

# Visual factory

**Visual factory** is a small application used to generate various visual effects. Each visual effect can be configured and synchronized with internal music player or external music (line in). All effects are rendered in real-time using software rendering techniques.

## Quick start

Just put some music (mp3) on "music" directory, insert your graphics & video in specific directory and start Visual Factory

On splash screen Visual Factory is displayed, right click on mouse button for access to the sequencer.



Upper left sequencer screen is the preview windows; upper right sequencer screen is used to assign resource to visual effects (selection of different resources can be done by selecting a combination of different buttons). The sequencer line is composed a list of number, each number represent a "visual effect". In this screenshot, the position "0" on the sequence contains the visual effect #0; this effect is currently selected and displayed on preview screen.

- Load/Save icon to load or save a sequence (pattern)
- Arrows is used to change the "cursor" position.
- Effect & Duration buttons are used to select the visual effect that can be assigned o the current sequence position & determine the duration of the effect.
- Type 'p' : switch to play mode : playing visual effect in fullscreen
- Type 's' : switch to sequencer mode : display a sequencer with preview windows. To play the sequence in sequencer mode, just click on the "pause mode display".
- Type 'e': switch to parambox mode: display the parameters assigned for the current visual effect.
- Use Page Up , Page Down button to select different slide (position).
- Shift + Escape to exit the application.

## Remarks

- \* Complete French Manual can be found in manual directory
- \* There are 2 sorts of graphics size supported by this application:
- \* Background: 640x480 Jpeg format
- \* Images: 256x256 Jpeg format
- \* Video use the same resolution as background & texture
- \* Specific directory are: Music, AnimText, AnimBack, Background, Images, Raw, Bump, Light.
- \* Raw, Bump, Light are RAW object 256x256 used for bump mapping, light, voxel.
- \* 3D object are proprietary format using a small 3DS converter.