



# **VFX Live**

## *BETA*

# VFX Live Beta

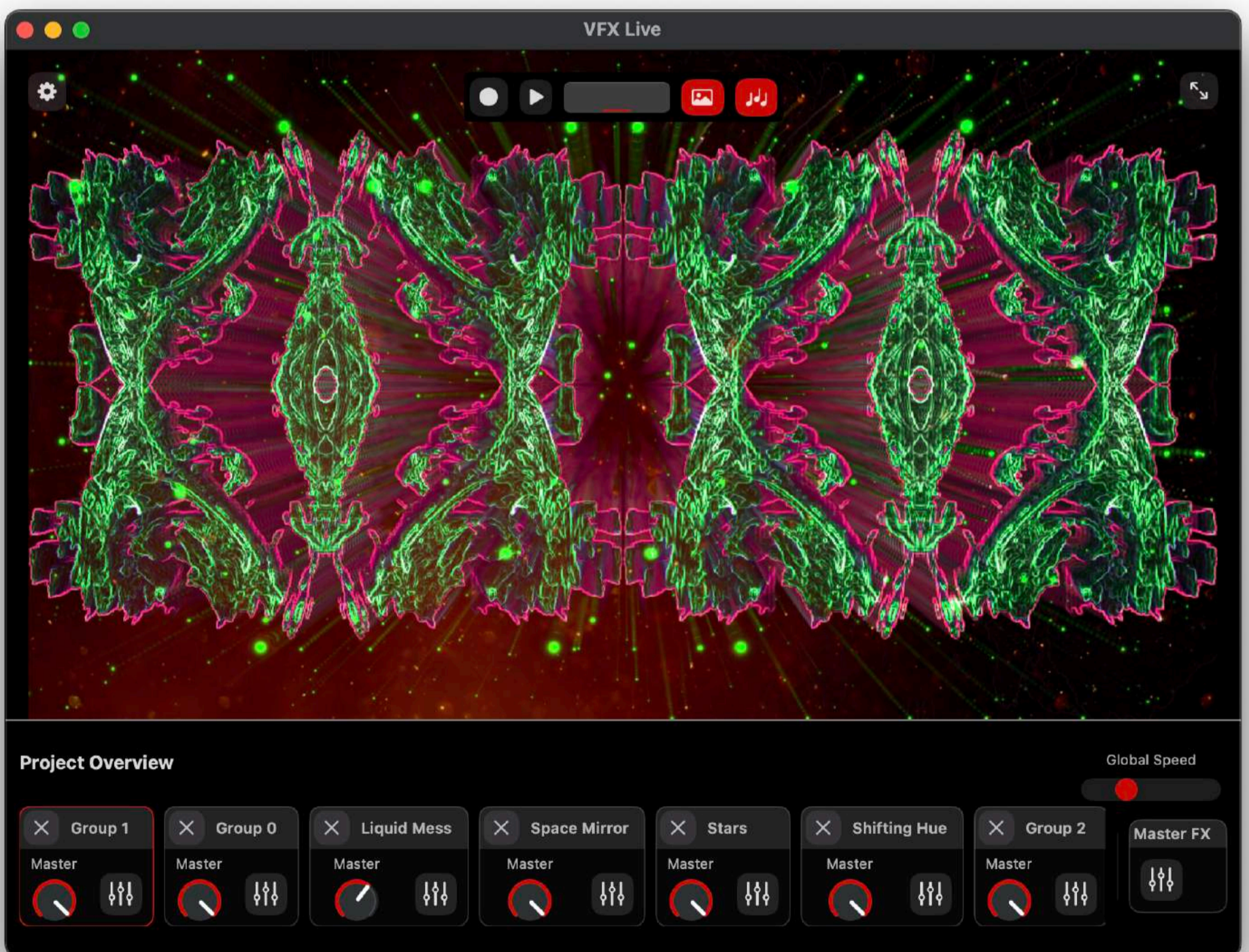
~~~Readme~~~

Thank you for signing up to beta test **VFX Live**.

