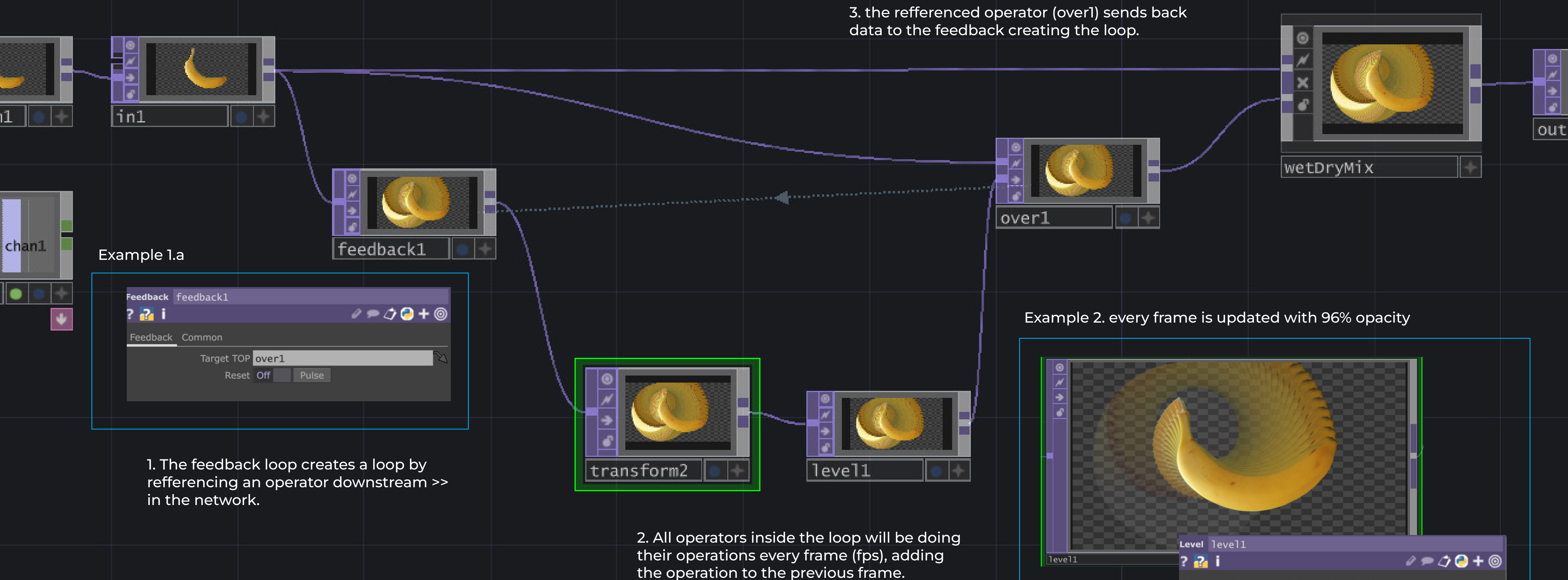


FEEDBACK LOOPS



Example 2. every frame is updated with 96% opacity

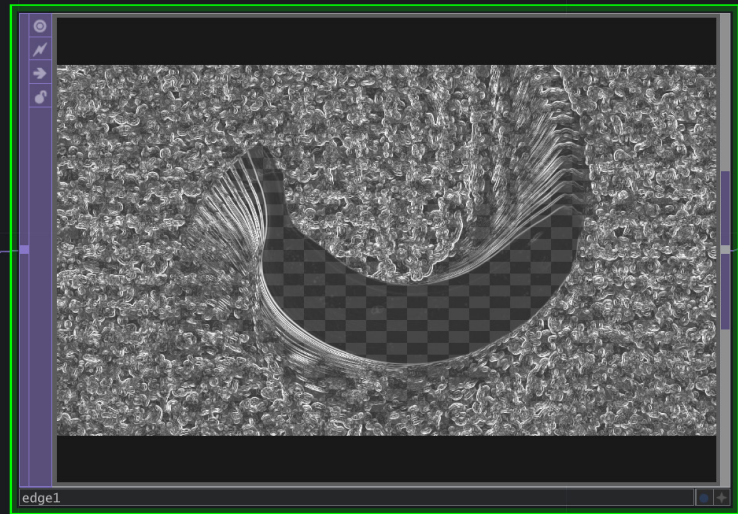
Cool operators to add in the feedback-loop



