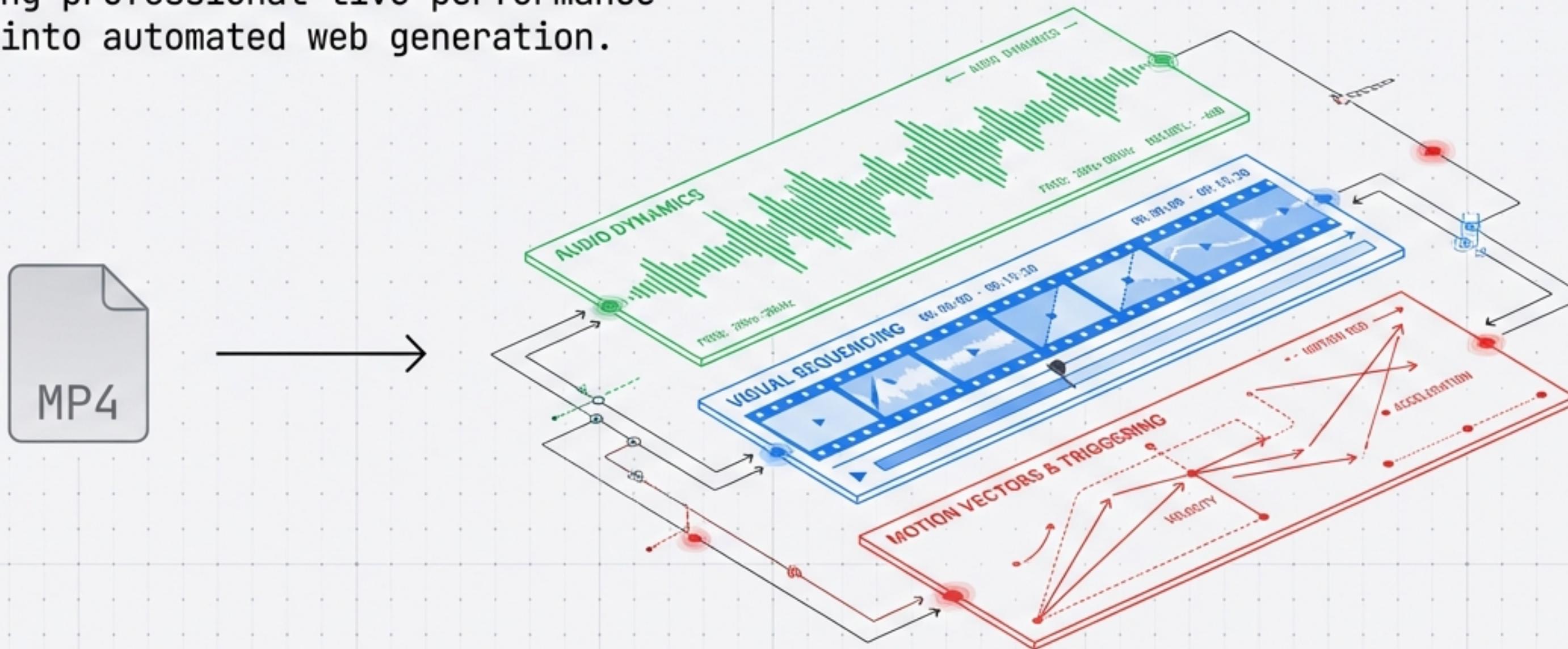


From Static to Kinetic: The AI Video Performance Engine

Integrating professional live performance dynamics into automated web generation.



Current AI video generation produces a 'file.' This architecture produces a 'performance.'

MOVING BEYOND THE SINGLE SHOT

CURRENT STATE: LINEAR GEN.