The aim of this app is to provide live usage of **real time, audio reactive** video effects in an intuitive and easy to use UI.

Not as advanced as VDMX, Resolume or Touchdesigner, but not as simple as a mobile app. Somewhere inbetween. Simple yet powerful.

Keep on reading to get into the core of the app.



## 0. Installation

Simply drag VFX Live to your Applications-folder.

Open VFX Live.app to use the standalone application. Open your DAW of choice to find the AUv3 under

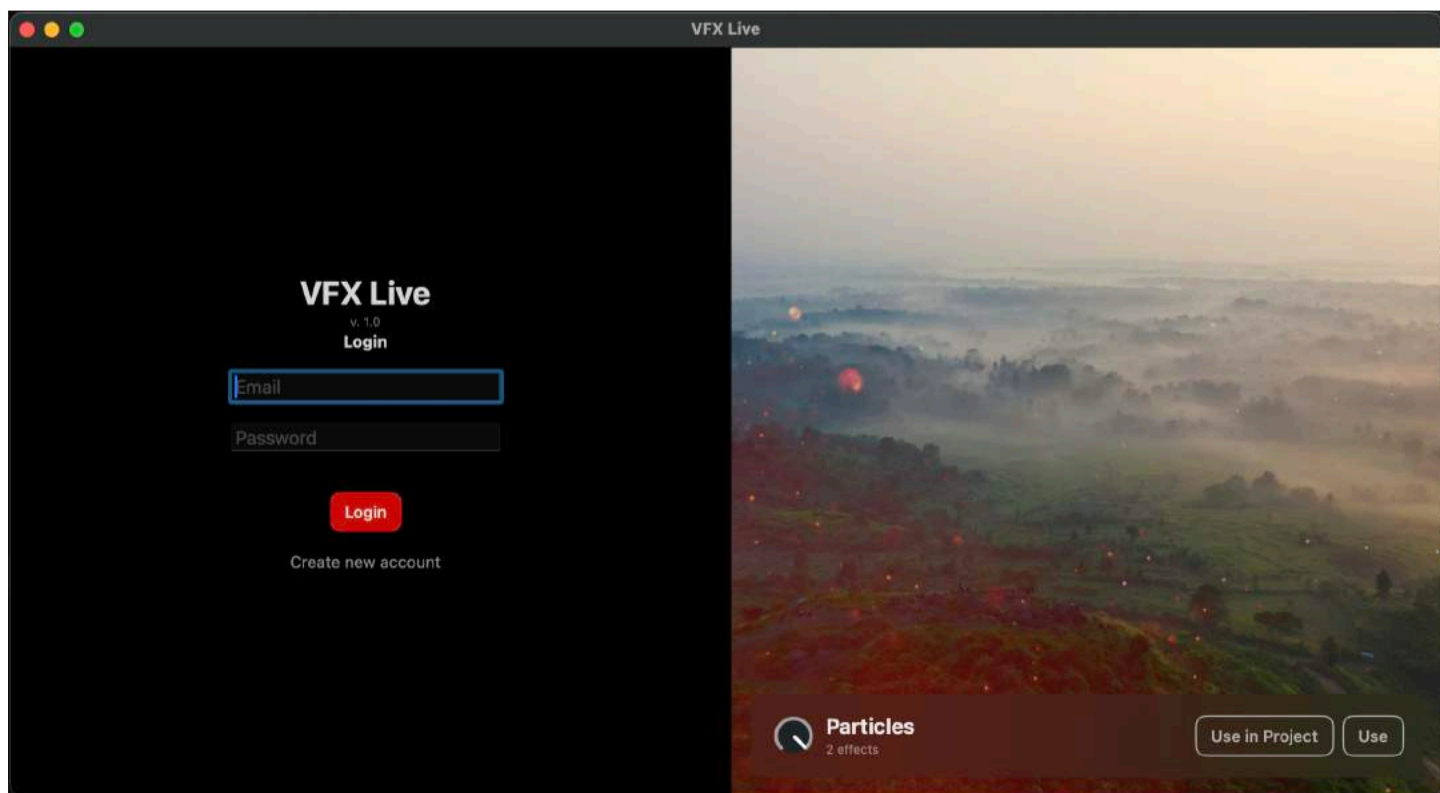
### **Rhythmic Visions/VFX Live AuV3**

## 1. Login

You'll need to create an account to use the app. It's basically just email, username and password.

