

VOLTAIC DAILY IMPROVEMENT

METHOD S5 (VDIM)

KOVAAKS VERSION

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INTRODUCTION

I am proud to present the "Voltaic Daily Improvement Method", 6 playlists made for you to be able to practice all the different aiming techniques¹ that make up aiming as a whole according to your skill level.

This is my small contribution to the Voltaic aim training community after all the great content, people and general skill and life improvement it has given me.

I hope you enjoy and find good use for these playlists! Take care, and happy grinding my friends!

- Lowgravity56

WATCH THE ANNOUNCEMENT VIDEO!

QUICK START

Start by playing the [Voltaic benchmarks](#) (make sure to select Season 5) first and see where you place. If you are new to Aim Training then we highly recommend starting at Novice and working your way up. This will help you develop good habits from the get go. Once you've played the benchmarks you can play the routine that matches your skill level. For instance if you place **Bronze**, play the routine that suits you according to the [Rank Distribution](#). After benchmarking once, there is no need for you to continue benchmarking yourself on a weekly basis as the benchmark scenarios are already included in the routines themselves!²

HOW IT WORKS

These playlists are an alternative method to the [Voltaic Fundamental Routines](#) and the general approach to benchmarking of the aiming community³. Instead of focusing on general aim training every day, the playlists presented on this document are aimed towards isolating specific aiming subcategories each day of the week to build proper technique, and also to be able to beat your previous high scores because of the gradual increments of difficulty leading to the benchmark scenarios on each playlist.

Basically, each playlist is a combination of what I think are the best scenarios to train to get better overall aim, with extra practice on top to be able to beat the specific benchmark scenarios of this

¹ Dynamic and static clicking, smooth and reactive tracking & speed and evasive target switching.

² This means that everytime you play one of the routines you will already be benchmarking that specific aiming technique!

³ Normally people are benchmarking once a week, usually sundays. I believe this is not efficient.

Voltaic season. This way you can rest assured knowing that you are not only getting better at the benchmark scenarios, but you are also developing your mouse control beyond them.

With the introduction of the 3 new subcategories (Linear Clicking, Control Tracking and Stability Switching) this version of VDIM is slightly different than previous ones: instead of featuring one subcategory per day it mixes the 6 “classic” subcategories with the new ones, hence every day being called simply [Broad Category Name] + [I or II]. This means that, for the Clicking benchmarks for example, Clicking I includes both Static Clicking benchmarks as well as one of the Linear Clicking benchmarks (in this case VT Floating Heads) and Clicking II includes both Dynamic Clicking benchmarks and the remaining Linear Clicking benchmark (VT Frogtagon), the same applies to the other 2 categories.

RANK DISTRIBUTION

For the purpose of this document and method, the rank distribution for the playlists is the following:

- **ENTRY**
 - For unranked players up to **Bronze**.
- **NOVICE**
 - For players from **Bronze Complete** up to **Gold**.
- **INTERMEDIATE**
 - For players from **Gold Complete** up to **Master**.
- **ADVANCED**
 - For players from **Master Complete** up to **Nova**.
- **ELITE**
 - For players aspiring to get **Astra** or higher.

One of the main goals of this method was to intentionally make *hard* playlists to boost your progress. This is because I firmly believe that frustration is key for your improvement because it is the way to signal your brain that *something* is not working as intended and that it needs to change in order to overcome the tasks that are currently too difficult. So I urge you to not give up and push through if you are having a hard time getting “good” scores. The important thing is that you understand what you are doing wrong and consciously try to correct your technique so that after a good night’s sleep⁴ your brain has a lot of errors to learn from and improve as fast as possible. You can learn more about this [here](#).

With this being said, there is such a thing as *too hard* for you, which usually comes when the difficulty of the scenario is so high for your current skill level that you are completely lost and incapable of understanding what it is you are doing wrong; to put it simply, you know that *something* (or many things) is wrong, but you don’t know what that *something* is or how to fix it. This can result in you learning bad habits that would be hard to get rid off later in your aim journey.

So what I recommend is that you should be humble and honest with yourself and not just play the hardest scenario you can find, I assure you it won’t help you. Try to stick with the scenarios that are hard enough so that you know what you have to improve at, but not too hard to the point you want to quit.

⁴ A good night’s sleep is essential to learning anything, plus it is good for your overall health, so please take care of yourself and sleep enough.