blur

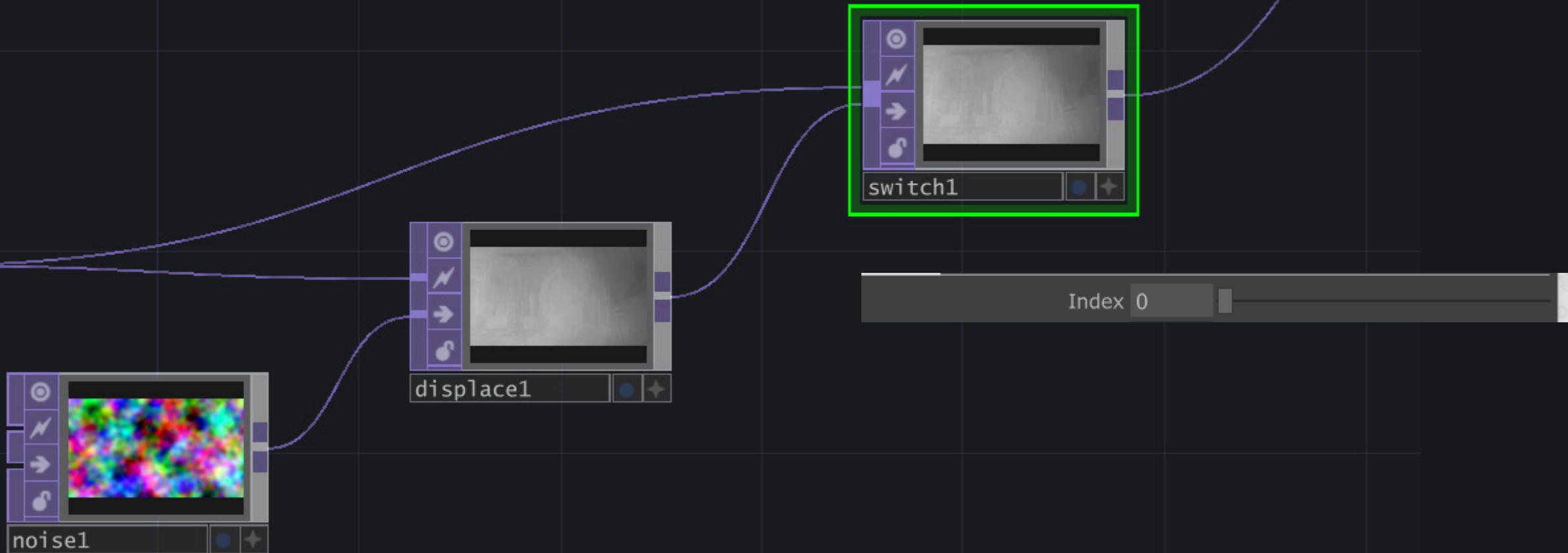


Tile

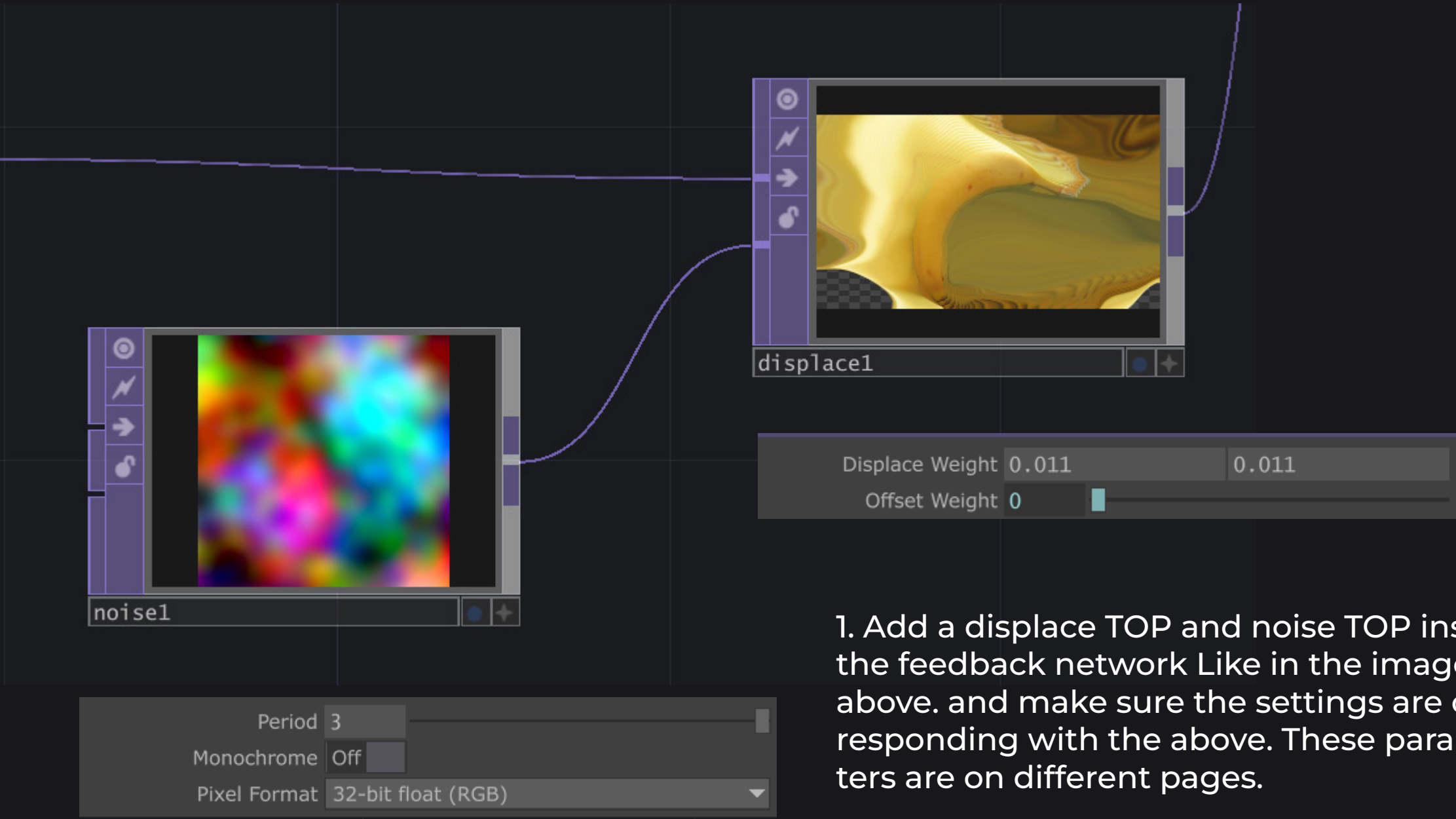


edge

To toggle or blend between effects inside your network you can use a switch to control how the data is flowing.
If this switch index parameter is 0 there will be no effect. When the index is 1 there will be a displace effect.



A more advanced technique is adding a random displacement with RGB 32 FLOAT



1. Add a displace TOP and noise TOP inside the feedback network Like in the image above. and make sure the settings are corresponding with the above. These parameters are on different pages.
2. Create custom parameters for:
 - displace weight with a range of 0 - 0.1
 - period with a range of 0.5 - 6
3. Bind the the created parameters

Audio analysis comp

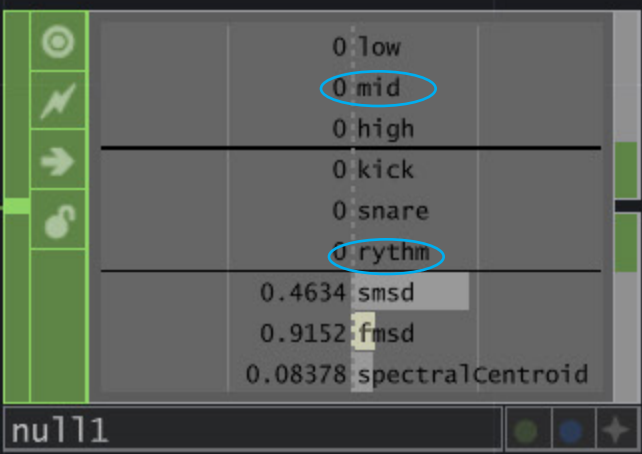


Needs an audiosource as input



Click the viewer active to interact with the UI or
rightclick and select View... to open a floating window

The circles next to the knobs are there to activate
that channel

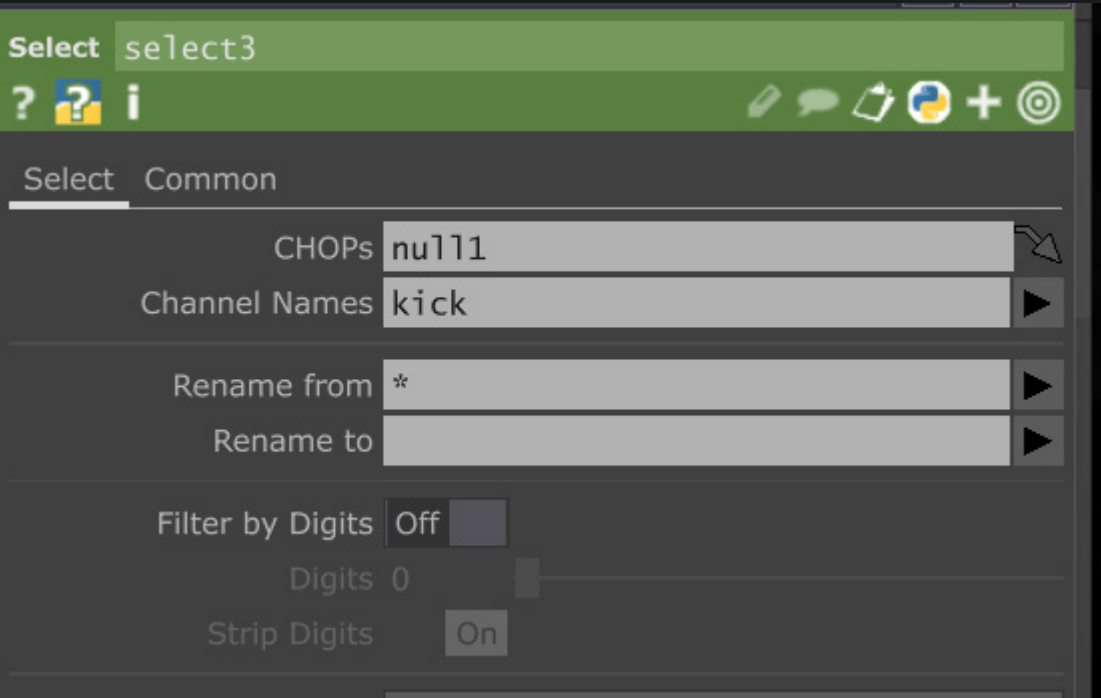
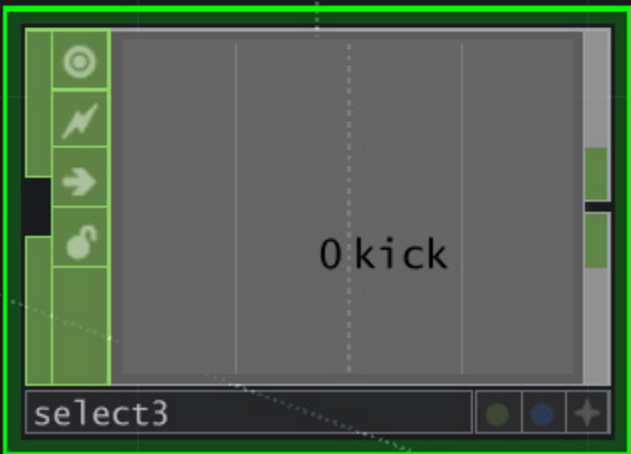


