INTERFACE

search bar

SCENE EDITOR

TOOL BOXES

media

wire

MEDIA LIBRARY

'ACTOR' modules

STAGE

(preview)

scene

SCENE LIST

Menu bar

IsadoraCore   File   Edit   View   Scenes   Actors   Controls   Input   Communications   Output   Windows   Help

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basic patch.izz

basic patch.izz : Media

basic patch.izz : Stage 1

Toolbox list

All Video

General Video
Video Sources
Video Renderers
Core Video Effects
Quartz Composer
FreeFrame
Audio
MIDI
Generators
Mouse & Keyboard
Calculation
Control
Communications
User

3D Light Orientation
3D Line
3D Mesh Projector
3D Mosaic
3D Particles
3D Player
3D Projector
3D Quad Distort
3D Rect Project
3D Renderer
3D Stage Options
3D Stage Orientation
Add Alpha Channel
Alpha Mask
Auto Fade
BackDropKey
BackLight
Background Color
Blob Decoder
Bloom
Buffer
Burn

Untitled

Media Library

▼ Video Files
1   color.avi
2   colourWheel.mov
3   eggling_edit_01.mov
4   fireworks_02.mov
▼ Audio Files
▼ MIDI Files
▼ Pictures
▼ 3D Models

Movie Player actor

Movie Player
1:color.a movie   video out video
on   visible   trigger   X
1   speed   loop end   -
0   position   position   53.83
0   play start   text out
100   play length
on   loop enable
100   volume
50   pan
default   snd out
0   freq bands
0   text track
off   into ram

Projector actor

Projector
video   video in
0   horz pos
0   vert pos
100   width
100   height
100   zoom
off   keep aspect
0   aspect mod
additive   blend
100   intensity
0   spin
0   perspective
0   layer
on   active
1   stage
centered   hv mode

ACTOR BASICS

actor name

video out

>>>>INFORMATION >>>>

Movie Player

1:color.avi	movie	video out	video
on	visible	trigger	X
1	speed	loop end	-
0	position	position	36.8406
0	play start	text out	
100	play length		
on	loop enable		
100	volume		
50	pan		
default	snd out		
0	freq bands		
0	text track		
off	into ram		

INPUT VARIABLES

OUTPUT VALUES

INPUT VARIABLES

Projector

video	video in
0	horz pos
0	vert pos
100	width
100	height
100	zoom
off	keep aspect
0	aspect mod
additive	blend
100	intensity
0	spin
0	perspective
0	layer
on	active
1	stage
centered	hv mode

timeline (%)

playhead

Information moves from LEFT to RIGHT

OUTPUTS can be wired to INPUTS

Each actor has its own INPUT VARIABLES and OUTPUT VALUES

VALUES can be NUMBERS / VIDEO / TRIGGERS / TEXT and so on

ALT - CLICK on an Actor to see what it does
ALT - CLICK on variable / value to see what it does

GETTING STARTED

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
(to set the preview stage size, go to ISADORA > Preferences > stages)

3. IMPORT MEDIA

- Open Media Library
    WINDOWS > Show Media (cmd + M)

- Import media to library

File > Import media (cmd + shift + I)

4. SCENES

Rename Scene
SCENES > Rename Scene (cmd + R)

Insert new Scene
SCENES > Insert Scene (cmd + I)

5. ACTORS

SELECTING an ACTOR

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

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

2. Toolbox Filters
Search for actors by category - click on a tool box to see all the options available - eg - for video FX modules, click 'General Video

3. Scene Editor Search
DOUBLE-CLICK anywhere on the Scene Editor to bring up a handy search bar

ADDING AN ACTOR

- CLICK ONCE on the actor - no need to hold down
- A green PLUS symbol will appear
- MOVE the actor to positio
- CLICK AGAIN to PLACE the actor

