



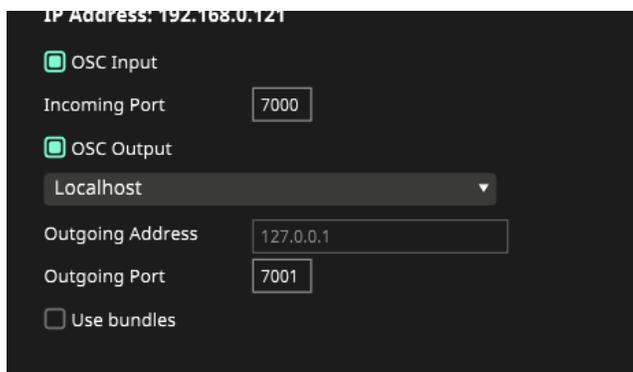
GhosteamLIVE

User Manual

1. Installation (Do once)

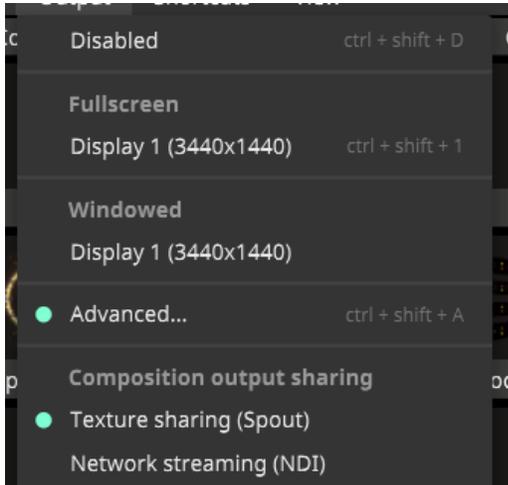
1. Run the setup file.
2. Open GhosteamLive, **activate** your product using your **Activation Key** sent via email.
(See instructions at the end of this guide to Deactivate your license for transferring)
(Activation is not needed for the Demo version)
3. Open the Resolume project included (via Desktop shortcut. the composition is placed at C:\Users**username**\Documents\Resolume Arena\Compositions)

Set up the **OSC settings** in Resolume as follows:



4. Setting up **texture output**:

First, make sure Spout is turned on, under “Output” menu:

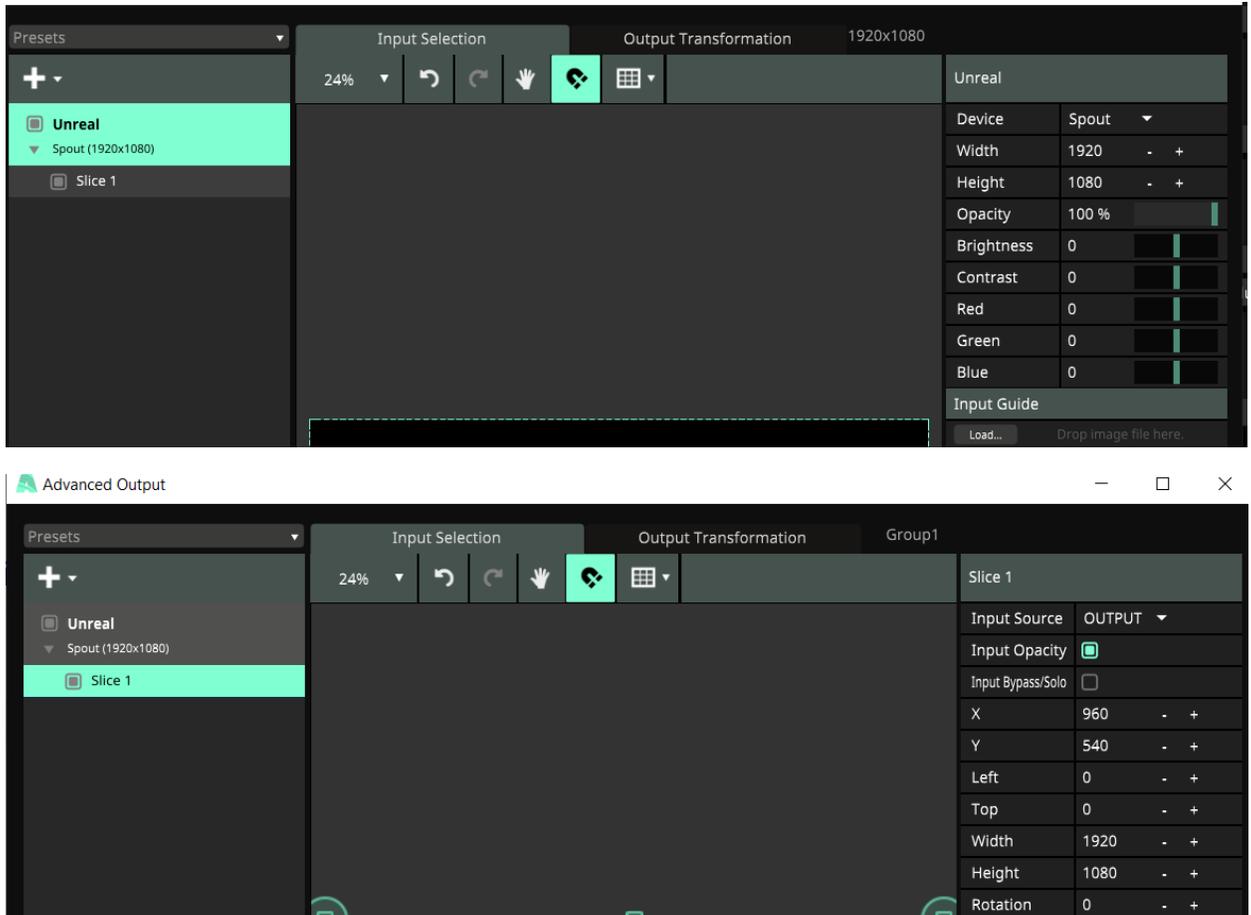


Resolume’s Advanced Output doesn’t always run correctly when opening a project file on another computer.

To overcome that, you need to recreate the current Advanced Output setup (exactly as it is set right now) and then delete the existing one.

That means:

- Make sure Spout is chosen in the “Output” menu
- Under Advanced Output, create a new screen called “Unreal” and create a new slice called “Slice 1”
- Here are the settings for both the screen and the slice:
 - For the **Unreal** settings, set **Device** to **Spout**
 - For the Slice 1 settings, set input source to **OUTPUT** layer, and disable Input Bypass/Solo.



Everything included in the Resolume layer-group called **OUTPUT** will be live-sent into Unreal as a texture output.

KEEP IN MIND: If at any point the *Advanced Output* setup stops working, simply open the Advanced Output Window and it should update and work again.

That's it!

From now on, to run **GhosteamLive** all you have to do is **run the EXE file**.

Common Issues:

- Make sure **Resolume runs on your primary GPU**. Multiple GPU setups can cause Spout errors.
 - Open “Graphics Settings” in Windows
 - Browse for the .exe of Resolume Arena

- Make sure your main GPU is selected and not the on-board one
- Make sure your system is set to Open GL rendering.
- Exclude the .EXE + Resolume from Windows Defender
- Steam VR gets triggered by Unreal Engine, so you might have to disable it.

2. Getting Started

Clip Activation

Each 3D clip can only be activated one at the time.

This is to ensure your resources are being used to the max.

Every time you hit a 3D clip, the system unloads the current one and builds the new one from scratch.

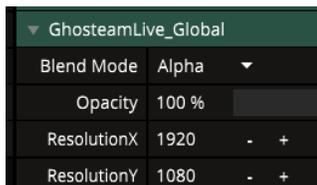
Clip Positioning

Clips can be dragged around and placed into other slots, just like regular movie files.

Resolution & Frame Rate

1. Go to the “**Composition**” menu, then choose “**Settings**”.
2. Choose the **Resolution** you want Arena to work with, as well as the **FramesPerSecond**.
3. Under the Composition Dashboard, find on the bottom the effect called

“**GhosteamLive_Global**”



| GhosteamLive_Global | |
|---------------------|----------|
| Blend Mode | Alpha ▾ |
| Opacity | 100 % |
| ResolutionX | 1920 - + |
| ResolutionY | 1080 - + |

4. This controls the resolution for Unreal Engine. Manually enter the resolution you wish for.

Clip Duplication/Variations

Want to duplicate the same look but with different settings? **No problem!**

Simply copy & paste the clip. At the very top of the effect parameters, find "Variation".



Change the value to 2,3,4 and so on - then the plugin will treat it as a different loop.

When creating a new variation, you will need to re-load the clip after you change the variation number (by loading another clip and then loading the new variation clip)

Switching Decks

If you want to switch decks and have the GhosteamLive effects keep on showing, Right-click on the effect and choose "**Persistent**".

IMPORTANT NOTE!

If you are using the layer transition controls, make sure it is disabled for the Unreal layer.

3. Global Effects Parameters

Here is a general walkthrough of the parameters which repeat in every look.