Single Timeline
Static Duration
No Interactivity



TEMPORAL CONTROL



RHYTHMIC INTELLIGENCE

FUTURE STATE: DYNAMIC ENGINE

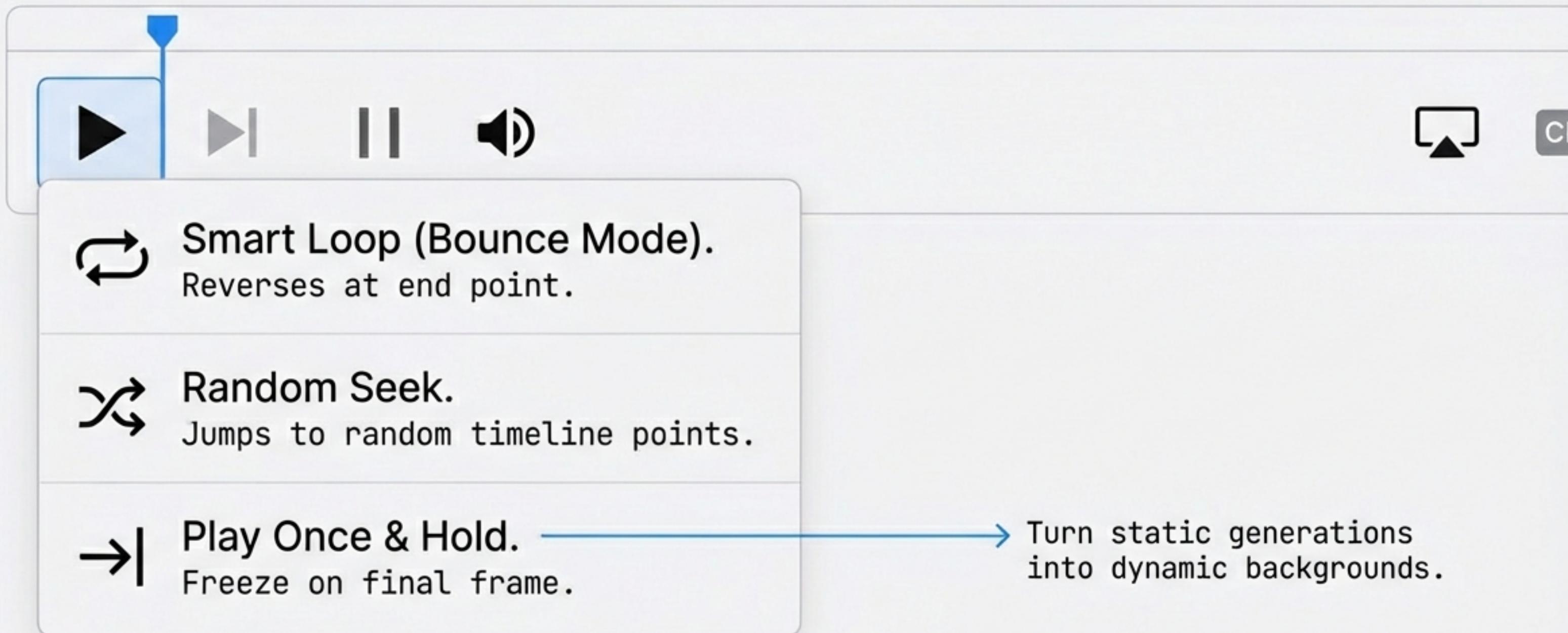


REACTIVE AUTOMATION

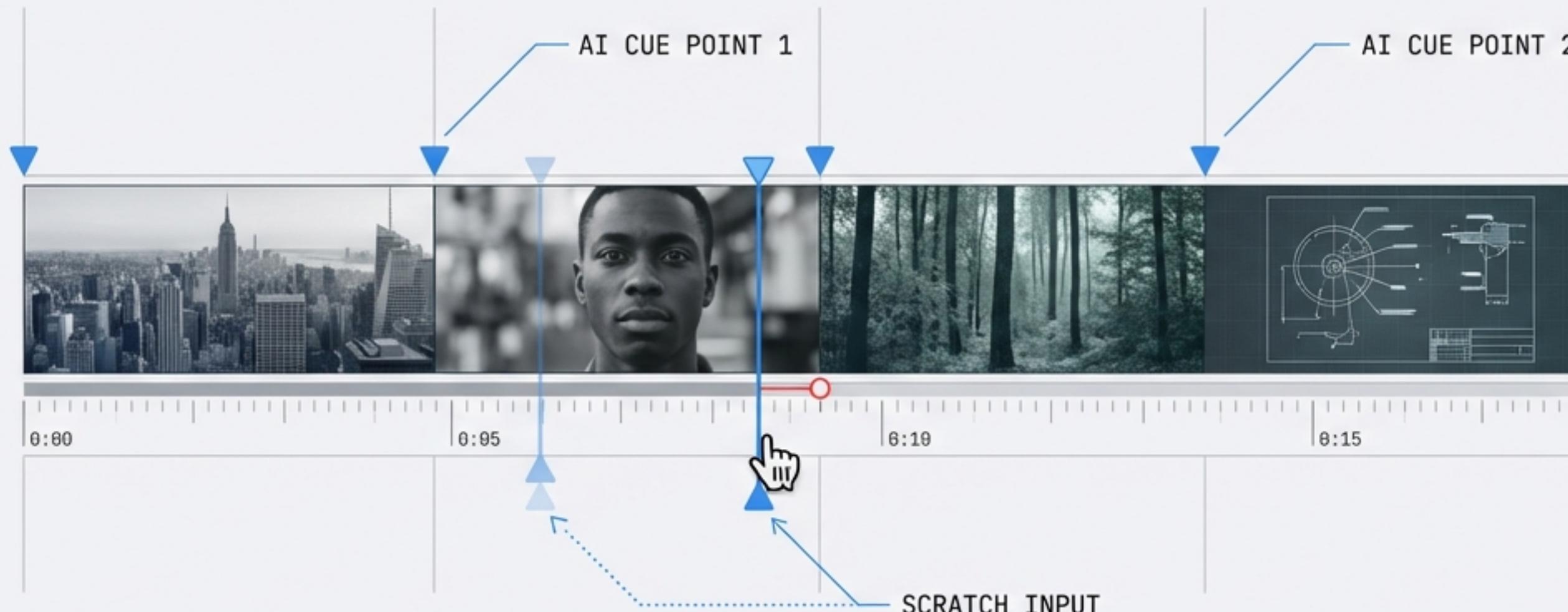


EXPRESSIVE INTERACTION

TEMPORAL CONTROL: ADVANCED PLAYBACK LOGIC



PRECISION NAVIGATION & AI CUE DETECTION



AI Cue Detection:
Auto-identifies scene changes for instant navigation.

Trigger Behavior:
'Relative' mode ensures smooth flow when switching clips.

RHYTHMIC INTELLIGENCE: AUTO-BPM LOCKING



The app analyzes audio to replace manual tapping.

