GRANDVJ XT

VIDEO MAPPER

QUICKSTART

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1 Introduction

In this quickstart we will give a brief tutorial for preparing a simple mapping, it should get you started so you can then explore more complicated setups.

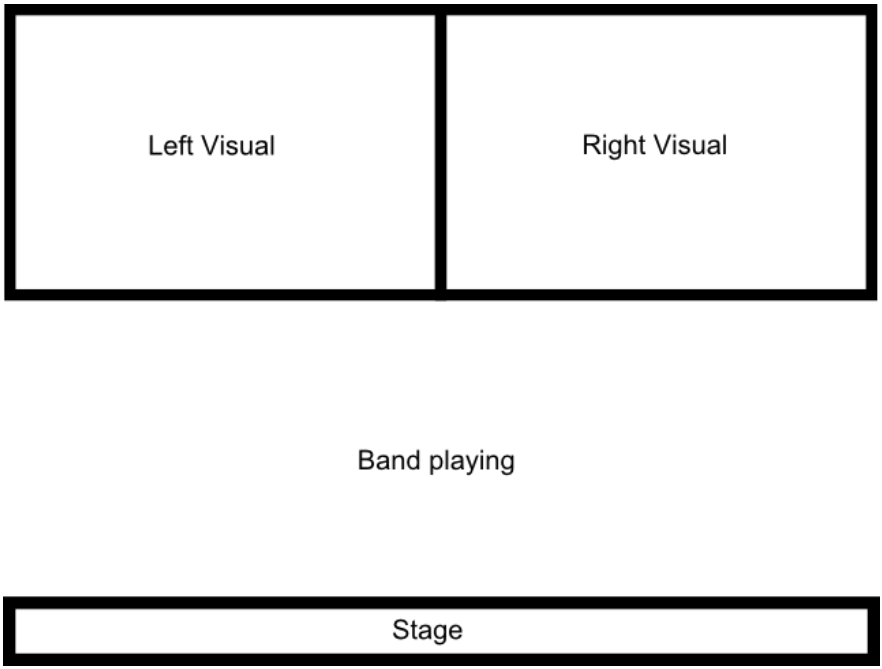
1.1 Prerequisites

For this setup will use use:

- 1 x A system running GrandVJ XT on a Mac OS X or Windows system
- 1 x Monitor displaying the software interface
- 1 x Projector to output the visual mix

We assume that we have a band playing live and we want to project some visual content on the stage above the band. The venue has one fixed projector in front of the stage and we want to split the projection in two surfaces in order to display different visuals on the left and on the right.

The graphic below illustrates the configuration of the stage.



2 Creating a mapping

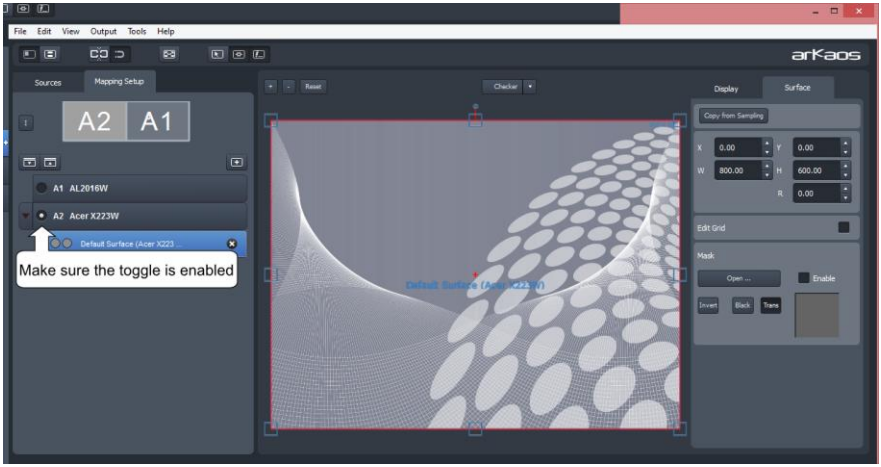
First, make sure that the projector is powered on and detected as a second output by your system, i.e. you must be able to move your mouse pointer from your monitor to the projection and back.

2.1 The Mapping Editor

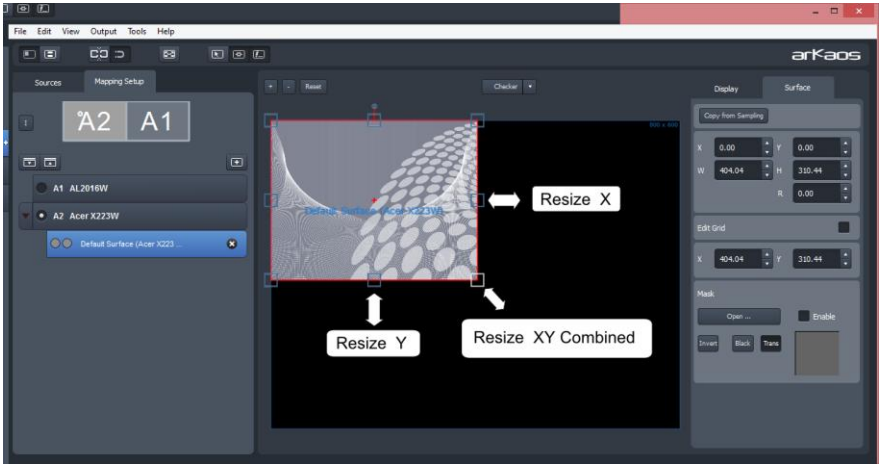
We will start in the Mapping Editor, by creating output surfaces and by positioning them onto the stage before sending visuals to them with GrandVJ 2.

Launch the Video Mapper application (located in your GrandVJ installation folder). This will cause a default surface to be created for all the output screens detected, except the monitor which is displaying the Video Mapper interface.