MOVING ACTORS

Click and drag on an actor to move it around - any wires will stay connected

CONNECTING ACTORS
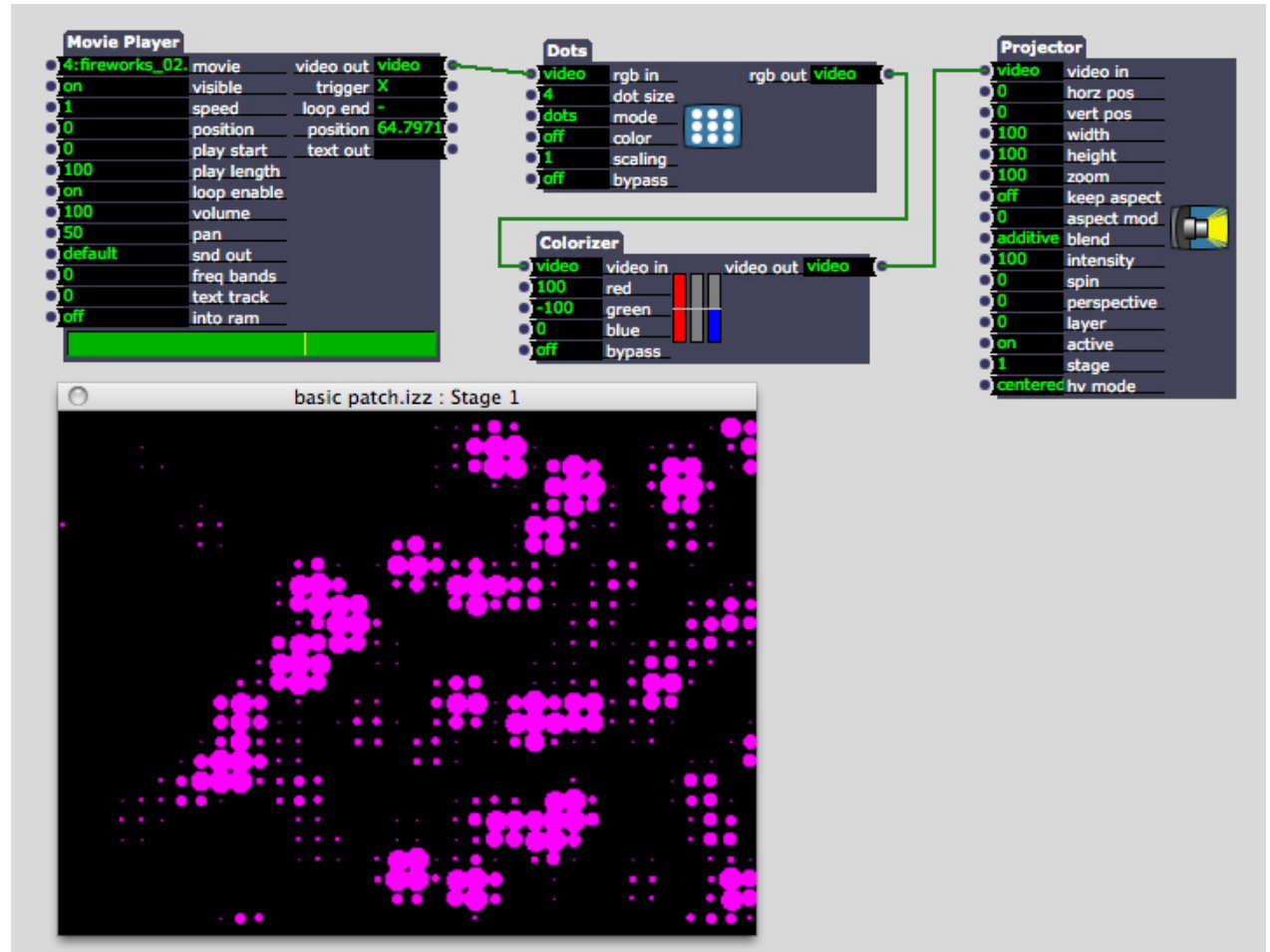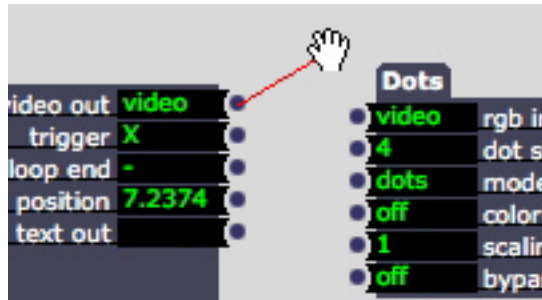
CONNECTING DATA

Many types of output data can be used and applied to input variables: VIDEO feeds, numbers, triggers etc - the best way to find out what happens is to CONNECT IT UP!

1. OUTPUT TO INPUT

- Click once on the GREY DOT of an OUTPUT VALUE
- a red wire will appear and follow your cursor
- Click once on the GREY DOT of an INPUT VALUE of another actor to CONNECT the wire

TIP - press ESCAPE to cancel a connection

- To DELETE a wire, click on it to SELECT, and then press DELETE

RED WIRES HAVE NO LIVE DATA
GREEN WIRES ARE CARRYING LIVE DATA

TIP - you can DRAW your wires more carefull by clicking on the stage to create anchor points - this is like creating a circuit diagram.