Video playback stretches or compresses to lock perfectly to the musical grid.

QUANTIZATION & THE THE DROP BUILDER

TENSION BUILDER

4 Bars 1 Bar 1/2 **1/4** 1/8

Based on Resolume's "Beat Looper" logic.

Automated energy shifts. Create instant buildups by locking the playback loop to the musical grid.

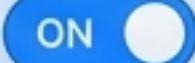
MOTION FLOW: PARAMETER AUTOMATION

Transform static keyframes into breathing, organic movements. The "Ping Pong" algorithm ensures seamless forward-reverse motion loops.

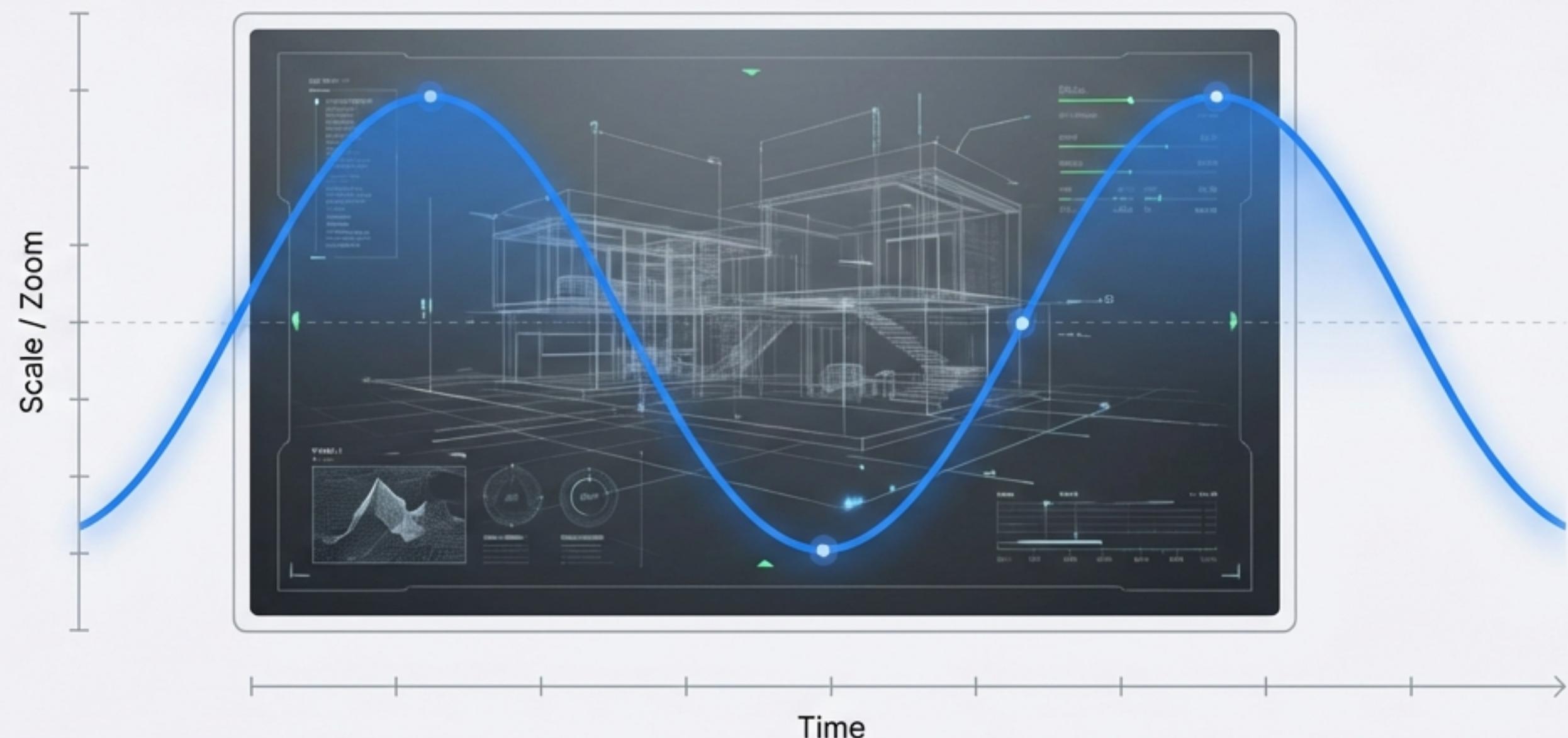
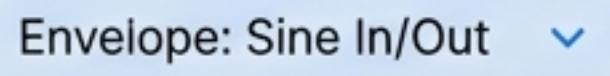
Ping Pong