You can see all channels when you
put a null after the output



You can use a select CHOP so se-
lect for example the kick channel

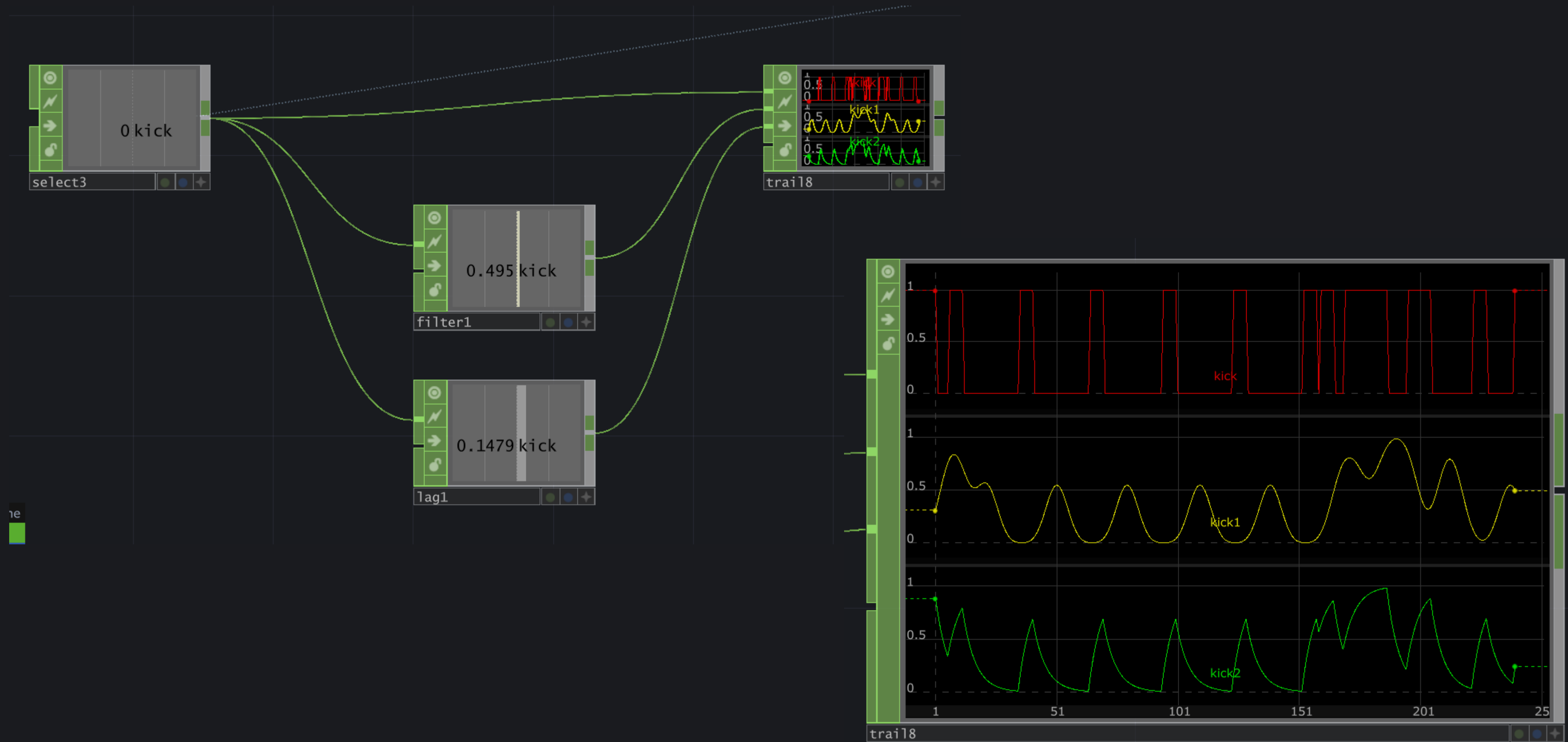
When CHOPS parameter is
referenced a line with an ar-
row appears. and the select
can be placed anywhere.



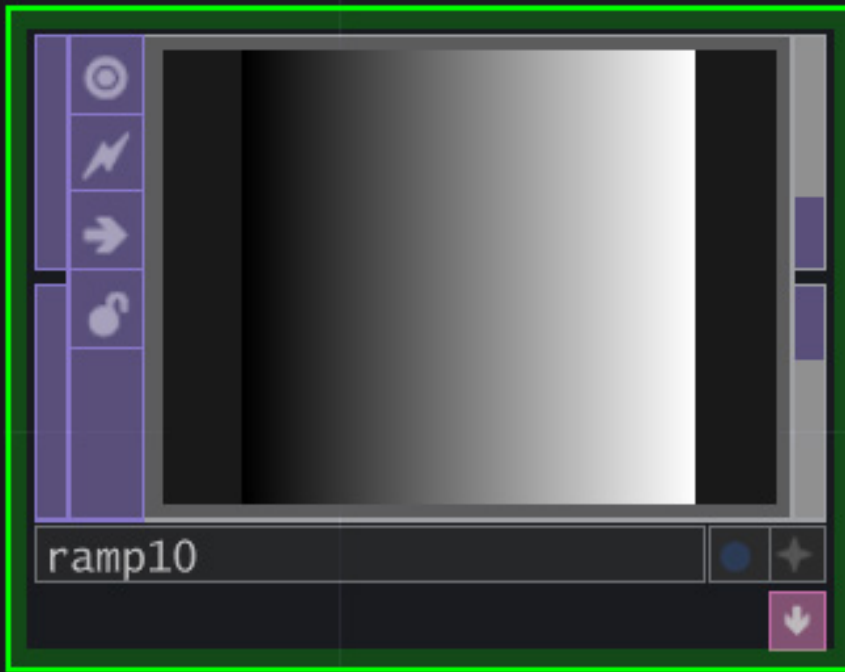
Changing a kick in to an animation

CHOPS Like filter and lag are usefull to change curve of the animation

U can use a trail CHOP to see what your animations look like (this is only to preview what you are doing.)