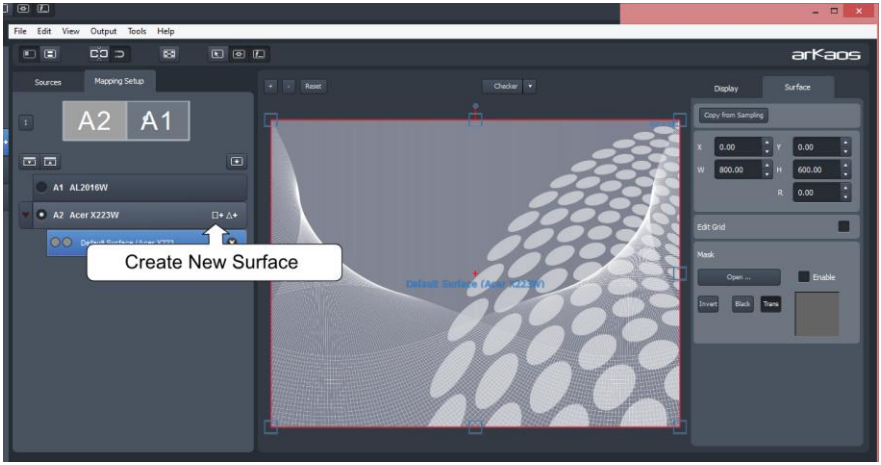
Select the output on which you want to fullscreen and make sure it has fullscreen enabled.



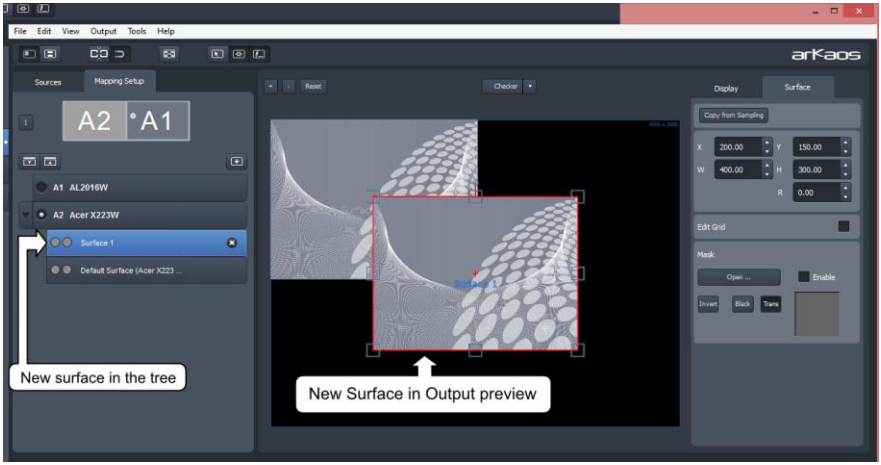
Click and drag the handles to resize the surface.



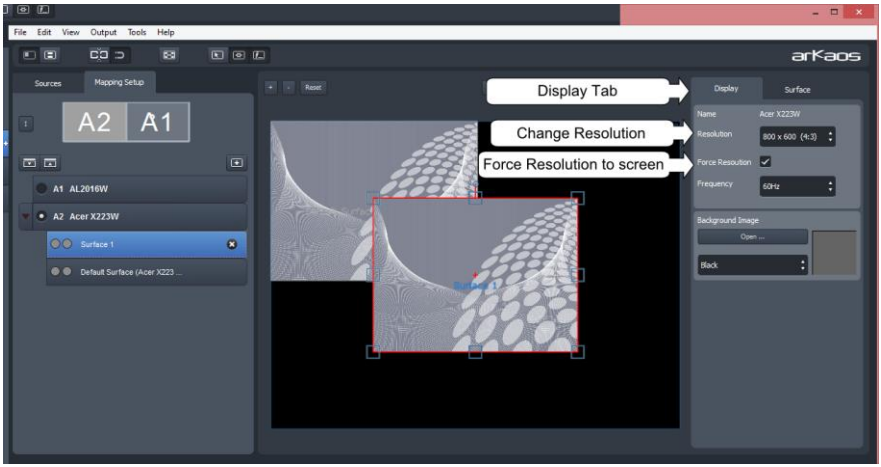
Create a new rectangular surface using the “Add new surface” button next to the output name. (**Note:** the button appears when hovering your mouse over the output).



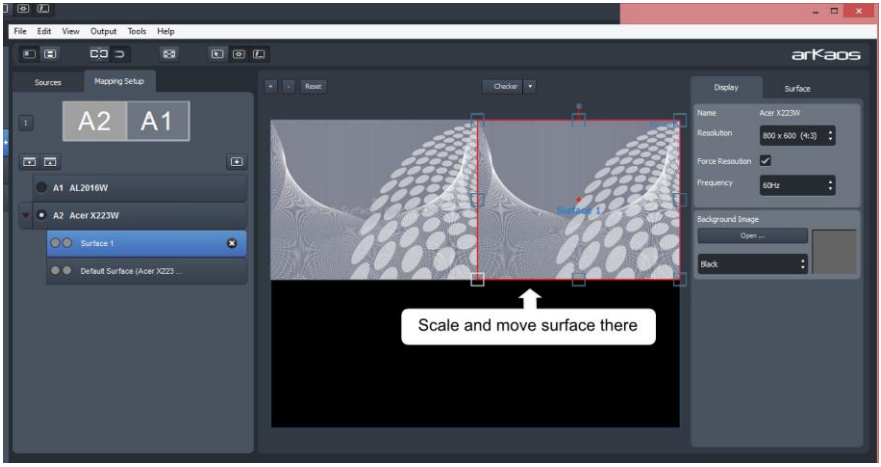
This will create a new rectangular surface in the middle of the output preview.



