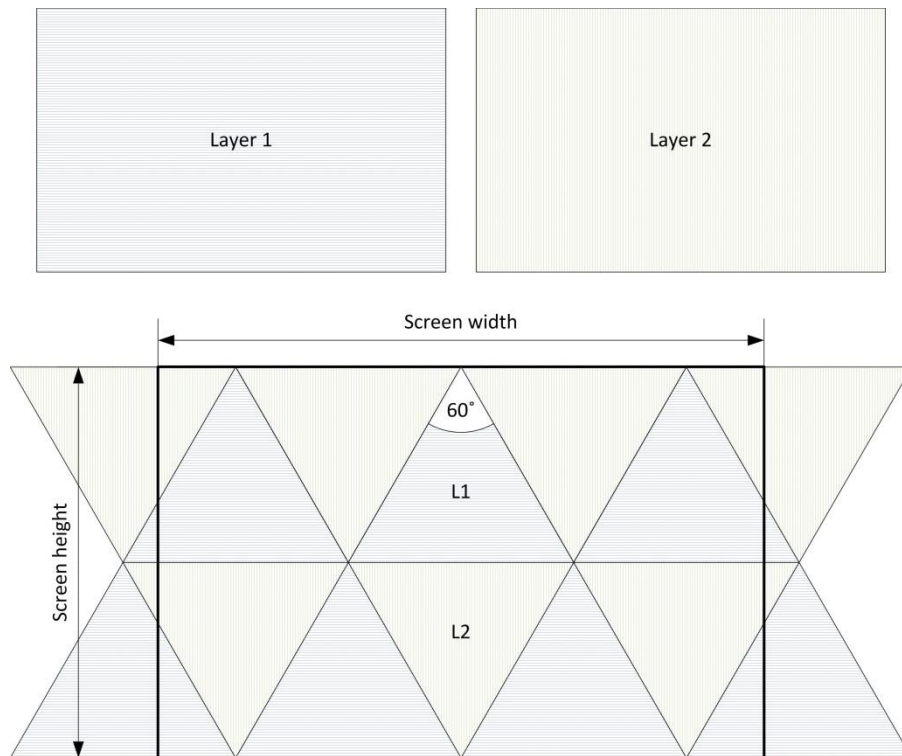


# «TriangleMX» FFGL Mixer

## Introduction

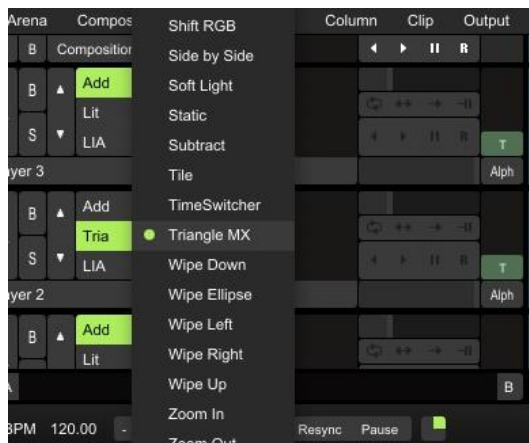
TriangleMX mixer combines two video layers using triangle mesh pattern. The screen area is divided into two triangle strips. Two input layers assign textures to every triangle:



Blending factor controls triangles texture mapping (see «Plugin usage» section).

## Installation

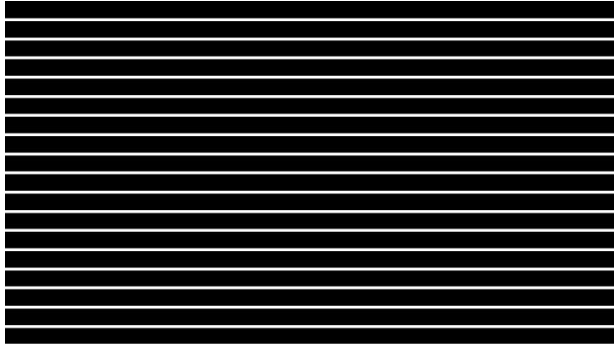
Just copy plugin (dll-file) into Resolume plugin directory. The mixer should appear in blending modes:



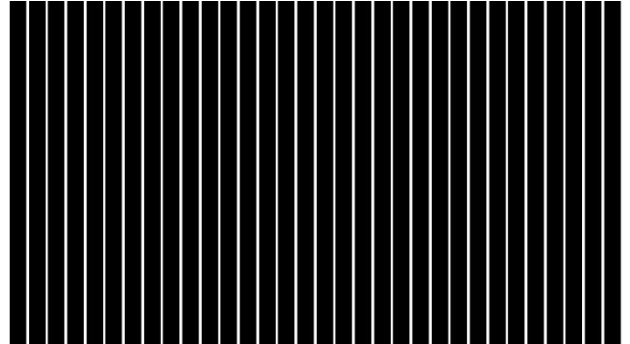
## Plugin usage

Here are some examples of plugin usage. Consider two simple images as input data – first layer is a stack of horizontal lines and second one is composed of vertical lines:

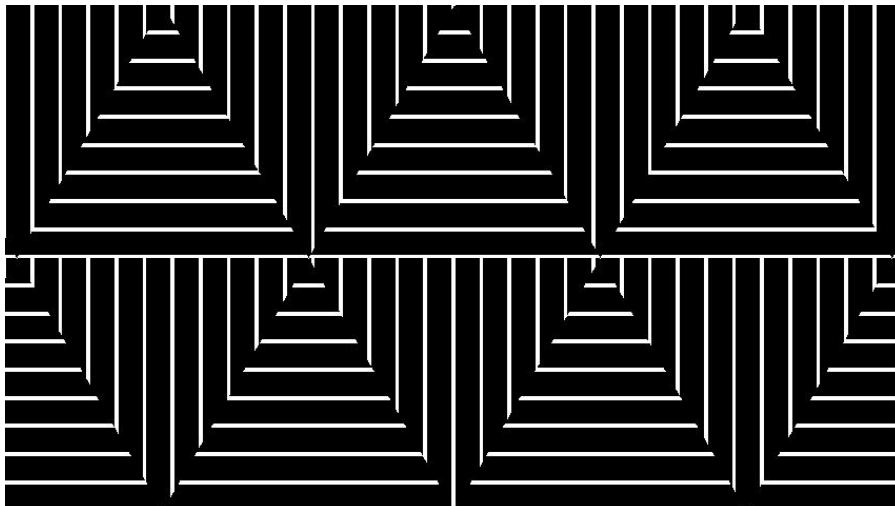
**Layer 1:**



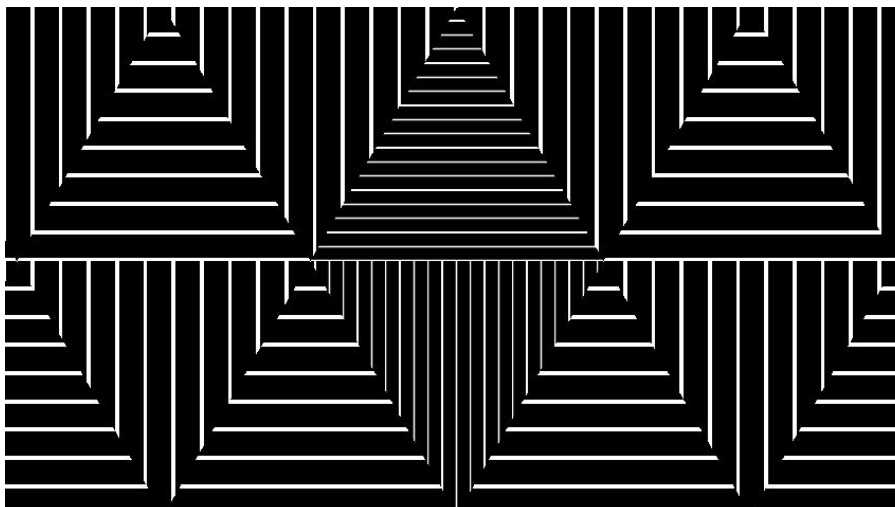
**Layer 2:**



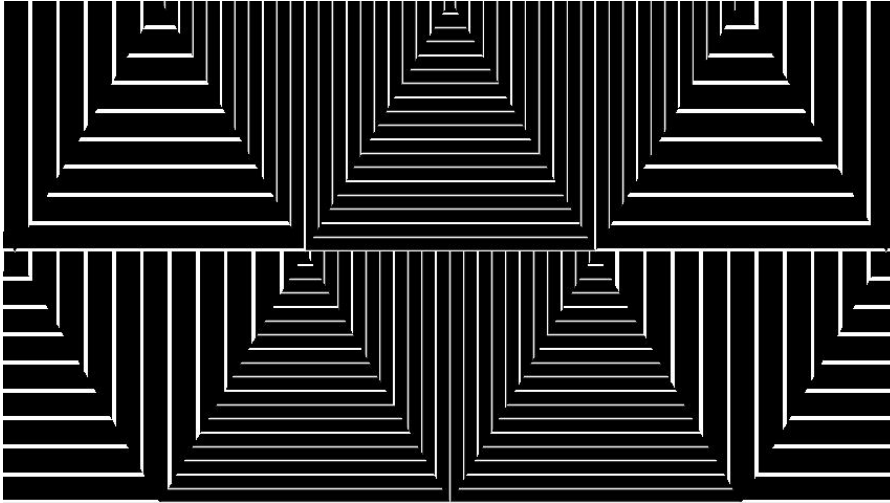
Mixing with blending factor 0.01 – input images are divided in the same manner as screen area.



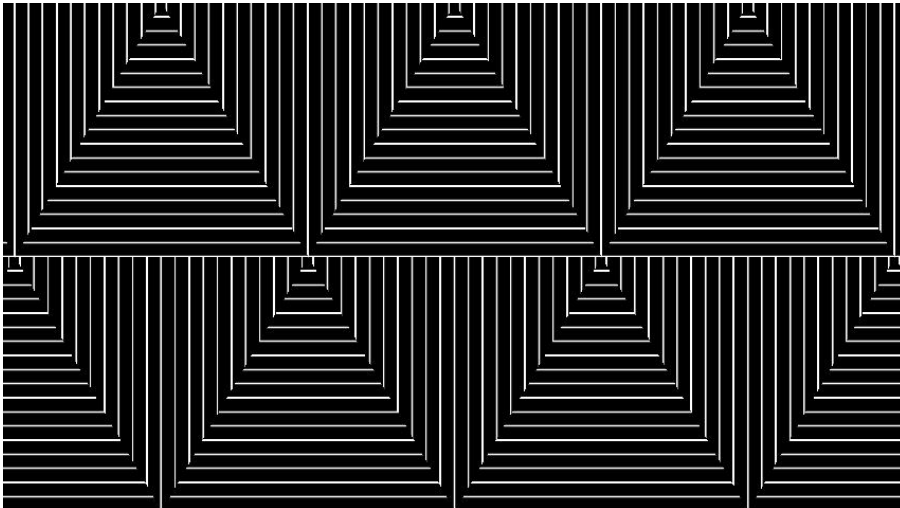
Mixing with blending factor 0.26 – input images are fitted «by height» into central triangles.



Mixing with blending factor 0.51 – input images are fitted «by height» into six central triangles.



Mixing with blending factor more than 0.77 – input images are fitted into all triangles.



Additional demos available here <http://vimeo.com/85140944>, <http://vimeo.com/84898044>.

## Credits

The idea of the mixer was condensed from Vadim Epstein (vj Eps) demo «Secret in their eyes» (<https://vimeo.com/63057090>).