REFFERENCING CHANNELS IN PARAMETERS



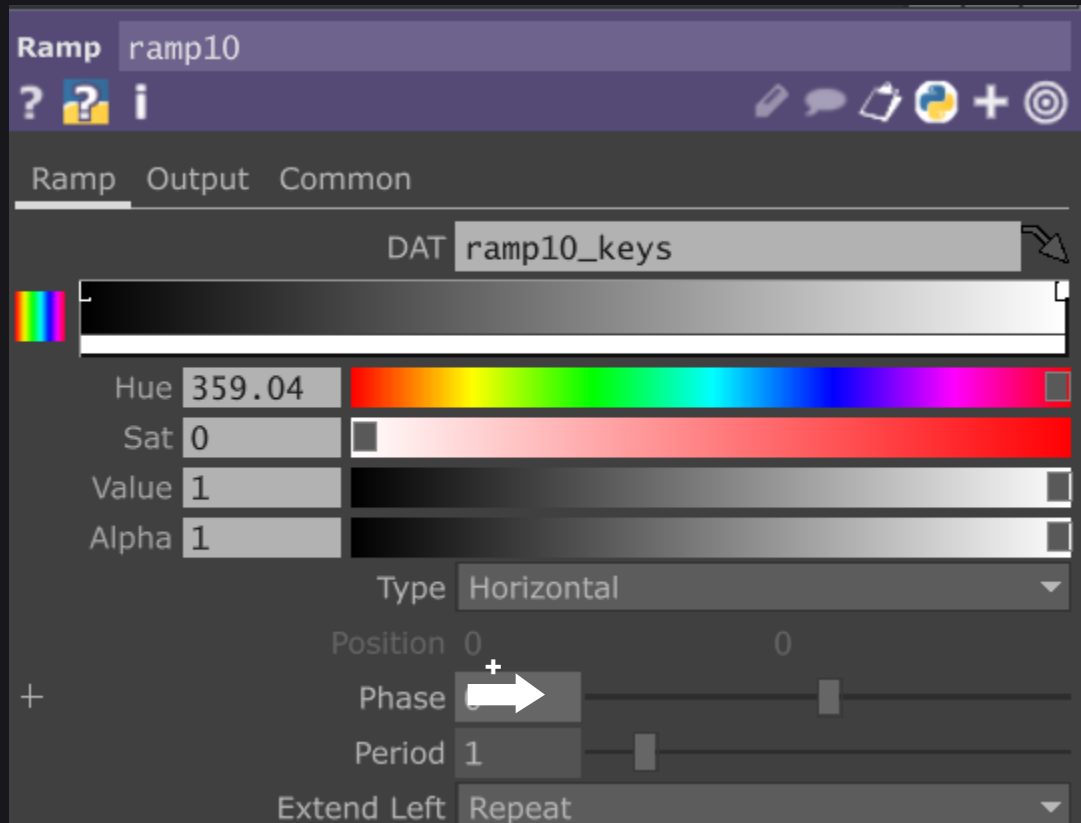
1. Create a ramp TOP operator



2. Click the little cross in the bottom of a CHOP operator or a Component that has a CHOP as out1.

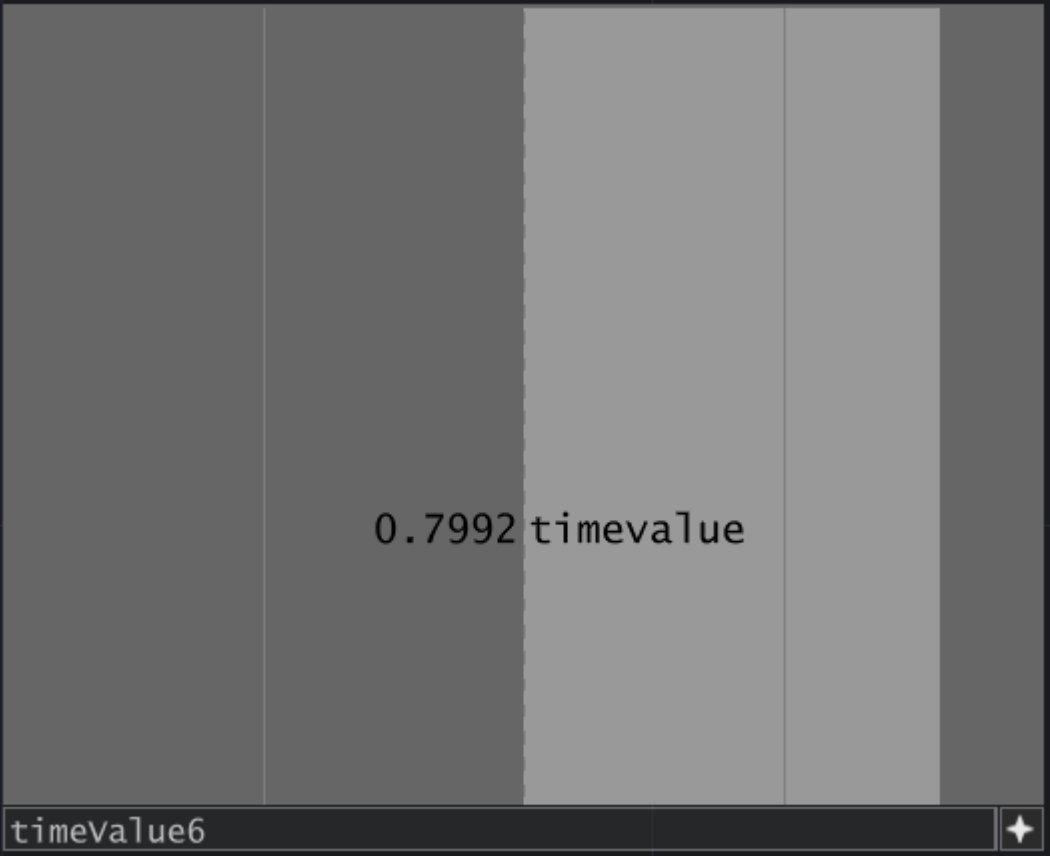


4. hover with your mouse over the active viewer of the CHOP operator (or COMP) a little arrow appears and the operator it highlights green

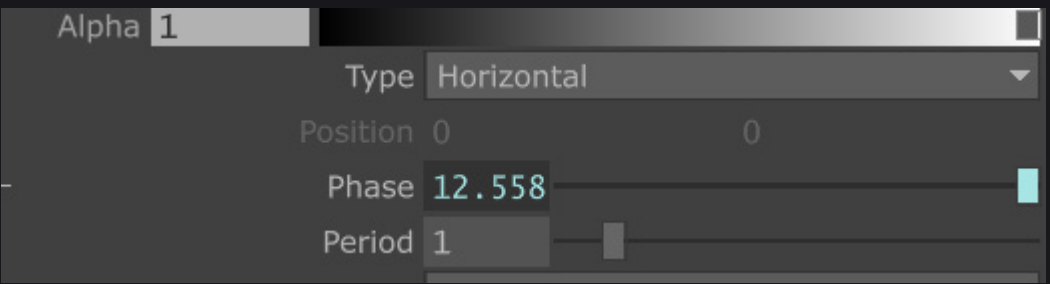


5. click and drag the channel on top of phase parameter of ramp 1 another arrow with a + sign will appear whe

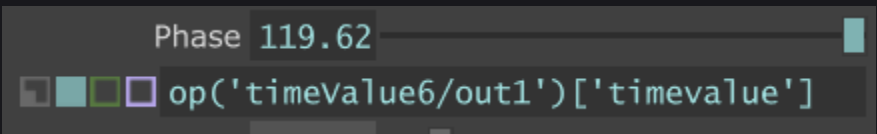
Viewer Active



3. The edges will dissappear.



6. The parameter will now show the value of the CHOP inside.



7. Click on the word to see the reference

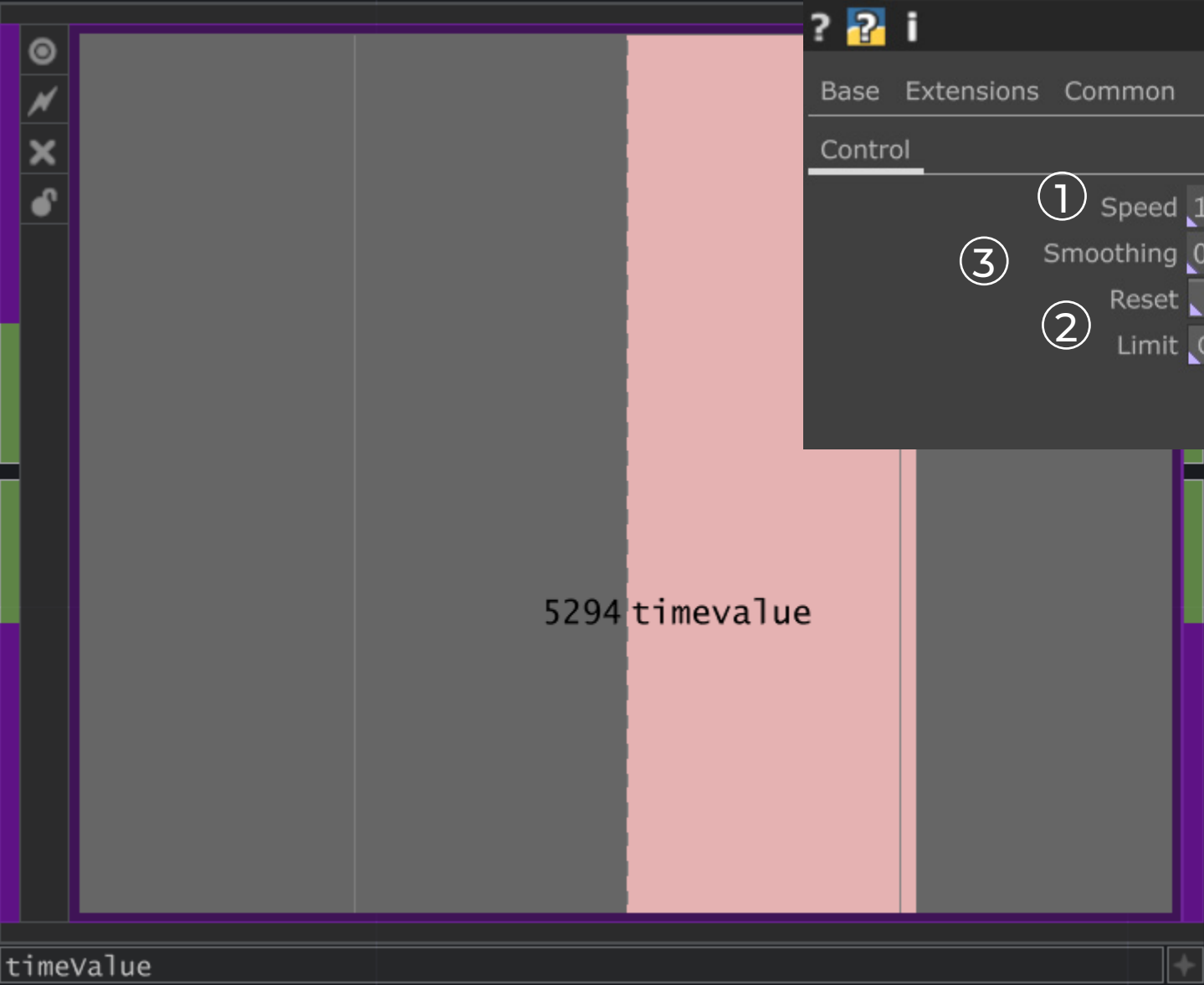
code:
operator('path/operator_name')['channel_name']