CHANGING VARIABLES

MANUALLY CHANGING AN INPUT VALUE

Most (but not all) values are expressed as
PERCENTAGES

To change the properties of an actor, you can change the
variables / values in 3 ways:

1. Click once on the input value - the text becomes
   yellow - TYPE in the value you wish. Press RETURN
2. CLICK and DRAG directly on an input value to
   change it by one decimal place
3. Click once on the BLUE DOT of an INPUT VALUE of
   a selected actor - a SLIDER apears - move the slider
   to change the value

TIP - to see what an input value does - hold ALT and
click on the value for a description

1.



2.

3.
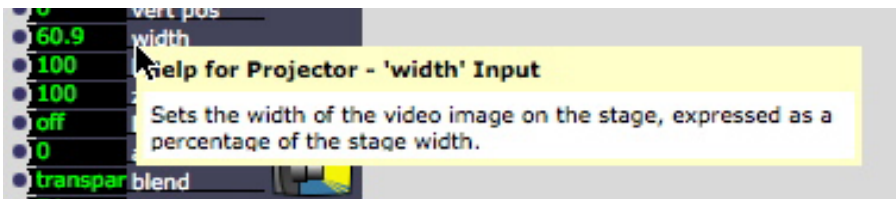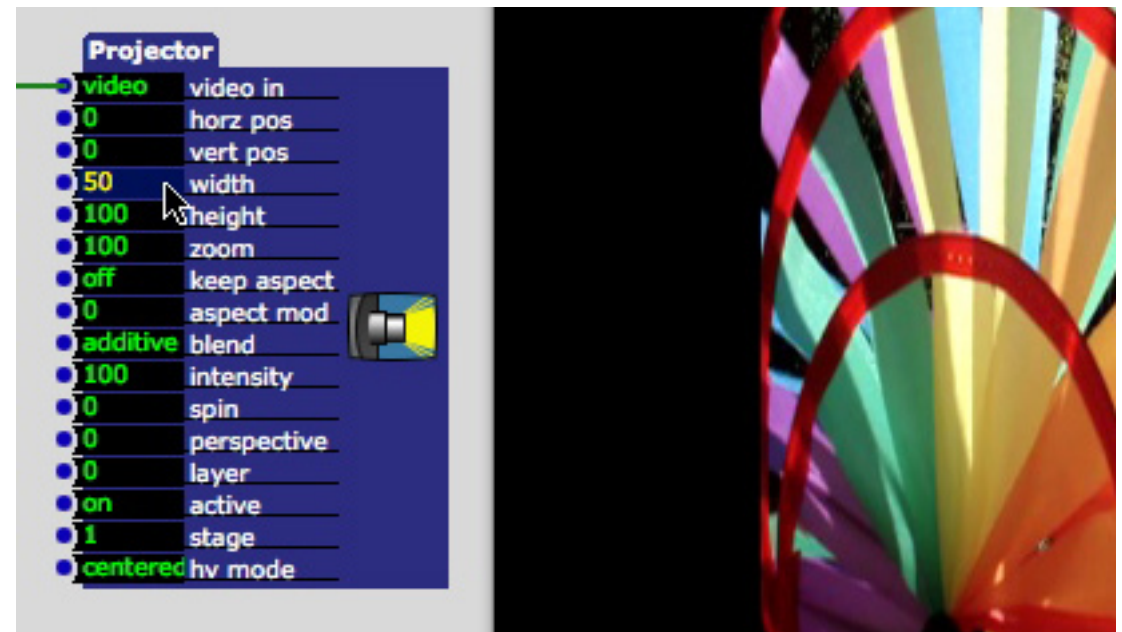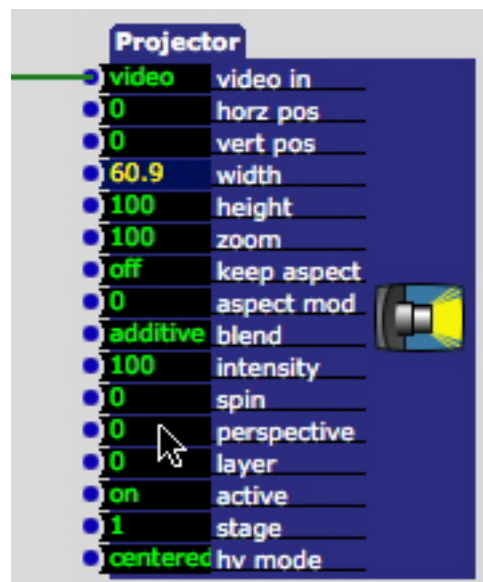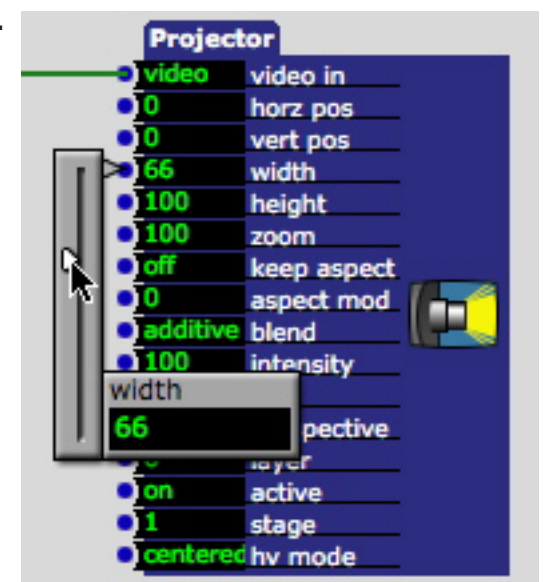
ALPHA MASKS