Having said all of this, it is important to remember that everyone learns at a different pace and has different levels of tolerance to frustration, **so feel free to experiment with the playlists if you feel that the ones I said were meant for your level are either too easy or too hard for you.** I tried to group the Voltaic ranks into five big categories so that you can freely explore them and find what works for you, but this is just a recommendation, so if for example you are **BRONZE** and you feel that the **Entry** playlists are no longer challenging for you, feel free to move to the **Novice** ones, or if you are at **PLATINUM** and the **Intermediate** playlists are too big of a jump from the **Novice** ones, feel free to keep going with **Novice** until you feel you can continue your training with the **Intermediate** playlists.

If you have any further questions my Discord is always open, I'll get back to you as soon as I can:

FAQ

1. Q: How are the V.D.I.M and fundamental routines different?

- a. Even though both of these routines are meant to help you improve your "overall aim", the VDIM routines have a clear second role of helping you improve at the Voltaic Benchmarks as quickly as possible by adding scenarios specifically made for you to improve at the benchmark scenarios of each aiming subcategory. Additionally, the VDIM playlists are generally *harder* than the Fundamental routines, hence the need to create 2 extra difficulties besides the classic Novice, Intermediate and Advanced.

2. Q: How many scores do I need in a certain benchmark rank to advance?

- a. Please refer to the benchmarks progression sheet and benchmarks guide in our [resources channel](#).

ABOUT THE TRAINING

All of these routines are roughly an hour and a half long. This was the only way to make this all fit into one week and covering all the proper techniques and scenarios needed. If you don't have the time to play the routines fully my advice is:

- Try to divide each routine in 2 or 3 parts you can play in different play sessions on each day.
- Play the routines as intended but reduce the amount of repetitions of each scenario, for example, instead of playing a scenario 3 times you can play it twice.

To properly take advantage of the "benchmark practice" aspect of the playlists you should play them in the order they are presented to gradually increment the difficulty leading to the benchmarks scenario.

MOUSE CONTROL MAINSTAYS

When training on the Voltaic Daily Improvement Method routines, improvement has to be brought on by deliberate identification of mistakes, and a base understanding of correct principles to adhere to. Practicing with this mindset allows a player to lay a strong foundation early, so they can carve out their own preferred styles and regimen down the line. The common subcategories identified within mouse control training all have principles that work for multiple scenarios of the same type, an overview of which can be seen on each training section.

MONDAY

CLICKING I

Pushing improvement in this type of Clicking (Static and Linear) will be brought on by ensuring a continuous balance of speed and accuracy as you progress, while observing details that influence a player's ability to achieve both. Maintaining straight initial flicks, underflicking as much as possible, and attempting to land initial flicks within clusters are keys to success that will prove useful down the line.

You may either copy the code and paste them on the search bar in the Online Playlists tab or click the links attached to play the respective playlist that suits you best (see [Rank Distribution](#))

› [**PLAY ENTRY CLICKING I**](#)
- [KovaakSBobbingFlankedFlashbang](#)

› [**PLAY NOVICE CLICKING I**](#)
- [KovaakSCarryingGodlikeDink](#)

› [**PLAY INTERMEDIATE CLICKING I**](#)
- [KovaakSBunnyhoppingFraggedTag](#)

› [**PLAY ADVANCED CLICKING I**](#)
- [KovaakSWipingDynamicLoot](#)

› [**PLAY ELITE CLICKING I**](#)
- [KovaakSAscendingFantasticAttrition](#)



TUESDAY

CLICKING II

Reading target movements and hit confirming before attempting an elimination make tracking single-click targets much easier to deal with. It's easy to oversimplify movements to their larger and more obvious motions while being unaware of slight changes in depth or speed, and minor direction changes. Smooth target to target transitions will make these movements much easier to perceive, and should prevent disorientation by switching too abruptly or haphazardly.

You may either copy the code and paste them on the search bar in the Online Playlists tab or click the links attached to play the respective playlist that suits you best (see [Rank Distribution](#))

› PLAY ENTRY CLICKING II
- Kovaak's Bombing Flawless Challenge

› PLAY NOVICE CLICKING II
- Kovaak's Challenging Goldenochre Battlepass

› PLAY INTERMEDIATE CLICKING II
- Kovaak's Buying Fuchsia Lurker

› PLAY ADVANCED CLICKING II

- KovaaKsZoningEasyDrop

> PLAY ELITE CLICKING II - KovaaKsBackflippingFantasticQuest



WEDNESDAY

TRACKING I

Direction changes will be relatively infrequent, and when they do happen they will usually be predictable. Minor changes in speed and depth will be the primary adjustments needed once the simpler strafing motions are initially understood. As with most subcategories, correctly tracking a target with these behaviors is highly dependent on well-refined smoothness.

