3. OUTPUTS >>>> can be wired to >>>> INPUTS

4. A wire may carry a VIDEO FEED, a TRIGGER, TEXT or a VALUE.

5. An INPUT may change the scale, intensity, speed, mode or many other properties of an actor.

6. We can change INPUTS manually, through controllers (eg, keyboard, mouse), or by linking actors together.
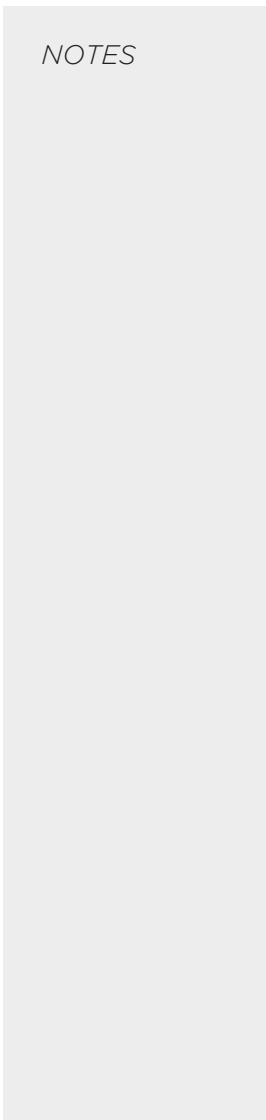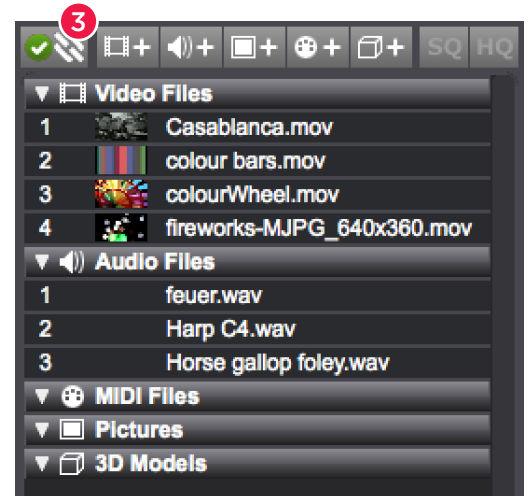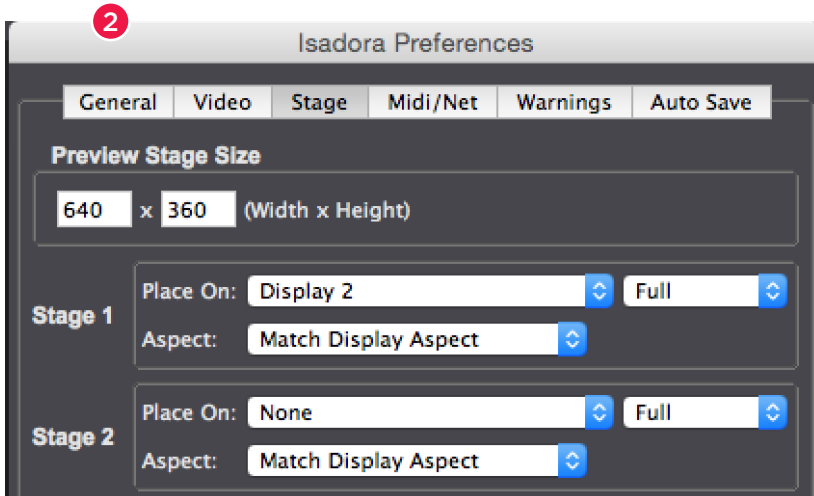
TIP:

To quickly create a Movie Player & Projector, simply drag the movie from the media library.

NOTES

1.   MAKING A NEW FILE

• Open ISADORA
• File > New
• File > Save As
*(save in a project folder, above the MEDIA folder)*

2.   OPEN STAGE WINDOW

OUTPUT > Show Stages (cmd + g)
*(to set the preview stage size, go to ISADORA > Preferences >
Stage, and set a width x height value)*

3.   IMPORT MEDIA

• Open Media Library   (cmd + m)
WINDOWS > Show Media
• Import media to library (cmd + shf + i)
File > Import media

4.   ADDING / RENAMING SCENES

• Insert new Scene (cmd + i)
SCENES > Insert Scene
• Rename Scene (cmd + r)
SCENES > Rename Scene
or double click on scene name
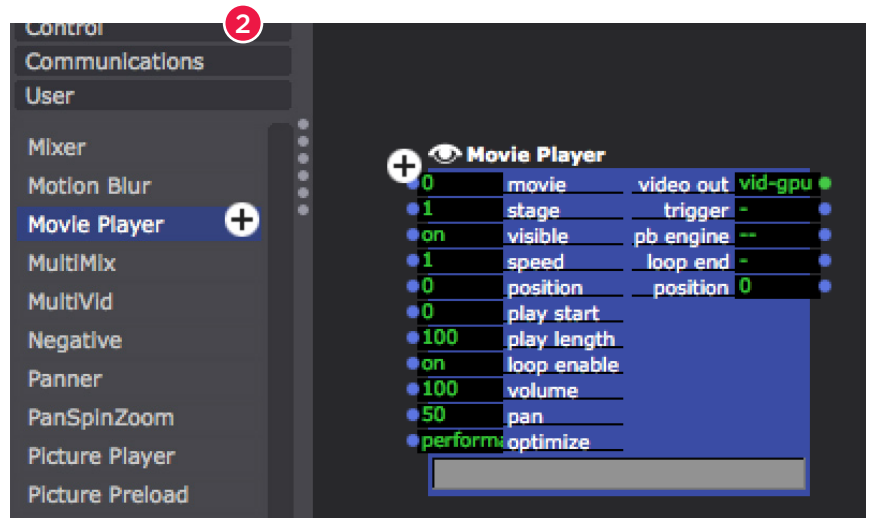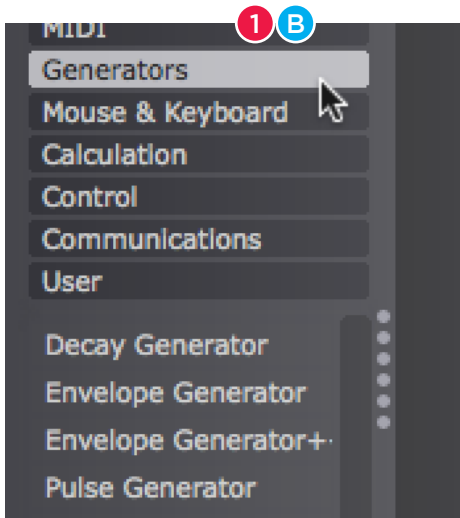
NOTES

1. SELECTING an ACTOR

   There are 3 ways to select and add an actor to the scene:

   A. Toolbox Search bar
   If you know actor, simple type it's name in here. The tool box below will show all search results

   B. Toolbox Filters
   Search for actors by category - click on a tool box to see all the options available in that category - eg - for video playback modules, click 'Video Sources'. Scroll down the list.

   C. Scene Editor Search
   DOUBLE-CLICK anywhere on the Scene Editor to bring up a handy search bar. Type your search, and select from the menu.

2. ADDING AN ACTOR FROM THE TOOL BOX

   • CLICK ONCE on the actor - no need to hold down
   • A small PLUS symbol will appear as your cursor
   • MOVE the actor to position in the scene
   • CLICK AGAIN to PLACE the actor

3. MOVING ACTORS
   CLICK and DRAG on an actor to move it around the scene - any wires will stay connected