You can change the output resolution by clicking the display tab on the right of the User Interface. The “Force resolution” option will cause the creation of a Full-Screen context and change the resolution of the output to the chosen one.



Move the Newly created surface to the top right and resize it to fit within the projection area of the stage.



It is now time to start GrandVJ 2, but don't close the Video Mapper just yet.

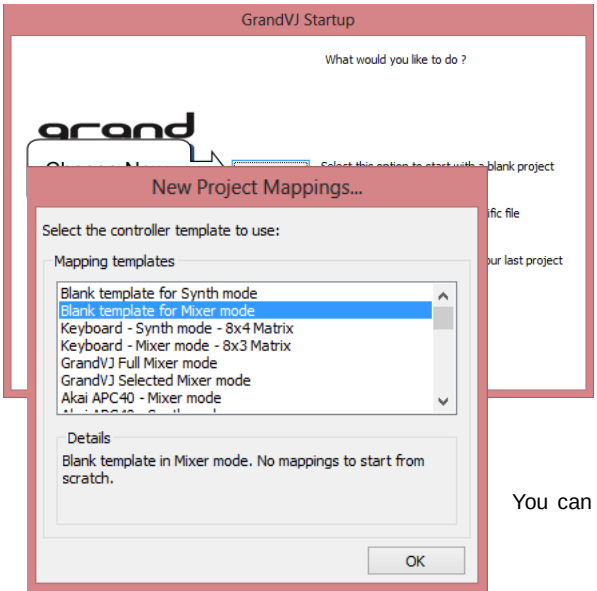
2.2 Using GrandVJ with the Video Mapper

The Video Mapper extension is available if you have a GrandVJ XT license, if you don't have one you can also activate the GrandVJ XT Demo in Preferences > Activation.

We will now setup GrandVJ so that it communicates with the Video Mapper and can output to the surfaces we've just created.

2.2.1 Enabling Video Mapper mode

GrandVJ does not start in Video Mapper mode by default, so we will first have to change that setting in the Preferences. You will have to restart GrandVJ.

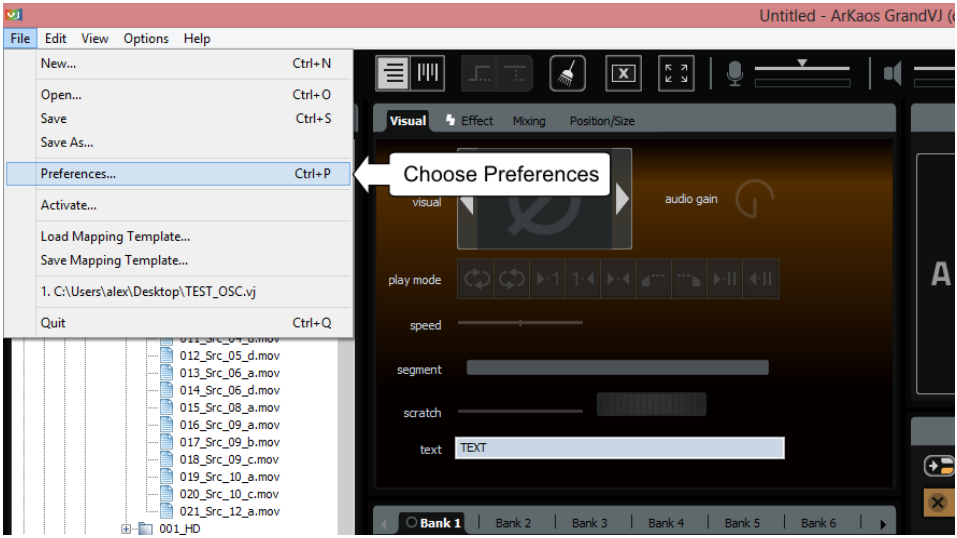


Start GrandVJ 2 and in the startup window choose "New."

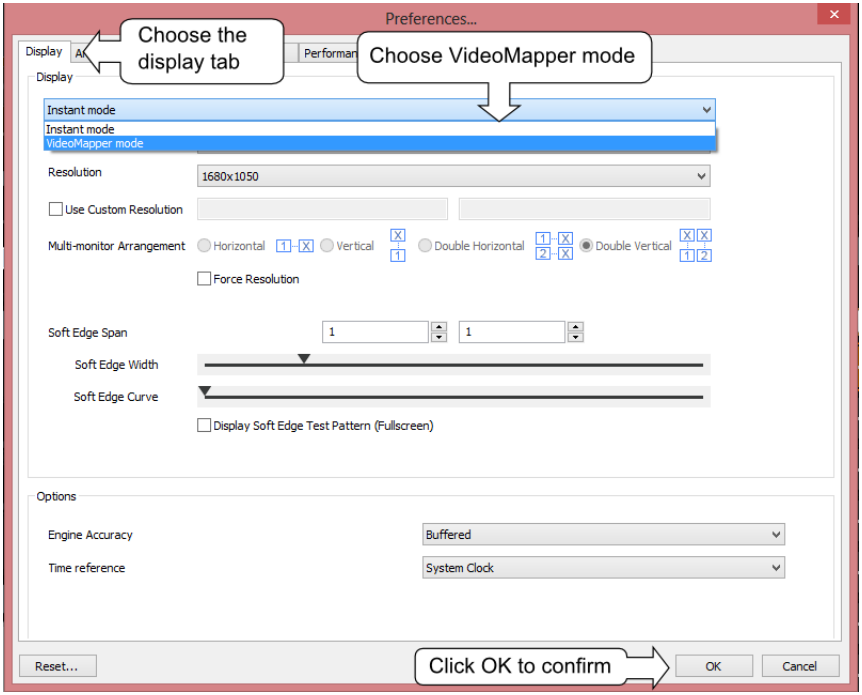
You can choose a template for Mixer

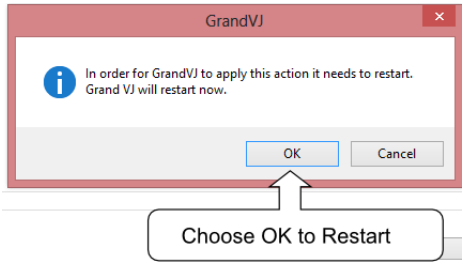
mode or for Synth mode.