Ping Pong



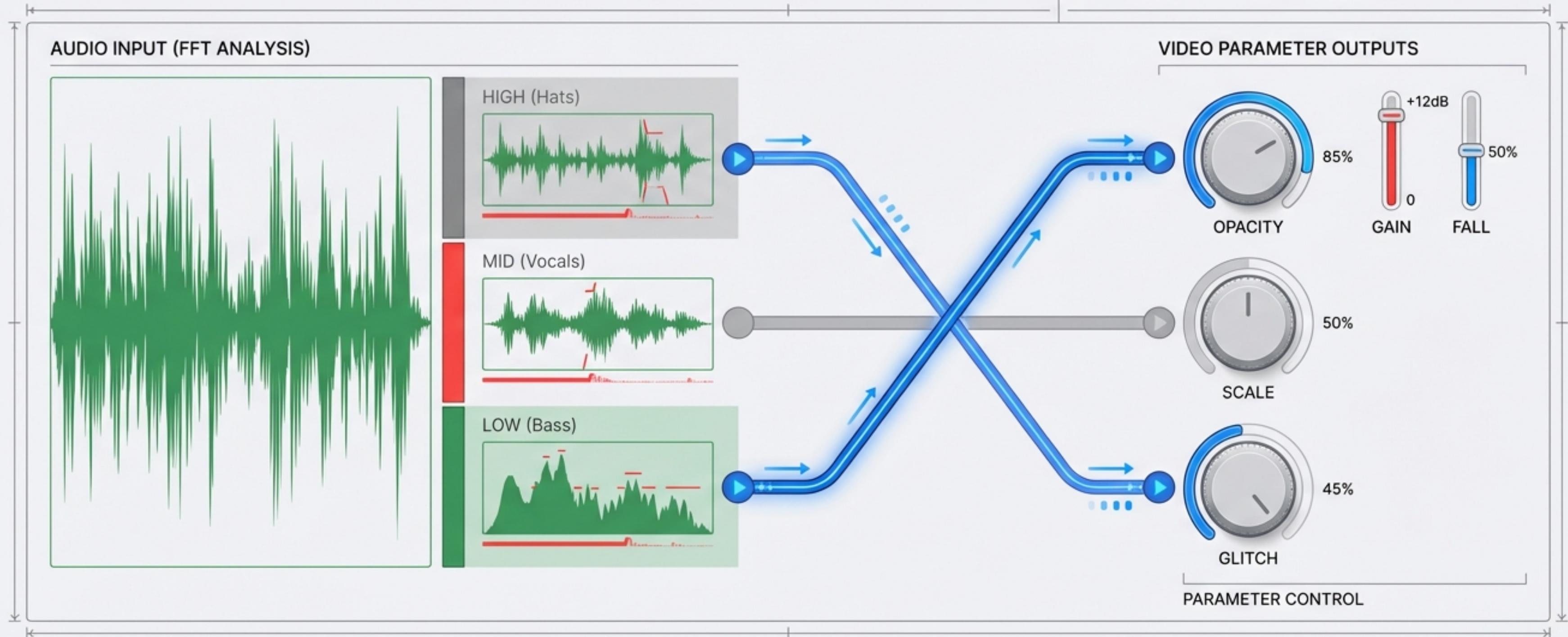
Envelope: Sine In/Out



REACTIVE AUTOMATION: AUDIO-REACTIVE DRIVERS (FFT)

"The video doesn't just play alongside the music; it listens to it."

FFT (Fast Fourier Transform) decomposes audio into frequency bands for granular control of visual elements.

