



What's new in VPT 5.1

FX Bus: 8 FX chains with shader effects. You can drag and drop your own FX chain to use your favourite effects. Templates provided.

New sources: Solid, Text, Noise

A greatly improved controller section with midi, osc (in and out), lfos, software sliders and buttons, as well as serial communication with an Arduino microcontroller (or other similar controllers). Templates provided.

Improved mask functionality including mask blur and using a layer as a mask for underlying layers.

Multichannel sound support: You can route the sound from your quicktime sources to up to 8 output channels.

A very brief introduction to the structure and feature of the VPT 5.1

VPT 5 is more or less built up from scratch, with great improvements to speed* (most of the processing is moved to the GPU), increased stability as well as a lot of new features.

The principle is the same as in previous versions: VPT consists of sources, layers, mixers and controllers. You route sources either directly to layers or via the mixer modules. You control the parameters of sources, layers or mixers either using mouse/keyboard, midi, osc or lfos. You can save the current settings (not the actual visual output) in presets, which can be combined into a cue list for more or less automatic playback.

*some users might experience a performance drop compared to earlier versions, due to a graphics card that doesn't work well with OpenGL.

Sources:

8 quicktime movie sources. Recommended codec apple photo jpeg 75% quality for most footage, Apple ProRes 422 LT for HD footage. (On my Macbook Pro VPT has no problems mixing multiple sources of 1280x720 footage, and other users have tested with full HD as well)

1 solid source. Very useful if you just want to fill a layer with colour.

1 noise source. Generated noise textures.

1 text source. Either type in text live, use text saved in a file, or send text over osc from another application

2 live sources

1 buffer (based on live input), as well as 1 live capture which records live input directly into the moviesource folder.

Syphon: Use the cross-application framework for getting input from other applications supporting syphon (mac osx 10.6 or later).

You access all the parameters of a source by making it the active source, then it will be exposed in the source control.

Mixers:

The mixers mix two sources (moviesources, livesources, buffer) using different mixmodes. The output is then routed to the mix sources which can be found in the layer source menu.

FX chains

New in VPT 5.1 is the fxbus with 8 effect chains using different shader-based effects. You route your sources through the fx chain and then route the fx chain into the layer of your choice.

It is relatively easy to create your own fx chains, and you can drag and drop your new fx chain to one of the fx modules to get access to new effects.

I have included a second fx chain (inside the demoproject folder) which you can use as a template for creating your own (provided you have access to maxmasp/jitter).

Layers:

You have up to 16 layers which you can scale/warp/mask/position on the output screen as desired.

To move the cornerpoints of a layer, make sure it is the active layer, then just click and drag with your mouse on the output screen.

The layers are stacked on top of each other, layer 1 is on the top, layer 16 is at the bottom. You select input source of your choice (moviesources, livesources, buffer, mixers, syphon), blendlevel and blendmode.

You can create advanced masks using the mask editor (up to 16 control points), create feathered circular mask using the vignette mask, edge blend for soft edges, and mask blur.

You access the layer control of the active layer either by clicking on the layernumber in the multi view, or click on the single tab.

Controllers

There is extensive support for OSC, MIDI, as well as serial communication with a microcontroller like the Arduino. There are also some built-in controller modules: the LFO modules to automate control over different VPT parameters or the sliders and buttons which can be set to control whatever you like. All the different controllers can be mapped to almost every controllable feature in VPT. All the controllers are now organised to be simpler to use and can be found by clicking on the controllers button in the bottom right corner.

Output

VPT is designed to work with outputs of varying aspect ratio and works well with the matrox dual and triple-head-to-go.

Sound Output

with VPT 5.1 you can route the sound from your quicktime sources to up to eight sound channels (depending on your soundcard).

Help

VPT 5 comes with built in help for most functions. For individual parameters just hover the mouse over and a hint will appear in a yellow box.

For help the different sections look for a question mark and click on it.

The demoproject includes presets which show some of the features of VPT, take a look at these examples to get started.

For more help please visit the VPT forum: <http://www.nervousvision.com/vptforum/>

You can access web links directly from VPT by clicking on the VPT icon in the bottom right corner.

Projects

A VPT project is now contained in project folders. A project folder contains a video folder, a mask folder, as well as the different preset files associated with the project.

This folder can be placed anywhere on your system (just remember to never move the projectpath.json out of the VPT folder), and you can easily switch between different projects. You can make VPT start automatically in fullscreen mode at a certain preset or cue.

All settings are saved automatically when closing VPT, so there is (in theory) no need to do manual saving of the different settings.

Extending VPT

VPT can do a lot of things by itself, but being able to customize it makes it even more powerful. There are a few maxmsp/jitter templates that will help you to get started creating your own sources, fx chains, or to build custom control setups using OSC. There will also be templates available online for using OSC with VPT with other applications like Processing and PD.

Mac System Requirements

Mac PPC or Intel machine running OS X 10.4.11 or later, and 1 GB RAM. Jitter requires QuickTime 7.1 (or later), an OpenGL-compatible graphics card, and OpenGL 1.4 (or later).

Windows System Requirements

Windows XP, Vista, or Windows 7 machine and 1 GB RAM. Jitter requires QuickTime 7.1 (7.6.2 seems to work best for most users), an OpenGL-compatible graphics card, and OpenGL 1.4 (or later).

Download

The latest versions can always be found at <http://hcgilje.wordpress.com/vpt/>

Credits

VPT is created, developed and maintained by HC Gilje.
<http://hcgilje.com>

Timm Ringewaldt has contributed to the development of v5.0, including the mask editor.

VPT uses modified shaders from Anton Marini, Andrew Benson as well as Cycling74. Parts of the source code are either found from examples on the cycling74 forum as well as

Gregory Taylor's LFO tutorials.

VPT uses the maxmsp/jitter implementation of the syphon framework, developed by Tom Butterworth and Anton Marini.

VPT is developed using v5.16 of maxmsp/jitter from Cycling74.

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