Once GrandVJ has started, go to File → Preferences.

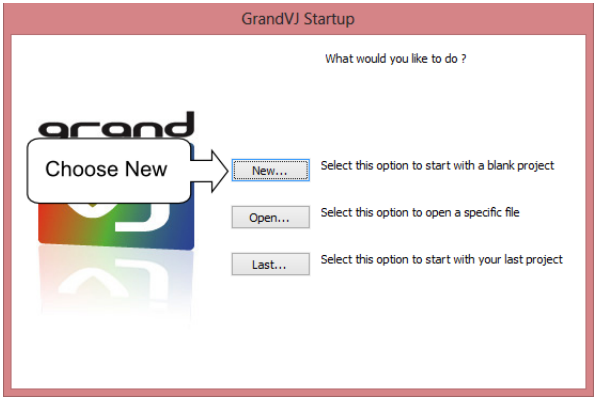


In the Preferences dialog choose the “Display” tab and in the first combo box choose “VideoMapper mode” then click “OK” to save the new preferences.

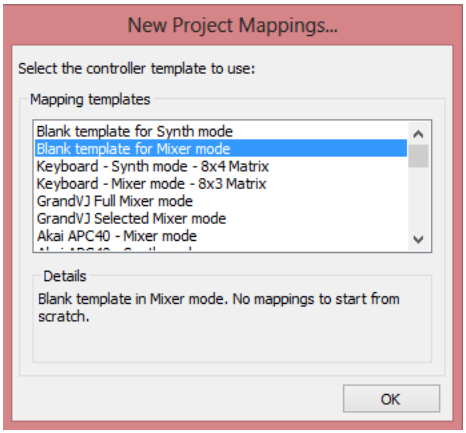




Once prompted to restart Click “OK” and wait until GrandVJ restarts.

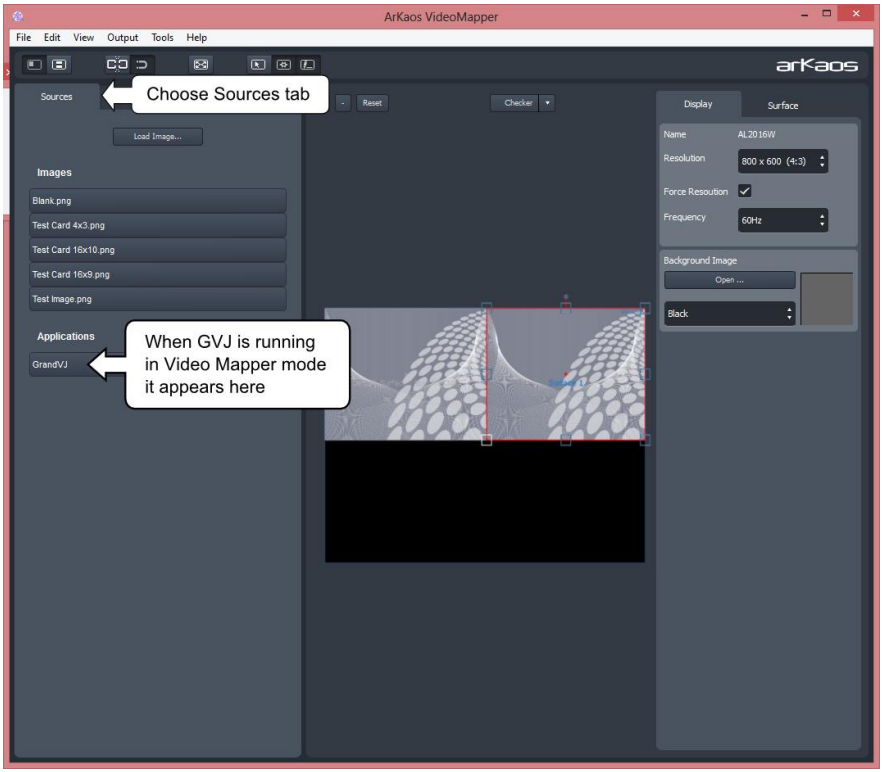


Once GrandVJ restarts simply choose “New” in the startup windows just like in “Step 2”



You can choose a template for either Synth or Mixer mode.

Switch back to the Video Mapper Extension and go to the Sources Tab. You should see at the bottom “GrandVJ” under “Applications” which indicates that GrandVJ communicates with the Video Mapper. Click on the “GrandVJ” source, to make sure it’s set as source for the Video Mapper.



Once you’ve fine-tuned the position of your surfaces and made sure that they are physically setup the way you want for projection, you can quit the Video Mapper. The surfaces and mapping information will be automatically transferred to GrandVJ, which will take over the output.