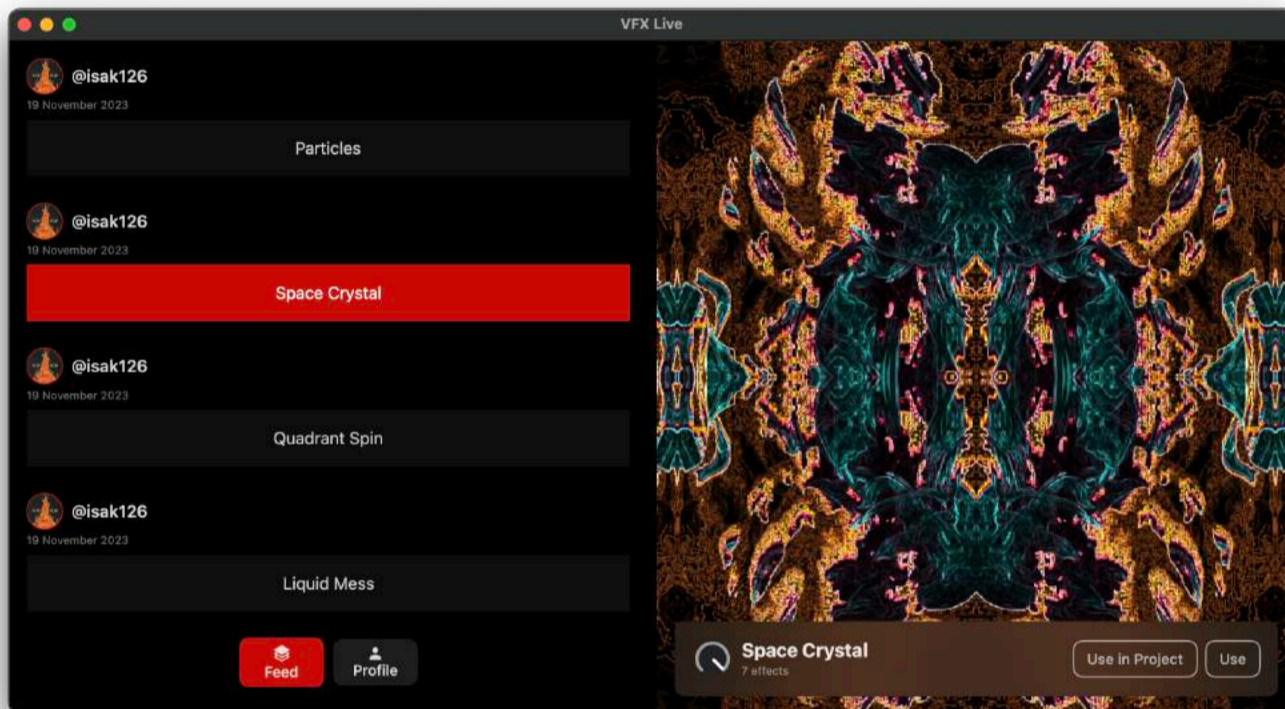
All projects and presets are saved in the cloud and can be accessed by logging in. There is also a feed for the presets published by users.

Press create new account to create your account.