or:
operator('operator_name')['channelnumber]

channelnumber is 0

5. release and select CHOP Reference

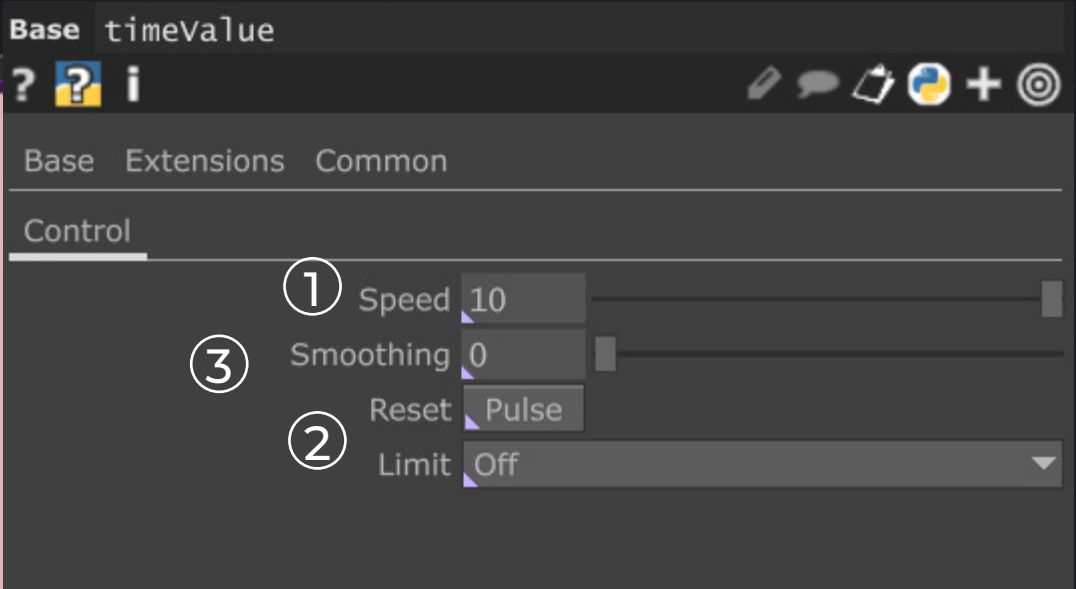
Time value component



If we have a value like an audio kick coming in. we can use it to animate certain parameters.

This small “Timevalue component“ makes or adapts a scaling value that is a always increasing or decreasing when the limit is off. The limit parameter gives option to zigzag a value of 0-1 or loop it. Great for animating with audio.

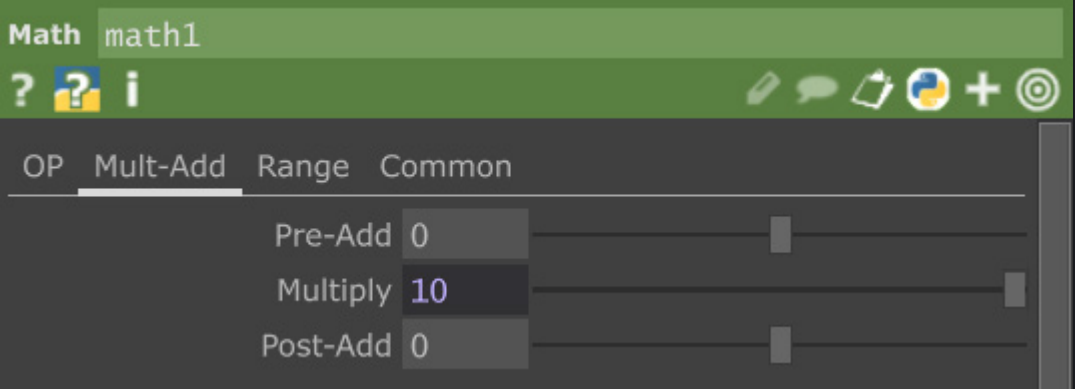
Parent parameters



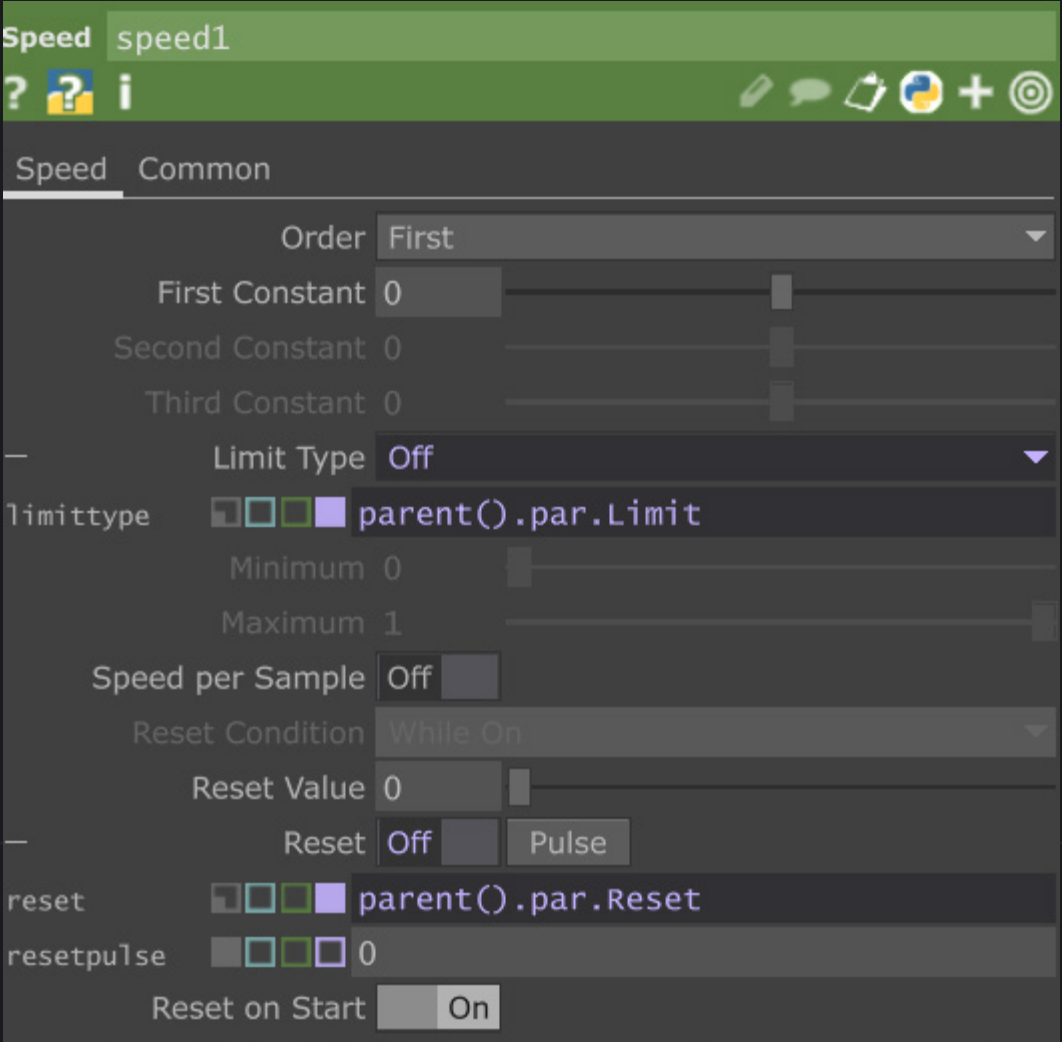
Collecting some of the parameters makes it easier to control the component and reuse it.