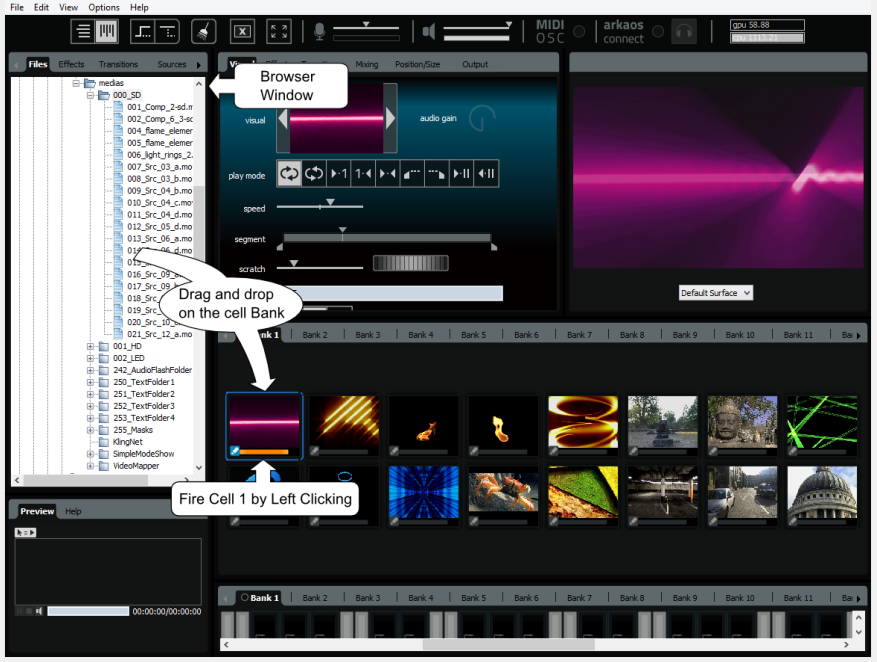
Important: *When running a show, you only need to have GrandVJ running. You should* ***NOT*** *have the Video Mapper application open since it’s only made for editing your surfaces and outputs.*

Now, let’s display visuals from GrandVJ on the surfaces we’ve created with the Video Mapper extension and see how it works with GrandVJ in Synth Mode.

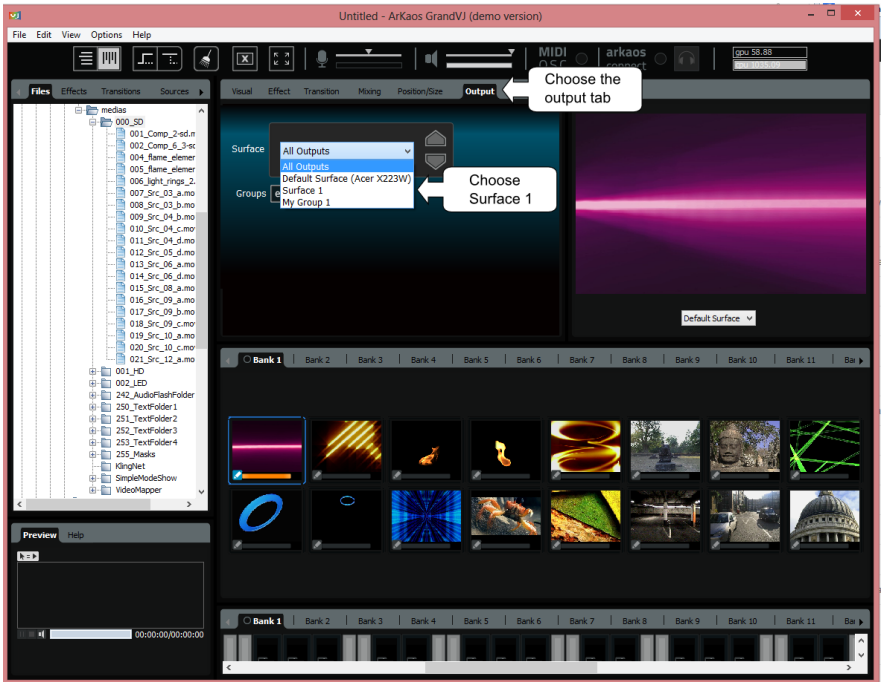
2.2.2 Outputting to the Video Mapper with GrandVJ in Synth Mode

Switch to “Synth Mode” in GrandVJ’s View menu.

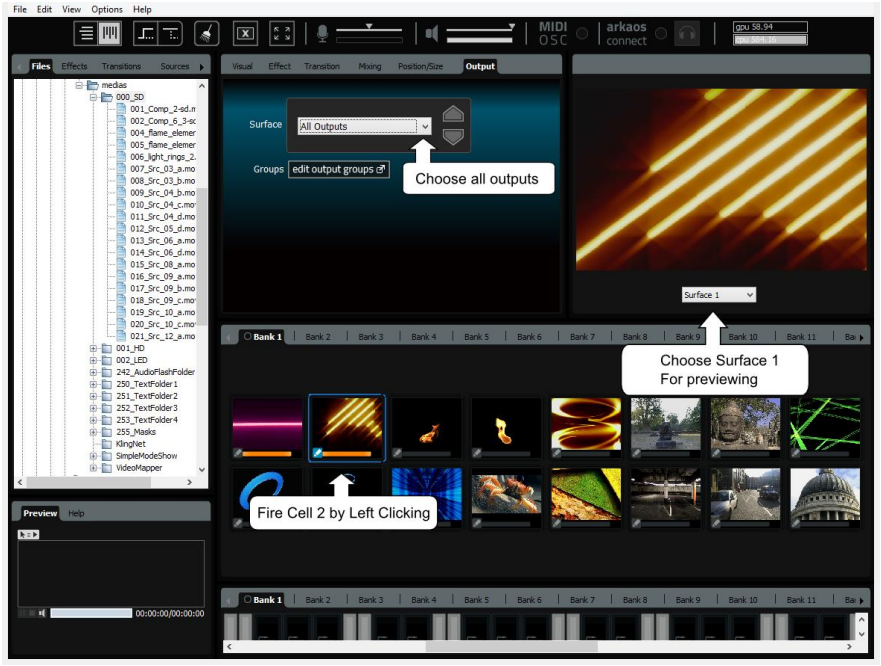
Drag and drop video files/images from the browser pane on the left to the Cell bank in the middle of the screen. Then Click on Cell 1 to start a looped playback of its contents.