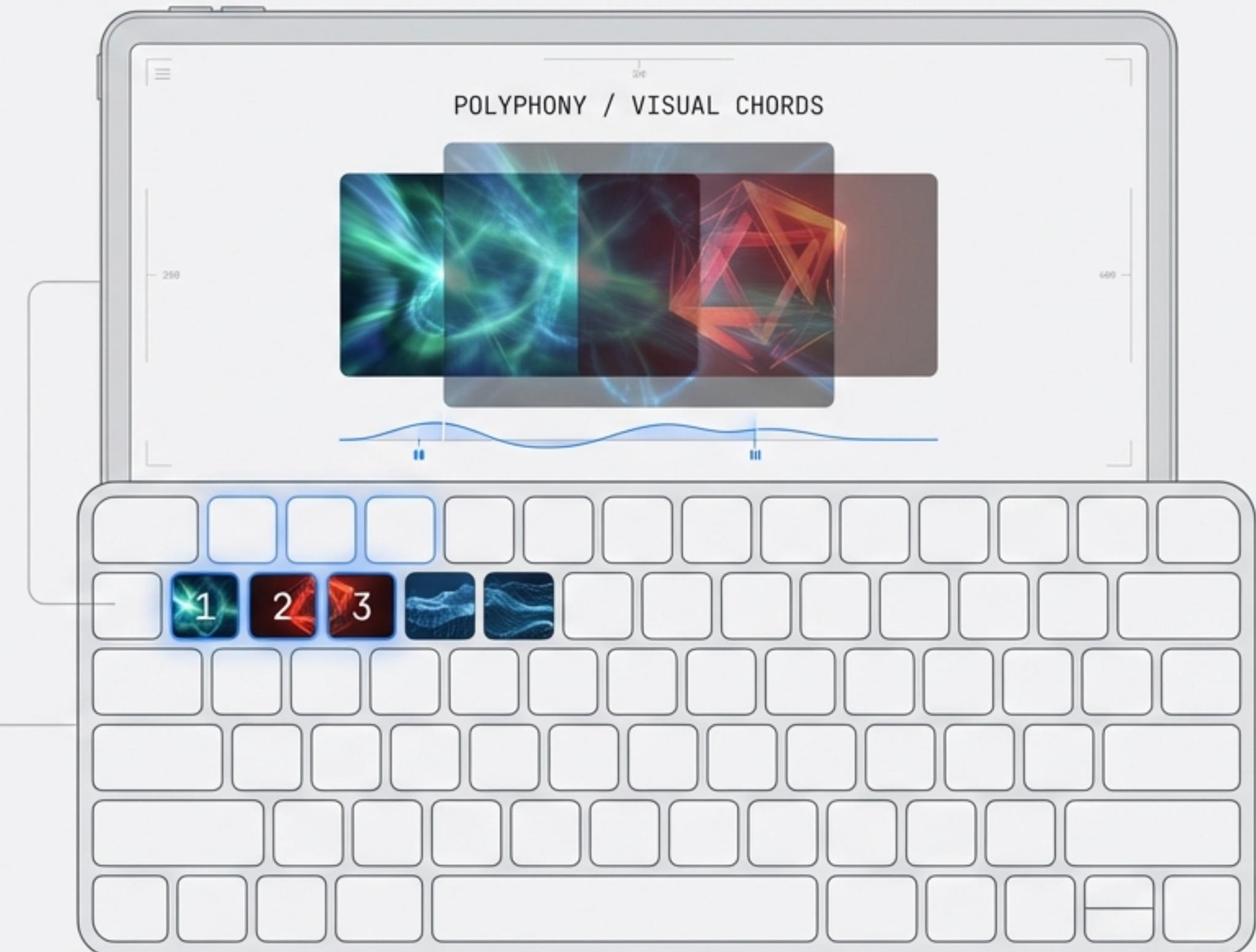


EXPRESSIVE INTERACTION: LIVE REMIX MODE

Map AI clips to keys. Press to play, release to stop.
Build 'Visual Chords' by triggering multiple layers simultaneously.

TRIGGER STYLE

LATCH



SMART FX PACKS & INSTANT STYLING

Pre-built chains of effects. Drag, drop, and instantly apply complex parameter stacks defined by VJ logic.

The screenshot illustrates a user interface for applying pre-built effect stacks. On the left, a list of "STYLE PRESETS" is shown, each with a small icon and a name: Twitchy (Glitch+RGB), Pulse (Blur+Zoom), Rappeas (Glitcen), Stake (Bar+User), Rissy (Blur+Zoom), Pulse (Blu+Gom), Effect (Blur+Zoom), and Blur (Rap+Blur). A blue mouse cursor hovers over the "Twitchy" preset. In the center, a large preview window displays a