Every look has its own settings.

| | |
|----------------|---|
| Camera Z | Use to zoom the camera in/out |
| Cam Multiplier | When the original Cam-Z doesn't reach far enough, you can increase this value and reach further |
| Light Power | Controls the emission strength |
| Light Hue | Shift the light color |

| | |
|-----------------|---|
| Saturation | Overall color saturation, applies to all lights in the scene |
| Flicker Mode | Trigger strobo mode On/Off |
| Light Behaviour | Chase light mode vs. All On light mode |
| Chase Speed | Controls Light Chase speed when on Light Chase mode. |
| Enable Texture | Activates texture importing from Resolume from the OUTPUT layer |
| Inherit Color | When turned ON, the imported texture will inherit the color of your main light emitter. |
| Room | Enable/Disable the 3D room environment (when Off, the background will be transparent) |
| Variation | Change this value if you create a duplicate of one of the loops |
| WhichLoop | <i>Do not change this value.</i> This tells Unreal Engine what loop is being rendered. |

4. Local Effects Parameters

Loop01

| | |
|--------------------|---|
| Light Texture | Switch between a full solid fill to a stripe flow texture |
| EnableFrontTexture | Import texture from Resolume to the front panel |
| EnableSideTexture | Import texture from Resolume to the side panel |
| Panels | Controls the amount of 3D panels in the scene |
| Rotation | Spin the 3D panels |

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| Distance | Controls the gap between the 3D panels |
| Reverse Flow | Reverse the flow direction of the light |
| V-Grid | Enable/Disable the vertical metal grid in the front of the panels |
| H-Grid | Enable/Disable the horizontal metal grid in the front of the panels |
| Front Lights | Enable/Disable the front light emitters |
| Side Lights | Enable/Disable the side light emitters |

Loop02

| | |
|----------------|---|
| Screws Power | Controls the light emission of the mini balls/screws around the ring. They inherit the color of the main light setting. |
| X-Rot | Rotate the ring on the X axis. Returns to 0 when unchecked. |
| Y-Rot | Rotate the ring on the Y axis. Returns to 0 when unchecked. |
| Z-Rot | Rotate the ring on the Z axis. Returns to 0 when unchecked. |
| Rotation Speed | Controls the rotation speed of the X/Y/Z axis |
| GrowBall | Reveals a 3D-wireframe sphere. |
| MiniBall | Reveals a solid sphere that is linked to the EnableTexture feature. |
| BallRotation | Rotates both GrowBall and MiniBall on the Y axis. |
| BallRotSpeed | Controls the rotation speed of BallRotation |

Loop03

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|----------------|--|
| Bulb Power | Controls the brightness of the light bulbs |
| Bulbs Hue | Shifts the hue of the light bulbs |
| Bulb Behaviour | Switches between Chase light mode and All On mode for the bulbs |
| Open Cube | Opens the 3D cube and shifts the panels outwards/inwards |
| X-Rot | Turns on 3D rotation on the X axis, reverses to 0 when turned off. |
| Y-Rot | Turns on 3D rotation on the Y axis, reverses to 0 when turned off. |
| Z-Rot | Turns on 3D rotation on the Z axis, reverses to 0 when turned off. |
| Rotation Speed | Controls the rotation speed of the X/Y/Z rotations above. |
| Outer Rotate | ON/OFF rotation for the outer panels |
| Outer Speed | Controls the rotation speed of the outer panels. |
| Front Lights | Enable/Disable the front light emitters |
| Side Lights | Enable/Disable the side light emitters |

Loop04

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|---------------|---|
| Secondary Hue | Shifts the color of the mini-cubes around the model |
| Bulbs Hue | Shifts the hue of the light bulbs |
| Open Doors | Reveals/Hides the main neon panels on the model |
| Minimalistic | Reveals/Hides the main 3D skeleton to create a more minimalistic look |

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| Drive | Activates/Deactivates a Z-forward camera motion |
| DrivingSpeed | Controls the motion speed |
| Z-Rot | Turns on 3D rotation on the Z axis, reverses to 0 when turned off. |
| Rotation Speed | Controls the rotation speed of the X/Y/Z rotations above. |

Loop05

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|--------------|---|
| Window Power | Controls the emission of the window panels |
| Windows Hue | Shifts the hue of the window panels |
| Screen Power | Controls the emission of the TV screens |
| Screens Hue | Shifts the hue of the TV screens |
| Screws Power | Controls the emission of the 3D screws |
| Screws Hue | Shifts the hue of the 3D screws |
| Wire Power | Controls the emission of the inner 3D wires (the Windows are in front so the wires can be visible when the Window Power is off/low) |
| Wire Hue | Shifts the hue of the 3D wires |
| Arm Count | Control the amount of 3D robot arms in the scene |
| Rotate Each | 3D rotation based on the local axis of each vertical arm |
| Rotate All | 3D rotation based on the global axis of all arms together |
| | Combine both <i>Rotate Each</i> and <i>Rotate All</i> to create unique 3D positioning of the arms. |
| RotSpeed | Controls the speed of the 3D rotation |

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| Alternate Y Rot | A mode where each arm is alternated between positive and negative Y values |
| Delay Y Rot | Adds a delay between each arm to create a delayed movement |
| Reset Rot | Resets all rotation values |
| Eject Screens | Brings the TV screens forwards to face the camera |