## 2. Feed

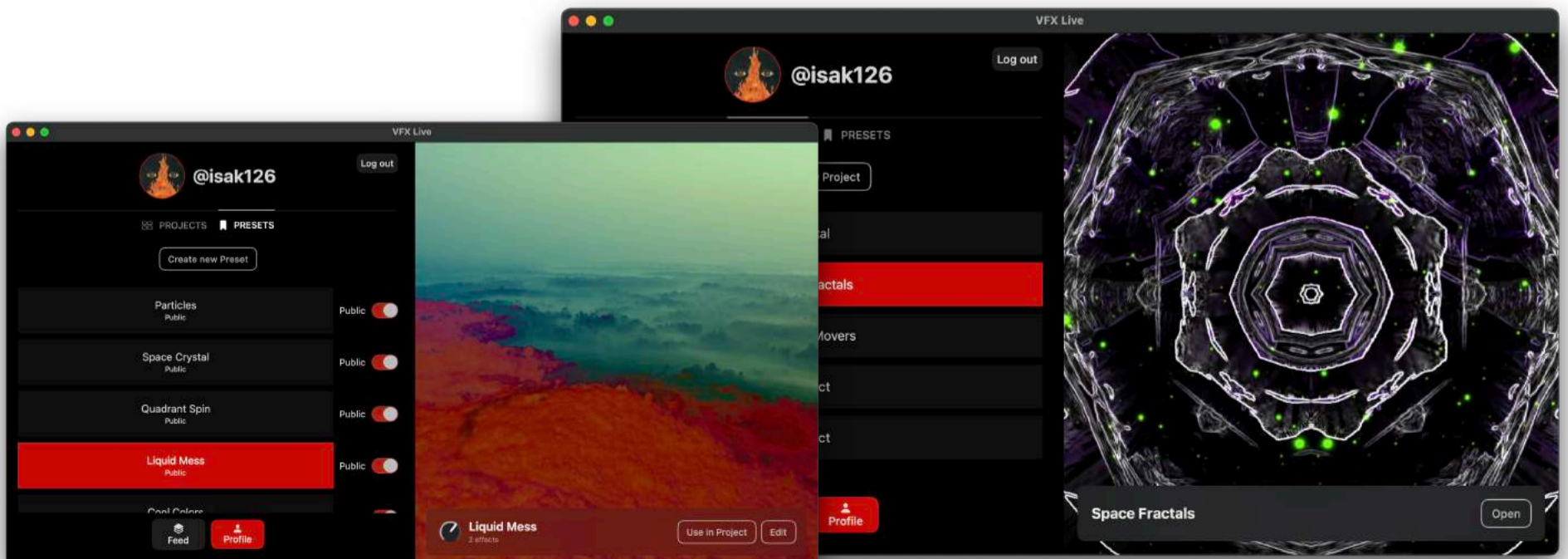
All the presets that are published by users are available here. Use the knob to adjust their master value, and press **Use** to open in edit mode, or **Use in project** to open it in a new project. Click a user to explore all the presets he/she has created.



## 3. Profile

Switch between projects and presets. Create a new or load something previously created. At the moment, you can't delete anything :---)

Toggle "Public" on a preset to show it in the feed for other users.

