

Introduction.

- a. Purpose of Developing Luminosity:
 - i. To create a system the ultimate media performance tool.
- b. Why share it.
 - i. So others can benefit from it's capabilities.
- c. Highly encourage anyone using it for a large scale system to involve IntentDev in some capacity.

Overview of categories:

- a. Clips / Clip Player - contain media that get triggered (realtime generate or file based)
- b. Channels - route, composite and process video (route audio)
- c. Scenes - generate video/audio/data
- d. Cue Player - Store and recall any parameter value and parameter animation in Luminosity
- e. Globals - various mod and color sources available throughout the system
- f. Controllers
- g. Project Setup - project configuration and settings
- h. Server Setup - Controls to setup rendering/output resolutions, mapping pre-vis

Clip Player:

- Clips
 - Are containers that hold media and or data. The media can be file based or generated in realtime . Clips can be triggered either manually or by a Cue. Clips have a control panel with various parameters that are different for each type of Clip.
- Lanes
 - Are a group of clips laid out horizontally in the Clip Player. Depended on the Clip Trigger Mode lanes may or may not be associated with a dedicated channel.
 - Any number of lanes can be set in Project Settings
- Banks
 - Are a group of Lanes. If movie Pre-Read is on then currently selected bank of movies will be Pre-Loaded. When switching banks the user should wait for the bank to Pre-Load before triggering a Clip.
- Columns
 - Located below the Bank radio button are used to trigger multiple clips in the different lanes at the same time.
- Stop button
 - Stops playback on the currently associated channel
- Pre Read Movies
 - Toggled in Project Settings, enables Pre-Loading of Banks
- Clip Crossfade Duration
 - Sets the clips Crossfade duration for all transitions between Clips on all Channels
- Players vs Generators

- A Player plays back file based content. Ie movie, audio file, animation etc...
- A Generator plays back realtime generated content. Ie. Interactive particle system
- Select vs Trigger Clip
 - Clips are triggered by clicking the thumbnail
 - Clps are selected by clicking the name. Selecting a clip brings into focus a Clip's controls panel and will set the Clip Preview monitor to playback the clip.
 - The Project Settings - "Clip Trigger Selects Clip Controls" will cause the clips to be selected when a Clip is triggered.
- Clip Controls
 - A control panel that contains parameters associated with the currently selected Clip
- Clip Context Menu
 - Right Click to bring up context menu with various options for Clips
 - Copy, Paste, Delete, Un-select, Rename etc...
- Clips trigger modes
 - There are multiple Clip Trigger Modes (Project Settings - "Clip Trigger Mode")
- Channel Mode
 - A lane is linked to a channel. Ie. All clips in lane1 will be played on Clip Channel1
- Selected Mode
 - Trigger clip will be played on currently selected Clip Channel
- Single
 - All clips get played on a single channel. (Similar to a bin)
- Multi
 - For Multi-Channel clips. Clips that have more that one output will have it's output routed to the corresponding channels. Ie output 1 - channel 1, output 2 - channel 2 etc..

Channels:

- Sources / Destinations:

- Source

- A Source is a TOP that can be selected
 - A Destination is a select TOP that can select a Source
 - Channels are organized and routed by either selecting Sources to receive video from or by selecting Destinations to route video to. Sources can be selected with the Input droplist parameter on a channel and Destinations can be setting by either the Output droplist parameter or using a Send parameter

- Channel Types:

- Clip Channel

- Select Button (Video Preview)
 - Input Select (disabled, source from Clip)
 - Input blend mode (disabled)
 - Output blend mode
 - Video Opacity
 - Audio Gain (Audio can be enabled)
 - Link Opacity and Audio Sliders toggle
 - Output destination
 - AB Cross assignment
 - Auto / Procedural Animate Opacity toggle
 - Presets
 - 6 effect inserts
 - Inputs - set layer order (disabled)
 - 3 Sends (each with opacity, blend mode and pre fader controls)
 - Video and Audio input comes from a Clip's output
 - Has a maximum of one source (it's currently assigned Clip), input selection disabled
 - Is not a video destination, cannot be sent to

- Aux Channel

- Select Button (Video Preview)

- Input Select
- Input blend mode
- Output blend mode
- Video Opacity
- Audio Gain (disabled)
- Link Opacity and Audio Sliders toggle (disabled)
- Output destination
- AB Cross assignment
- Auto / Procedural Animate Opacity toggle
- Presets
- 6 effect inserts
- Inputs - set layer order (disabled)
- 3 Sends (each with blend mode and pre fader controls)
- Is a video destination

- Master Channel

- Select Button (Video Preview)
- Input Select
- Input blend mode
- Output blend mode (Audio can be enabled)
- Video Opacity
- Audio Gain (disabled)
- Link Opacity and Audio Sliders toggle
- Output destination (disabled)
- AB Crossfader
- Presets
- 6 effect inserts
- Inputs - set layer order (disabled)
- Is a video destination

- All Channels presets radio button:

- Is used to store and recall the Presets on all channels

Effects / Generators

- Load effect
- Turn on effect
- Control effects
- Load Gen
- Trigger Gen

Presets

- Save preset (radiobutton)
- Recall Preset (radiobutton)
- Open Preset Controls
- Save / Recall Preset (preset list)
- Create new bank
- Preset Blendtime
- Right Click Menu
 - Update Preset
- Edit Parameters
 - Parameter active
 - Morph active
- Animate

Controller Mapping

- Demonstrate MIDI mapping
- Save Controller mapping File
- Load Controller mapping file
- Clear Controller maps
- Cleanup Map Data
- Setup MIDI device
- Show/discuss network for controller inputs

Parameters / Mods:

- Setup Mod
- global mods
 - LFOs
 - Audio
- Local Mods

Cue Player:

- Edit Mode
- New Cue
- Drag Clip to make Cue
- Add plugins to Cue
- Plugin blendtime
- Playlists
- Clips
- Stop clip
- Clips recall preset
- Animation
- Settings
 - Manual vs timeline
 - Timecode slave
 - Save local preset
 - Etc..

Misc:

- Menu Bar
- Save Luminosity
- Save / Load Session
- Restore Files

Project Setup

- Video inputs
-
- Windows Menu Items
-
- Browser,
- Monitors,
- Animation Editor / time modes
-
- Server Setup
- 3d mapping
- 2d mapping
- Led mapping
- Previs
- Node Setup
-
- Create Source
- Create Effect
- Create Synth
- Create Scene
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Caveats:

- Need to manually activate animation on channels.
- Drag and drop on effect on selected and view slot causes drawing error. Must escape perform mode