dark background with colorful, distorted light streaks. To the right of the preview is a "EFFECT STACK" panel containing three stacked effects: "SHIFT GLITCH", "RADIAL BLUR", and "COLORIZE", each with a slider and a small icon. Arrows point from the selected preset in the list to both the preview and the effect stack panel.

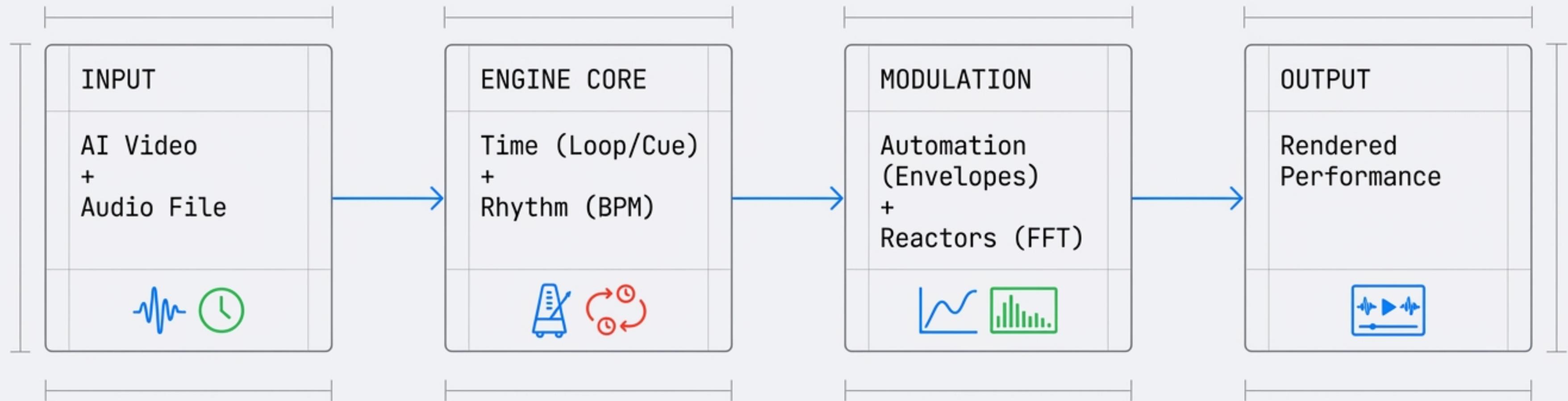
STYLE PRESETS

- Twitchy (Glitch+RGB)
- Pulse (Blur+Zoom)
- Rappeas (Glitcen)
- Stake (Bar+User)
- Rissy (Blur+Zoom)
- Pulse (Blu+Gom)
- Effect (Blur+Zoom)
- Blur (Rap+Blur)

EFFECT STACK

- SHIFT GLITCH
- RADIAL BLUR
- COLORIZE

SYSTEM ARCHITECTURE



THE VISUAL CONDUCTOR



By embedding Resolume's logic into the browser, we transform users from Video Generators into Visual Conductors.

The Post-Generation Performance Engine.