parameters inside network

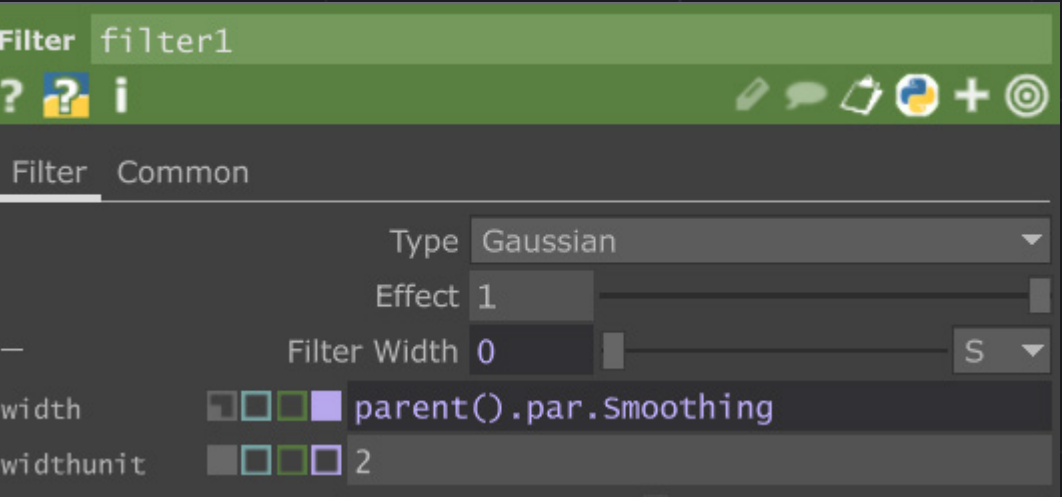
1



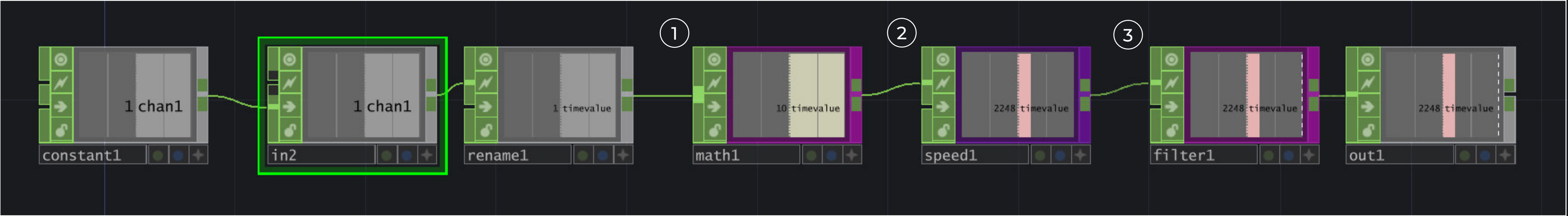
2

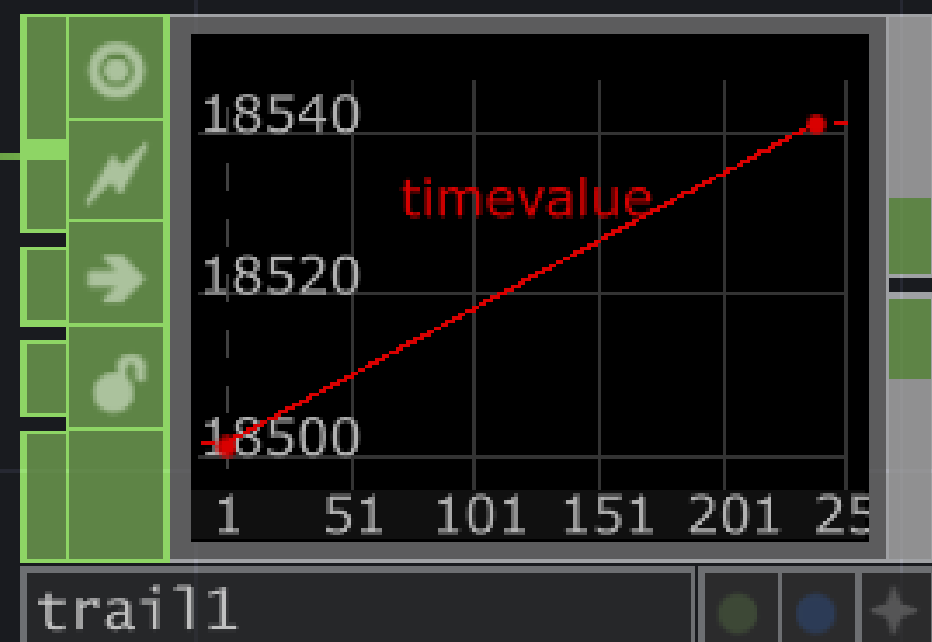
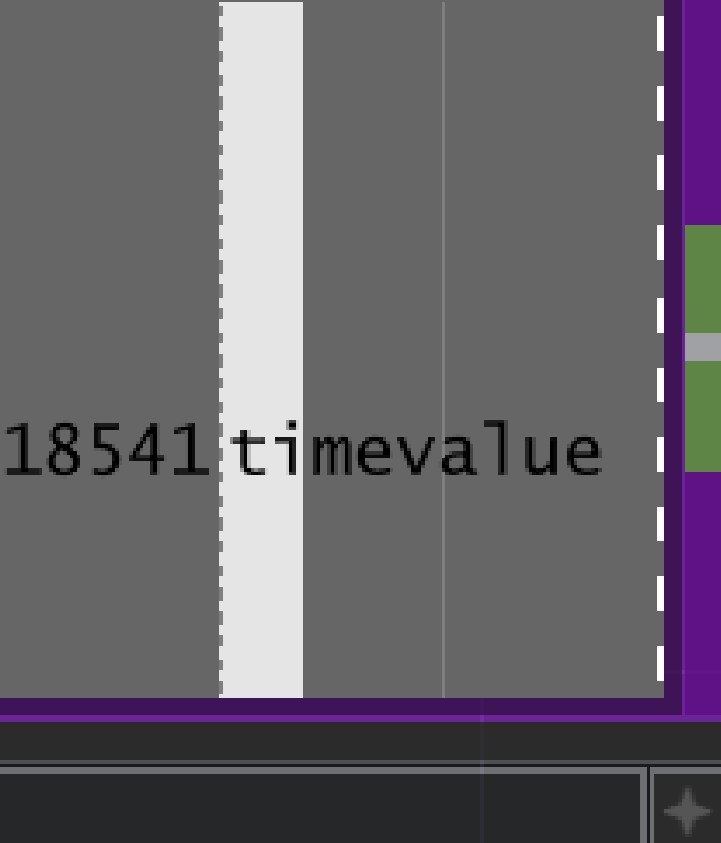