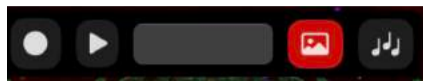


## 4. Edit Project

In the top, you'll find:



**Project settings** (size and midi setup at the moment)

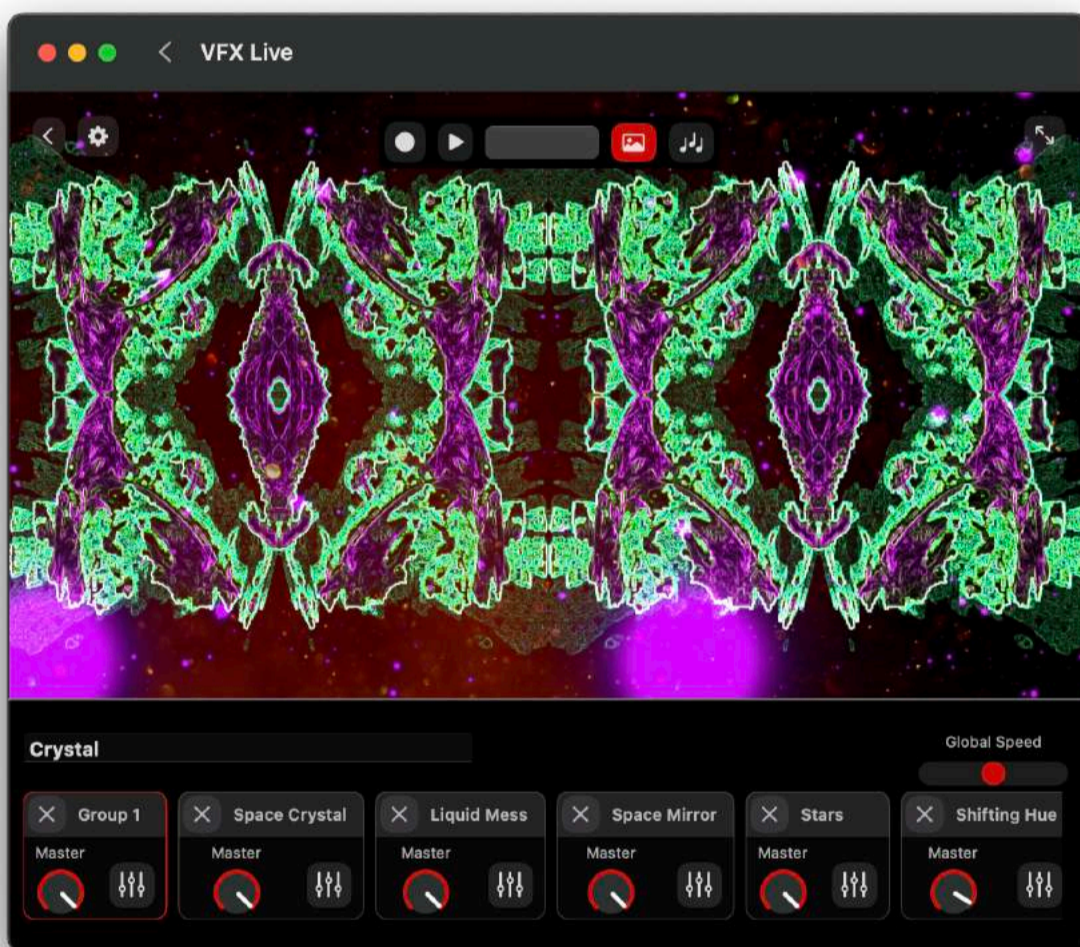


**Record, and media settings.**

- Rec records in realtime. Play starts/stops media
- The gray bar in the middle opens the **audio FFT settings**.
- Photo icon opens background video selection.
- Audio button opens local audio import.



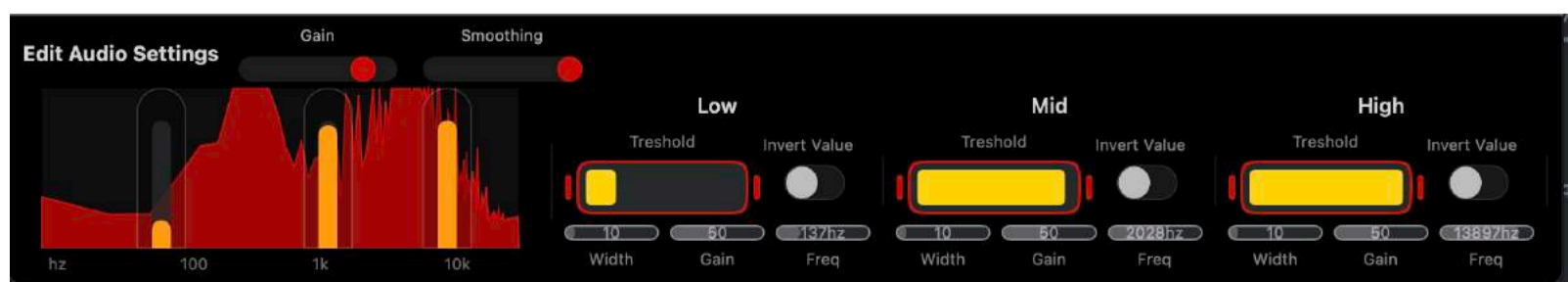
**Toggle external screen**



### 4.5 Audio FFT Settings

Try adjusting Gain and smoothing to your liking.