USING AN ALPHA MASK

An alpha mask uses a black and white image / feed to reveal / hide elements of your video.

A mask can be an image, a video, or a shape or text from an isadora actor.

WHITE - reveal / foreground
BLACK - hide / background

1. wire your primary video into the FOREGROUND input of the Alpha Mask
2. wire your mask (Picture Player/ video / shape) into the MASK input.
3. additionally, add a second video into the BACKGROUND input
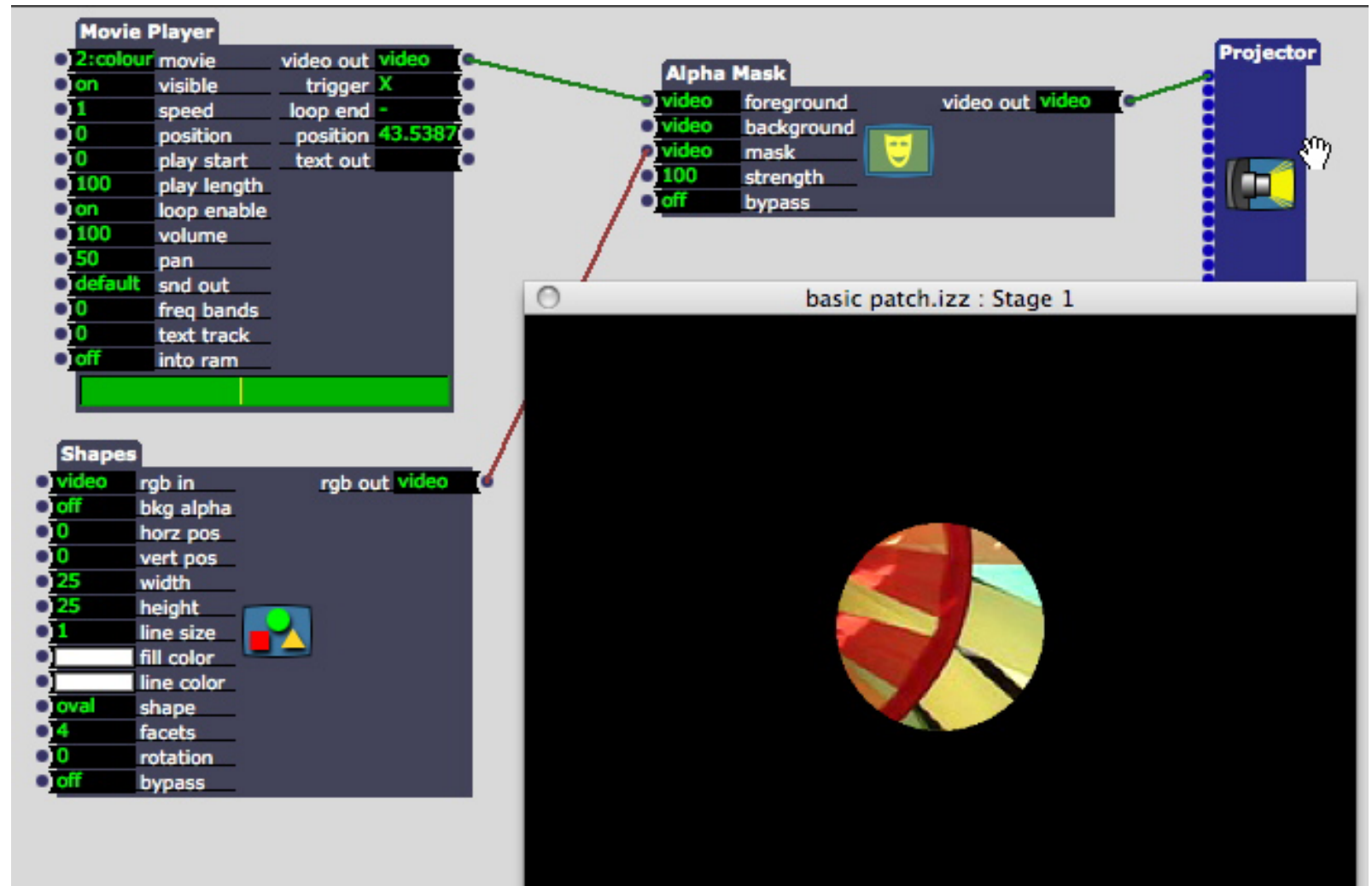
Create 3 scenes, each with a different composition and a different mask type:

MASKS - choose from: shape, text, picture file, movie player, video

- In each scene treat the media you use differently - experiment with FX modules and play with variables.
- Can you link the 3 scenes stylistically? thematically?
- Can you use any generators (pulse, wave) to make the variables dynamic?

Bonus Projection task - can you mask and map something to a real space - ie, project onto the interior of the studio - in an interesting way?

NOTE - Alpha Mask modules and Add Alpha Channel modules allow different possibilities - you can layer multiple Add Alpha Channel modules and projectors on transparency mode.

OTHER HELPFUL TOOLS:
Video Invertor / Contrast Adjust / Threshold / Zoomer
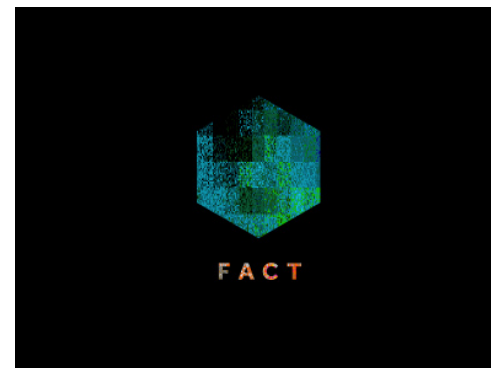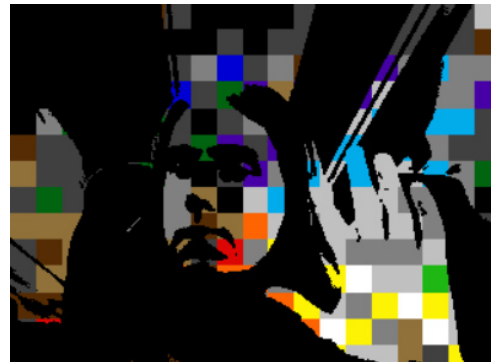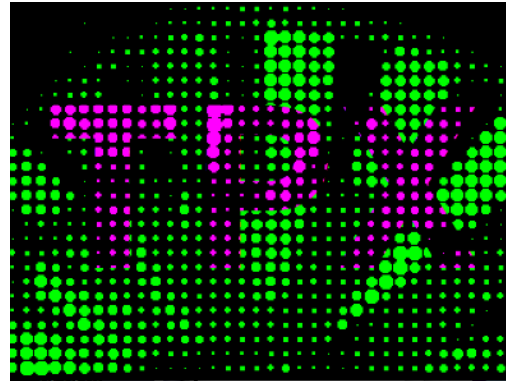
NOTES ON PREPARING MEDIA:

VIDEO - compress to .mov using photo jpeg compression. MPEG Streamclip is the best tool for this.

IMAGES - jpgs are fine, png with alpha if you want transparency - in each case though, dont make them too big - work to your screen / stage size

SOUND - wav or aiff

VIDEO IN - use your Live Capture Settings - set video to half size for quicker playback