3

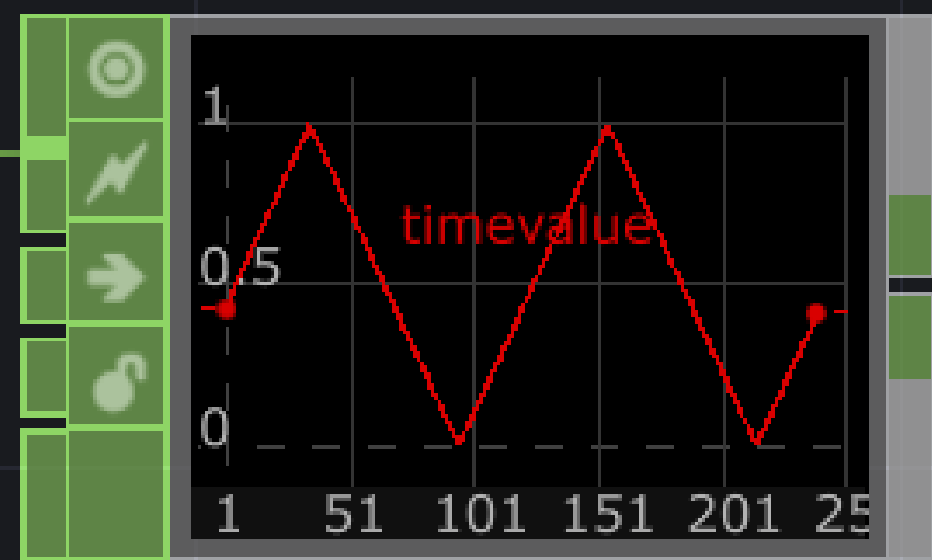
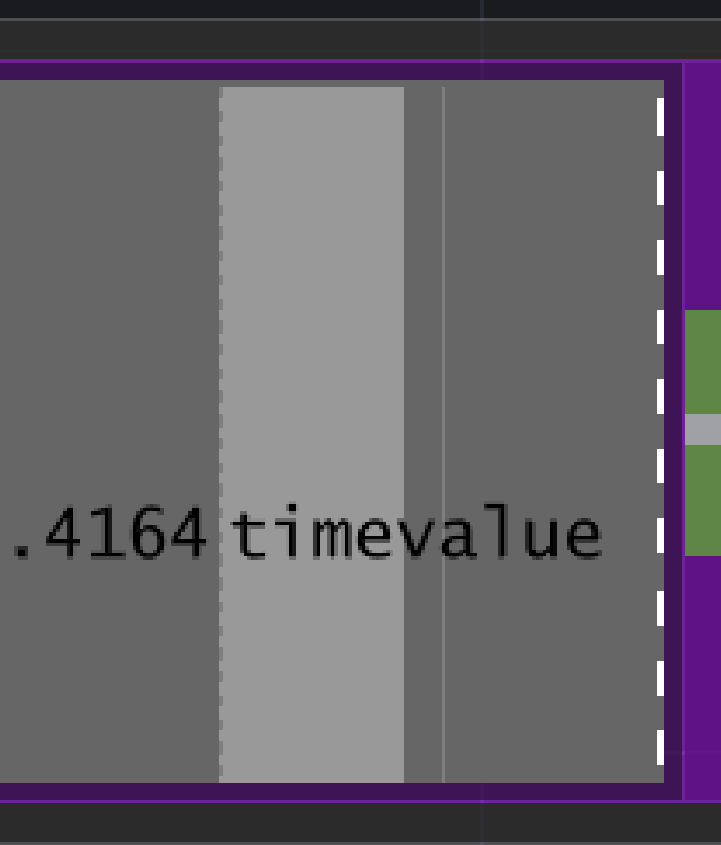
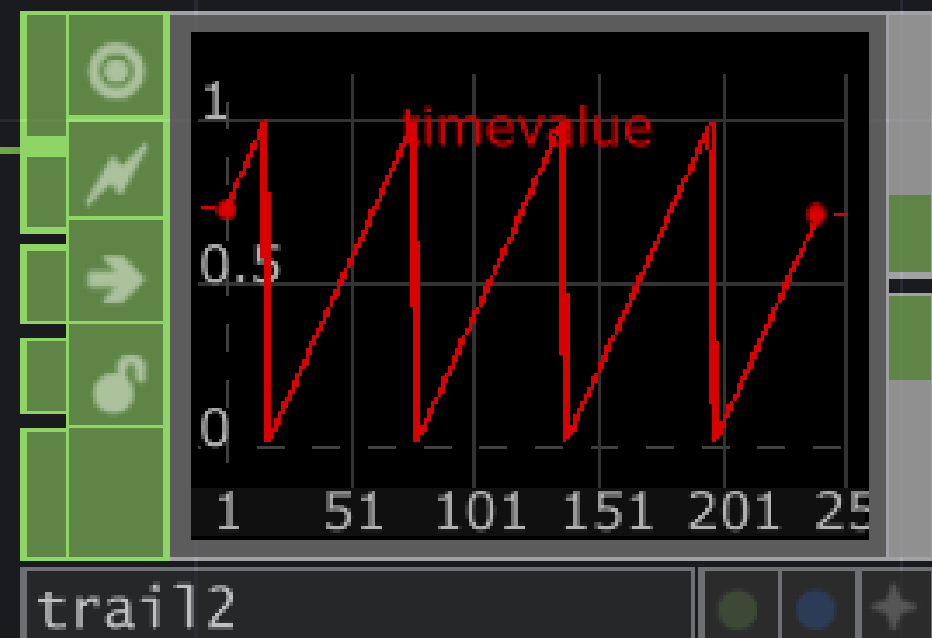
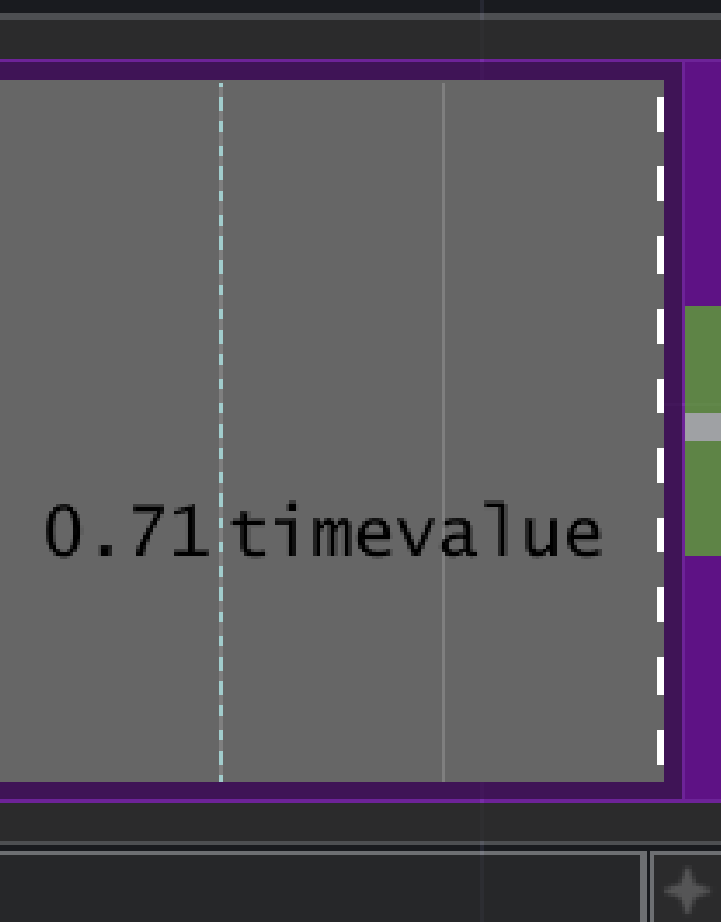


Network inside the component (children operators)





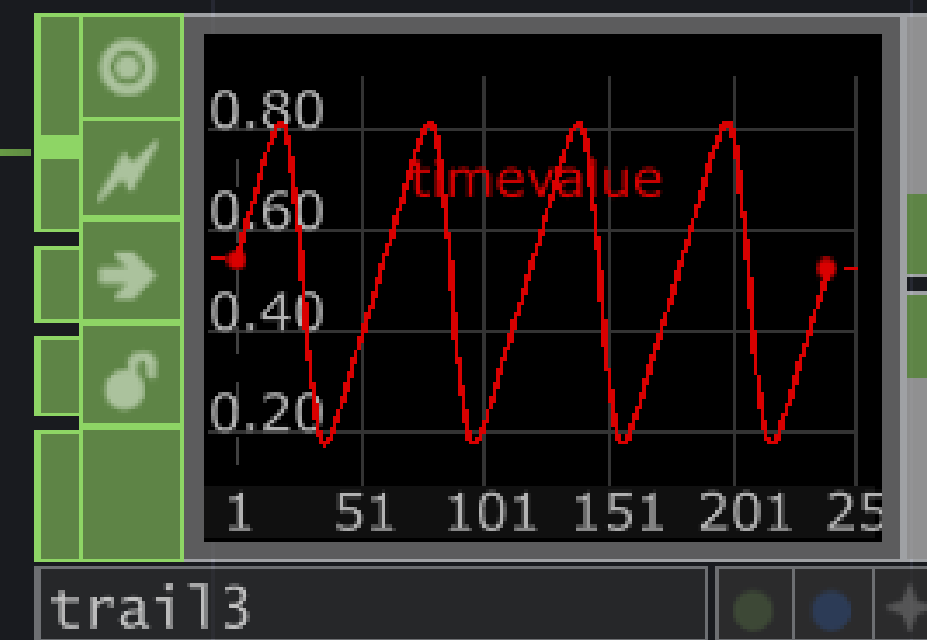
the trail CHOP is very useful to visualize time sliced channel data