You may either copy the code and paste them on the search bar in the Online Playlists tab or click the links attached to play the respective playlist that suits you best (see [Rank Distribution](#))

> PLAY ENTRY TRACKING I - KovaaKsBoomstickingFlawlessWall

> PLAY NOVICE TRACKING I - KovaaKsChatfraggingGoldenochreRank

› **PLAY INTERMEDIATE TRACKING I**
- KovaakSCallingGearedDunk

› **PLAY ADVANCED TRACKING I**
- KovaakSACingEggplantBomb

› **PLAY ELITE TRACKING I**
- KovaakSBaitingFarGhostpeeker



THURSDAY

TRACKING II

Typically an intimidating category for newer players, reactive scenarios stress-test both your smoothness and perception. The stark changes in speed and direction are intentionally present to influence you to overreact and thus inadvertently force multiple adjustments from a single movement. Attempt to find opportunities to undertrack your target and position your crosshair within the target such that you have a buffer to react to sudden direction changes.

You may either copy the code and paste them on the search bar in the Online Playlists tab or click the links attached to play the respective playlist that suits you best (see [Rank Distribution](#))

› **PLAY ENTRY TRACKING II**
- KovaakSBottingFlyNerf

> **PLAY NOVICE TRACKING II**
- KovaakSChattingGoldenrodGulag

> **PLAY INTERMEDIATE TRACKING II**
- KovaakS Camouflaging Ghost peeked Bounding box

> **PLAY ADVANCED TRACKING II**
- KovaakS Adsing Eggplant Secret

> **PLAY ELITE TRACKING II**
- KovaakS Binding Fast Client



FRIDAY

SWITCHING I

Targets within these scenarios are intentionally larger, so that eliminations can become more frequent and influence more switches as a result. Landing your initial flick on each target whenever possible and smoothly tracking its path will be the main aspects of a successful run. Micro-corrections should be few and far between, and partially damaged bots should be avoided whenever possible.

You may either copy the code and paste them on the search bar in the Online Playlists tab or click the links attached to play the respective playlist that suits you best (see [Rank Distribution](#))

› **PLAY ENTRY SWITCHING I**
- KovaakS**BouncingForestgreenExitfragger**

› **PLAY NOVICE SWITCHING I**
- KovaakS**CheatingGoodContracts**

› **PLAY INTERMEDIATE SWITCHING I**
- KovaakS**CampingGhostpeekedShotgun**

› **PLAY ADVANCED SWITCHING I**
- KovaakS**AdventuringEntryHipfire**

› **PLAY ELITE SWITCHING I**
- KovaakS**BlinkingFedAds**



SATURDAY

SWITCHING II

Where speed switches lean more toward the accuracy of your switches and less on the smooth tracking once the initial flick has been landed, evasive is meant to assess the opposite conditions. Your transition to smoothness upon coming out of your initial flick should ideally be both seamless and immediate.

You may either copy the code and paste them on the search bar in the Online Playlists tab or click the links attached to play the respective playlist that suits you best (see [Rank Distribution](#))

› **PLAY ENTRY SWITCHING II**
- KovaaKsBuffingFraggedCallout

› **PLAY NOVICE SWITCHING II**
- KovaaKsChokingGooshedAimbot

› **PLAY INTERMEDIATE SWITCHING II**
- KovaaKsCapturingGoatedInfiltration

› **PLAY ADVANCED SWITCHING II**
- KovaaKsAfkngExtraDeathball

> PLAY ELITE SWITCHING II - KovaakSBloomingFedPick



SUNDAY

For the last day of the week you have a couple options:

- **[RECOMMENDED]** if you are close to getting a high score in one of the benchmarks, play the [4rk BENCHMARK FOCUS ROUTINE](#) of that specific scenario.
- If you struggle in one of the specific categories, simply replay it this day for extra practice.
- Rest!

CREDITS

Below are people who have provided feedback or have assisted in creating this project.

- [Lowgravity56](#) - Routines, Method, Task Creation and Video Script.
- [4rk](#) - Task Creation, Routines and Writing.
- [Sini](#) - Voltaic Founder, Writing, Formatting, Feedback and GFX.
- [Cesar](#) - GFX
- [Ness](#) - Scenario Feedback.
- [TheLetterDex](#) - Video Editing and GFX.
- [Grissom](#) - Mouse Control Mainstay Section and Writing.