More in depth adjustments can be done for each frequency.



## 5. Project bottom section

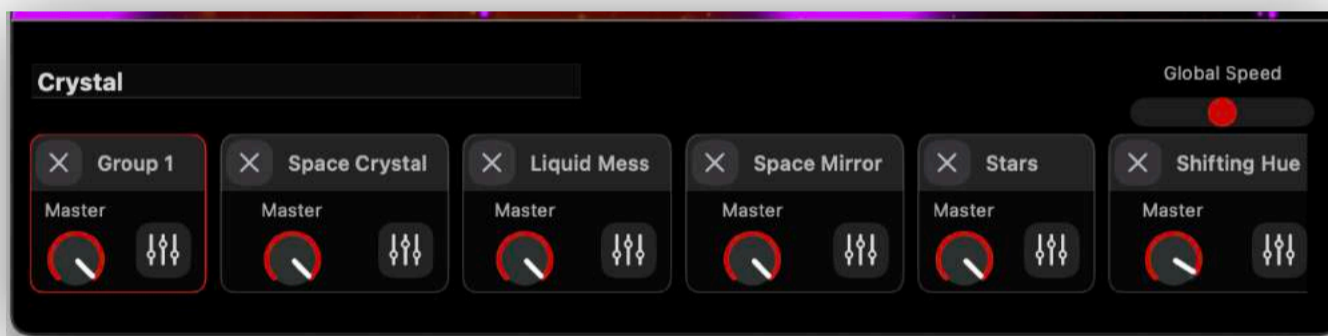
Adjust project name and global speed.

Then – all the effect groups/presets are placed in the bottom. They are rendered left → right.

Each contains a Master knob, this is important. It is connected to the Mix channel of all its contained effects.

Double click or press the button with three adjustment dials to open and edit.

Each group can be moved by dragging, and copied and pasted with cmd+c/v.



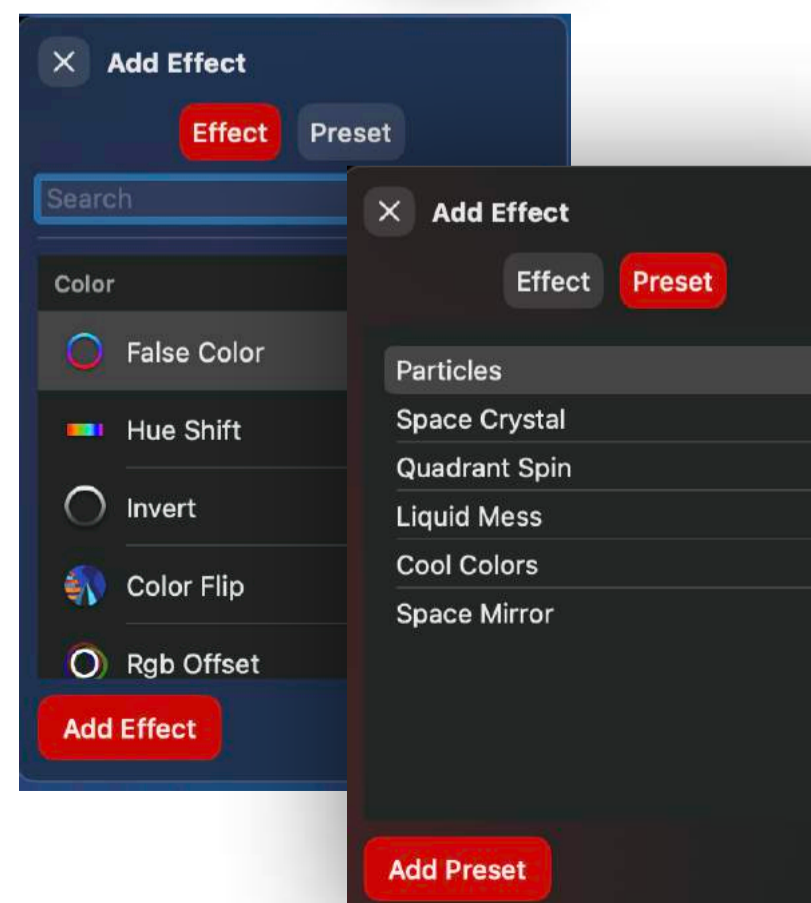
Add effect or preset by clicking those buttons.



## 6. Add effects

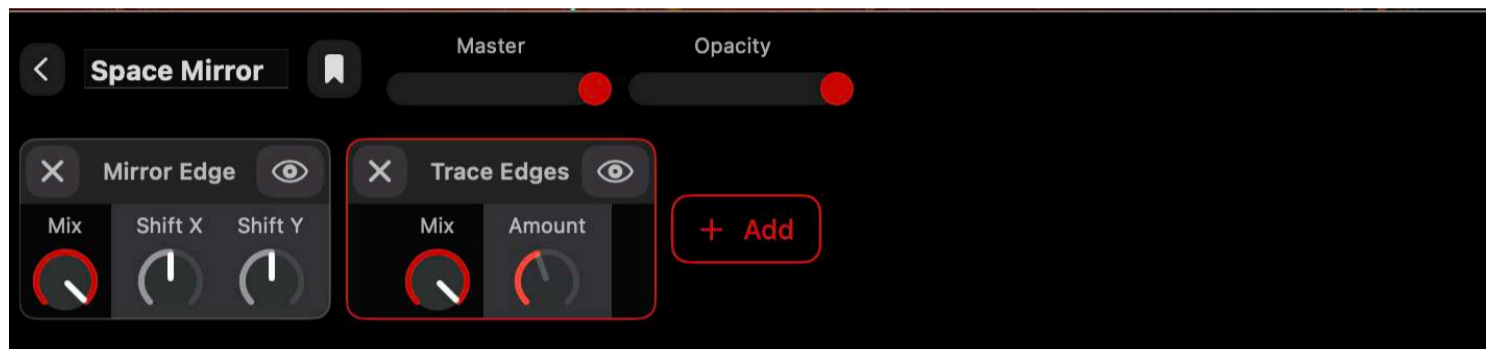
Adding effects creates a new group/preset with a single fx.

Add a preset to import a previously created preset with multiple effects that already are mapped.



## 7. Effect Group overview

In the top you can press ← to go back or click on the main screen, always, to jump back. Next, you can **rename** the group. Press the **bookmark** to save the current preset. Use the **Master** fader to adjust the group Master amount, connected to all the “Mix” parameters for the fxs. **Opacity** is a blender that blends the group with the previous group using Maximum blend mode.



## 8. Effect view

Top row has an X button for deletion, followed by the fx name, and a visibility toggle button.

Next, each effect has a **Mix**, this is controlled by the groups **Master** fader. Additional parameters are rendered to the right of it.

Click on any parameter to map it.

## 9. Map Parameter

Map the value of a parameter by selecting a source in the drop down menu.