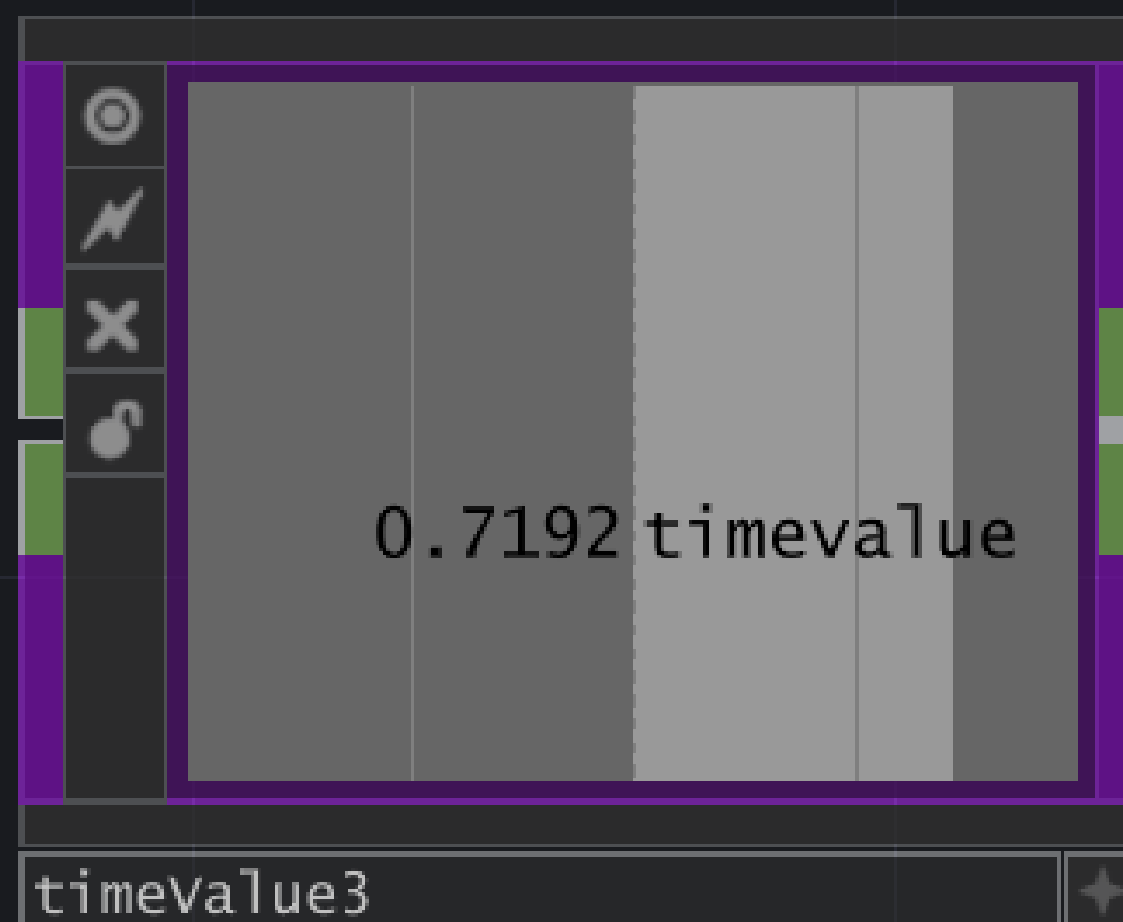
The same component can generate a lot of different animations..



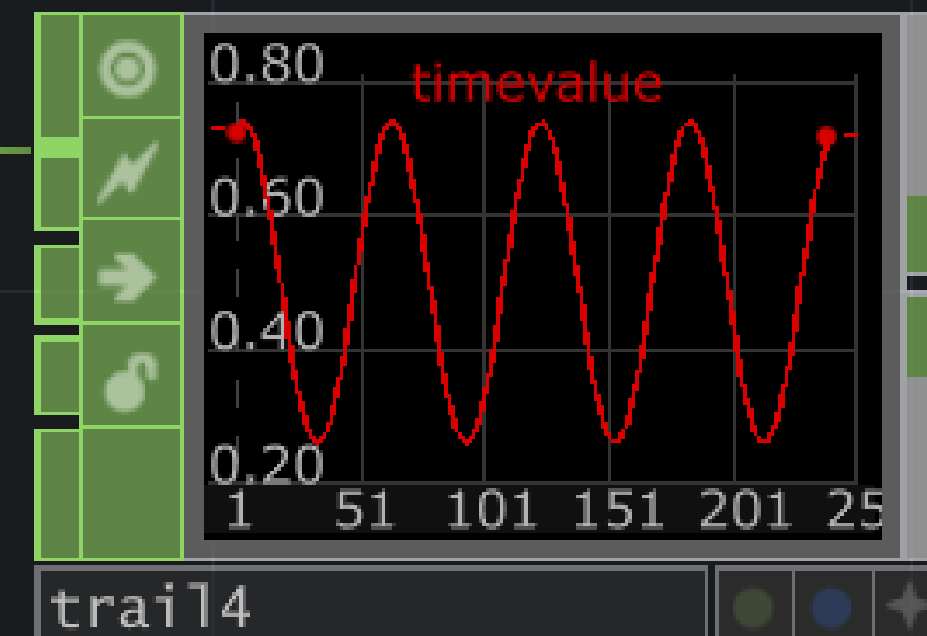
timeValue2



trail3



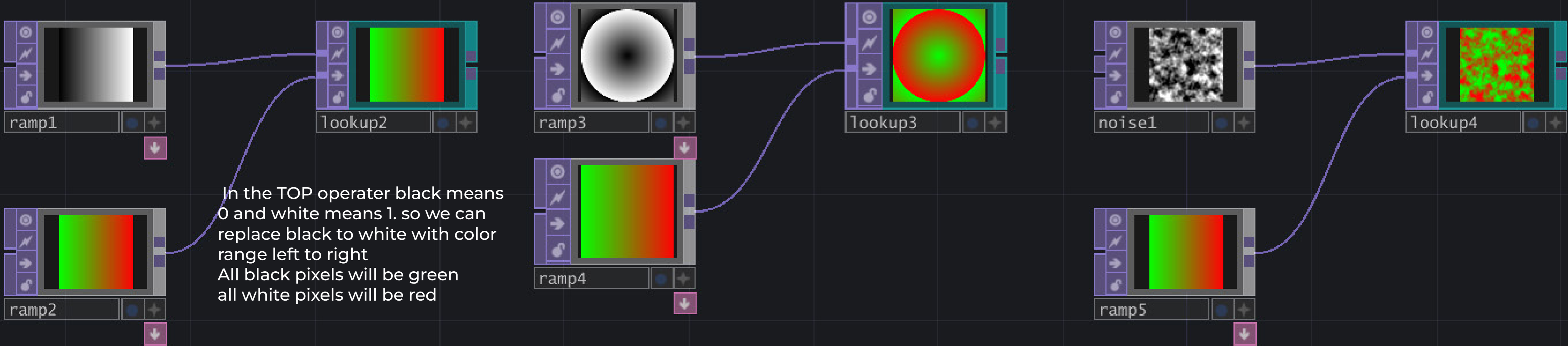
timeValue3



trail4

LOOKUP TOP

The Lookup operator replaces range of the first input with the range of the second input.



LOOKUP CHOP

The lookup CHOP is super usefull distributing an animation over a range like a timeline with begining (0) and an end (1).