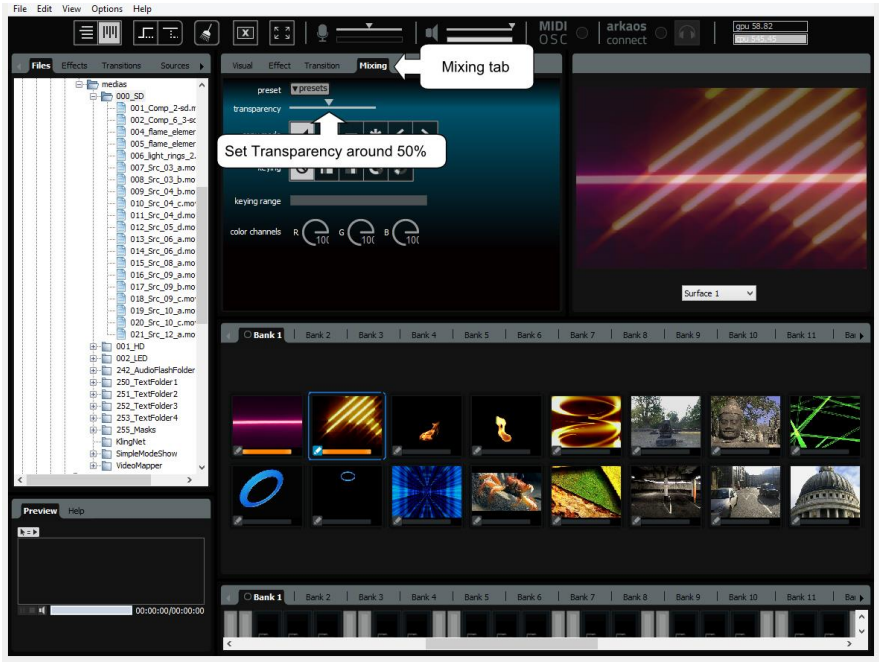
In the parameter panel, go to the output tab and choose “Surface 1” in the combo box



Click on Cell 2 to fire it and choose in the output combo box “All Outputs.” In addition choose on the Previewed surface combo box (located underneath the Master Preview) “Surface 1”.

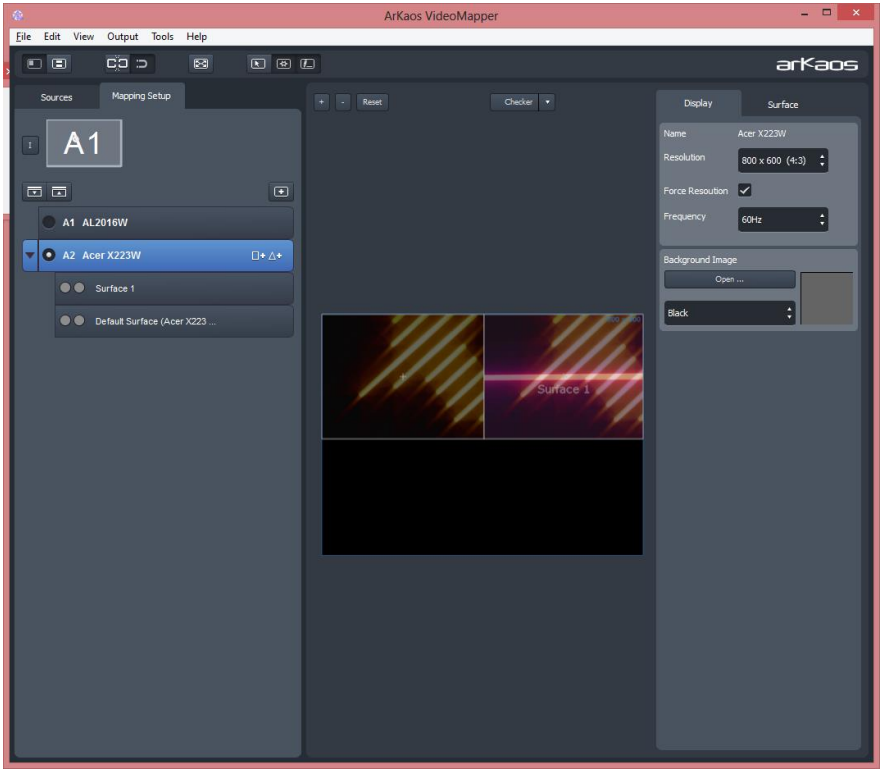


Now Go to the “Mixer” tab and move the slider of the transparency to middle (around 50%).



You should now see on the right part of your projection a mix of the two videos you are sending and on the left part the video placed on Cell 2 with 50% opacity.

In the Video Mapper it would look like this:

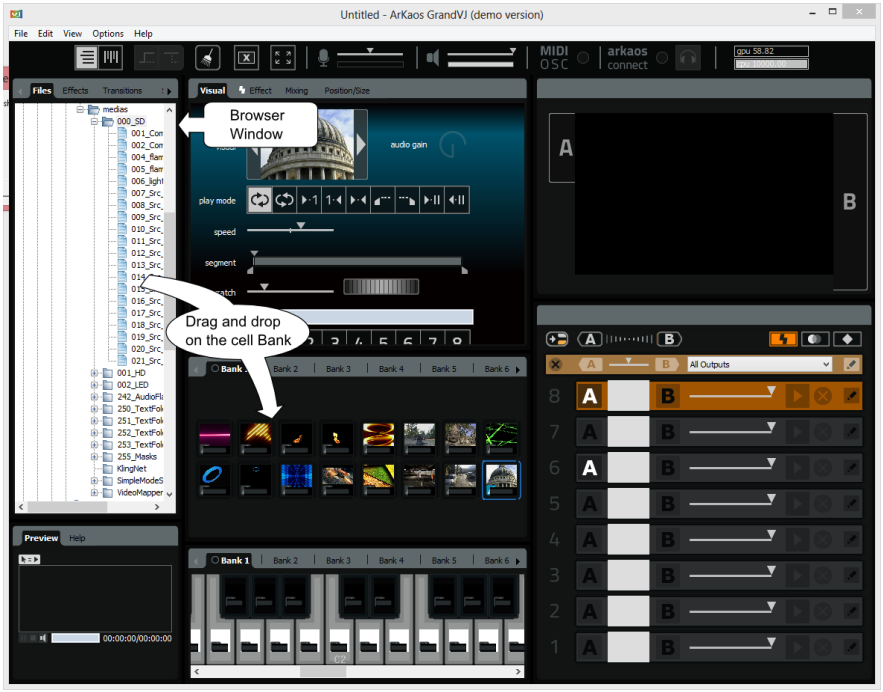


2.2.3 Outputting to the Video Mapper with GrandVJ in Mixer Mode

Now, let's display visuals from GrandVJ on the surfaces we've created with the Video Mapper extension and see how it works with GrandVJ in Mixer Mode.

Switch to "Mixer Mode" GrandVJ's View menu.

Drag and drop visuals from the browser pane to the cell bank.

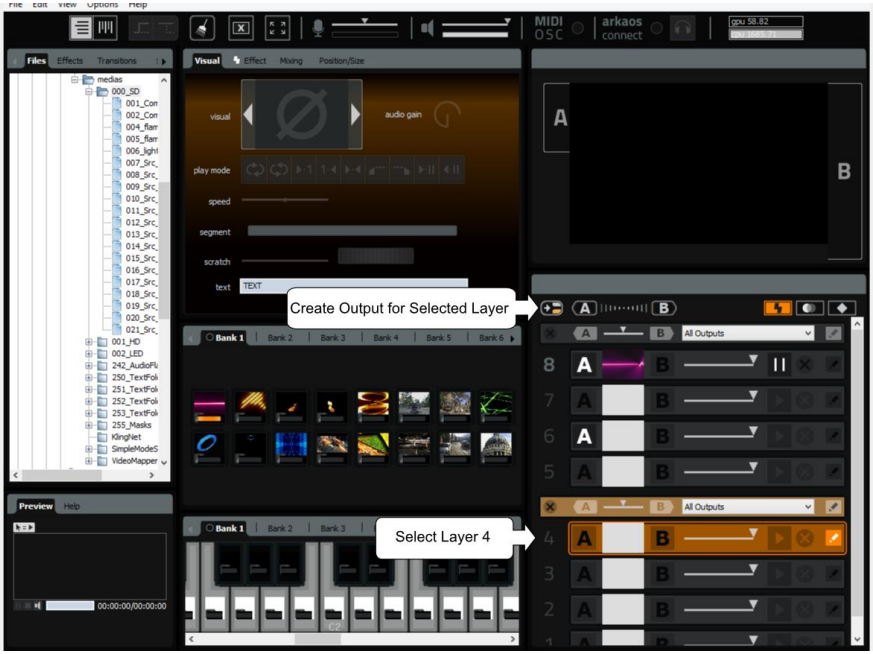


Trigger Cell 1 on Layer 8 by left clicking on Cell 1 while Layer 8 is selected.

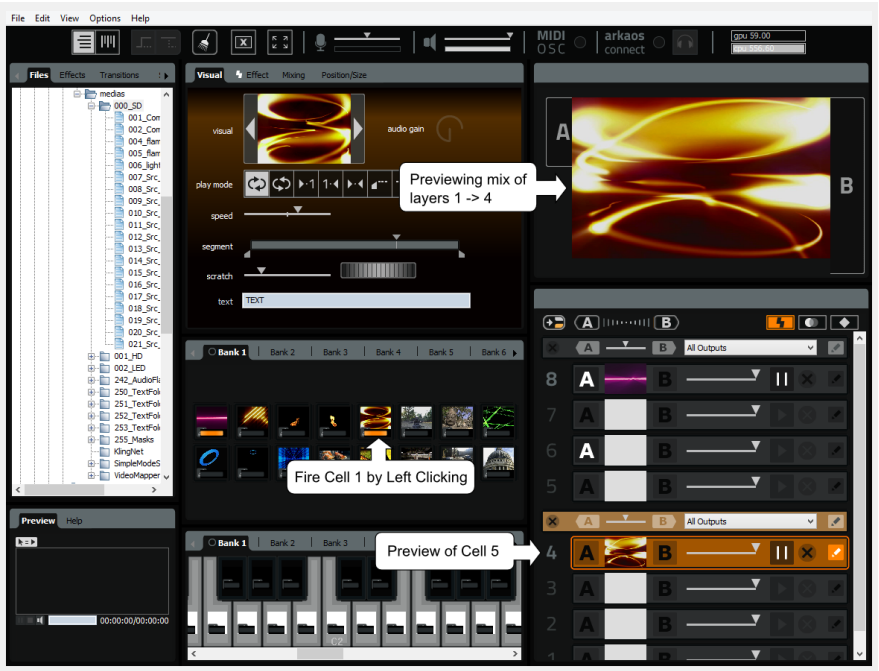
Select Layer 4 by left clicking on it in the mixer and then click the button located on the top left of the mixer to create an output on top of Layer 4.

Creating that output will cut the mixer in two pieces. All layers from 1 to 4 will be directed to the surface selected on the output located on top of output 4.

The mix of layers 5 to 8 will be sent to the surface selected on the topmost output.