**Mater** is the group Master channel

**LFO** allows mapping to an LFO of choice, speed and waveform can be adjusted.

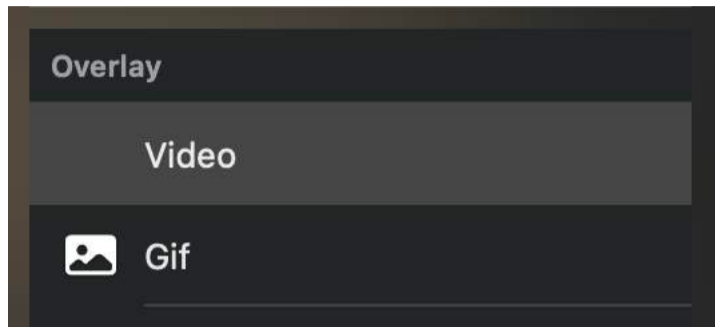
**Audio Low/Mid/High** maps to the audio source input.

Scale the input value using Invert/Treshold/Min/Max



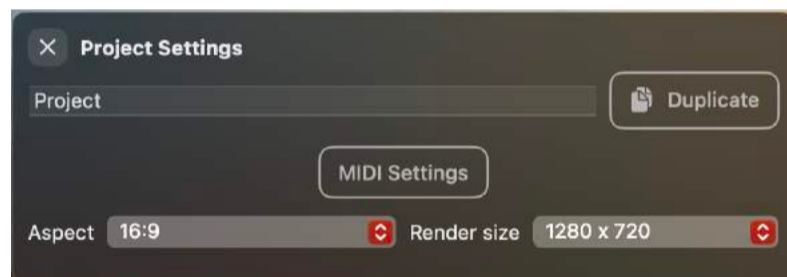
## 8. Video and GIFs

Video and Gif effect allows for quick and easy search on Giphy GIF-database and Pexels video-database to use in the project.



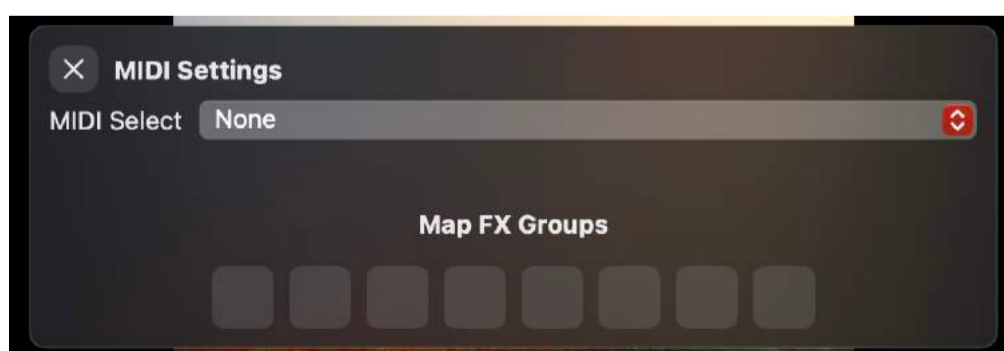
## 9. Project settings

The project saves when you press back and go to the main screen. However you can make a duplicate if you don't want to save over your current version.



## 10. Midi and AUV3-control

The MIDI support is very basic at the moment. You can select an input and press the rectangles in the bottom to CC map. They represent index 1-8 of the effect groups. Adjusting or moving the effect group will still keep the order 1-8 mapped. Same kind of mapping goes for the AUV3-exposed parameters.





# VFX Live Beta

Thanks for testing.  
And – you're testing a beta.  
Bugs and unpolished stuff are to be expected.

Reach out on Discord with any ideas or questions:  
<https://discord.gg/ZvmWwzgEwH>

Or drop me an email on:  
[isak@rhythmicvisions.io](mailto:isak@rhythmicvisions.io)

Enjoy 🙌