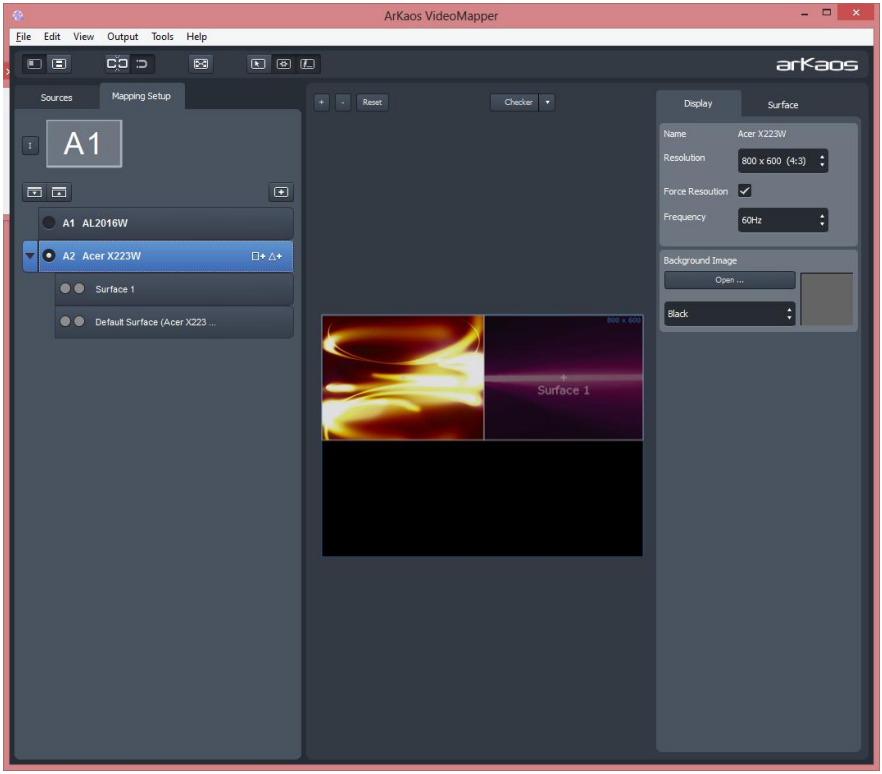


Trigger Cell 2 on Layer 4 (left click on the second cell while layer 4 is selected)



In the output combo boxes of the mixer, select the surfaces previously created in Video Mapper. Choose the “Default XXX” surface for output 4 and “Surface 1” for output 8.

You should now see on the right part of your projection the output of layers 5 - 8, and the output of layers 1 - 4 on the left part. In the Video Mapper it would look like this:



Remark: *If two outputs have a particular surface in common, it will receive the content of the topmost output.*

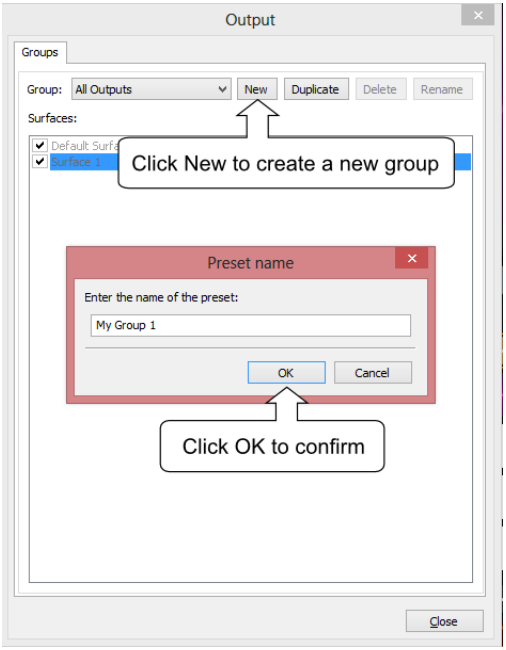
3 Working with Surface Groups

Surface groups are used for grouping surfaces together. By default GrandVJ contains a group named “All Outputs” which contains all the outputs that have been constructed in the Video Mapper.

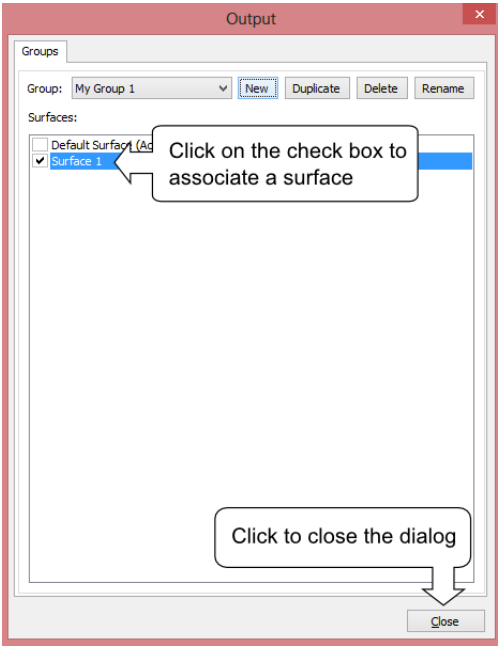
In order to provide users with the flexibility to display the same mixed content to more than one surface, we have introduced the grouping feature.

To access the Surface groups management in GrandVJ, switch to the output tab in the parameter panel (either in Synth or Mixer mode) and click the “Edit” button.

Note: *this screenshot illustrates the output windows from the Mixer mode; hence the background is orange. When accessing the output tab in Synth mode the background is blue.*



Click on new and type a name (i.e. “My Group 1”) and Click “OK” to confirm.



Select the surfaces you would like to associate with this group by clicking on the checkboxes and click “Close”.

Now you can access that group and select it as destination of your visuals.

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