Loop06

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|----------------|---|
| X-Towers | Controls the amount of 3D towers on the X axis |
| Z-Towers | Controls the amount of 3D towers on the Z axis |
| X-Gap | Controls the distance between the 3D towers on the X axis |
| Drive | Activates Z forward camera motion |
| Driving Speed | Controls the Z forward speed |
| Z-Rot | Activates the Z rotation |
| Rotation Speed | Controls Z rotation speed |
| Camera Rot | Manually controls the camera Z rotation |
| Angle X | Shifts all 3D towers on the X rotation axis |
| Angle Y | Shifts all 3D towers on the Y rotation axis |

Loop07

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|-----------------|---|
| Light Behaviour | Light Modes: <ul style="list-style-type: none">- SingleChase: Cubes turn on one by one- RowChase: Cubes turn on row by row- SideChase: Cubes turn on column by column- All On: All cube are on |
| InnerTexture | In this loop you can control 2 separated imported textures. The main "EnableTexture" for the outside panel, and InnerTexture for within. |
| X-Cubes | The amount of 3D cubes along the X axis |
| Y-Cubes | The amount of 3D cubes along the Y axis |
| X-Gap | The distance between the cubes along the X axis |
| Y-Gap | The distance between the cubes along the Y axis |
| OpenDoors | Opening the outside panels to reveal the inner screens |
| InnerScreen | Controls the inner 3D panels Z position: <ul style="list-style-type: none">• In: Inside mode• Eject: Outside mode• Eject Sync: Outside mode synced to the light chaser |
| Eject Distance | The length of which the 3D panels are ejected |
| Reverse H | Reverses the chase order horizontally |
| Reverse V | Reverses the chase order vertically |

Loop08

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|-----------------|--|
| Screen Power | Emission strength for all the cube-screens across the loop (who refer to EnableTexture as well) |
| Screen Hue | Hue shifting for all screens |
| N1 Power | Emission strength for development #1 of the loop |
| N1 Hue | Hue shifting for development #1 of the loop |
| N2 Power | Emission strength for development #2 of the loop |
| N2 Hue | Hue shifting for development #2 of the loop |
| N2-Animation | Control the underground neon array in part #2 <ul style="list-style-type: none">• Inside: locked in the floor/roof• Ejected: lock outside• Move: constantly moving |
| Move-Speed | Controls the speed of the N2 animation when on Move mode |
| Pause Chase | Use this to lock the Neon N2 location when on Move mode |
| N3 Power | Emission strength for development #3 of the loop |
| N3 Hue | <ul style="list-style-type: none">• Hue shifting for development #3 of the loop |
| N4 Power | Emission strength for development #4 of the loop |
| N4 Hue | Hue shifting for development #4 of the loop |
| Screen Rotation | Activates the 3D rotation of the #4 neon structure |
| Rotation Speed | Controls the speed rotation of #4 |
| Development | This is a dynamic loop, Use this slider and the Camera-P to move forwards/backwards between the different 3D modes. |

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| | <p>The last mode Alpha reveals a complete alpha layer.</p> <p>This slider effects only the 3D look and does not move the camera</p> |
| Camera P | This slider only affects the camera position |
| ReverseNeon | Reverses the flow direction of all neon tubes across the loop |

Loop09

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|-----------------|---|
| Light Hue | Shift the color of the main cubical light emitters |
| Frame Hue | Shifts the color of the top frame emitter on each cube emitter |
| Light Behaviour | <p>Different light modes:</p> <ul style="list-style-type: none"> • Single Chase: Lights will turn on one by one • Row Chase: Lights will turn on row by row • Shoot: Lights will flicker randomly • All On: All lights on |
| Back Texture | Enables the texture import as a display at the back of the 3D space |
| Back Power | Controls the brightness of the back texture |
| Light Texture | Enables the texture import for the light cubes |
| Room Light | Controls the ambient light in the room for brightness when all lights are off |
| Fog | <p>This loop uses volumetric fog to create the effect of light beams. Keep in mind: volumetric fog is heavy to render. Turn the fog off in case it is too heavy for your GPU.</p> |
| F-intensity | Use this slider to boost the fog effect |
| V-Net | Activates the vertical 3D grid object |

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| H-Net | Activates the horizontal 3D grid object |
| X-Lights | Controls the amount of lights on the X axis |
| Z-Lights | Controls the amount of lights on the Z axis |
| Face Camera | Turns the lights towards the camera |
| Light Blocker | Add a light texture to the emitters to create unique beam shapes |
| Spin Blocker | Activates the rotation of the light texture |
| SpinSpeed | Controls the speed of the blocker rotation |
| Position | Controls the static positioning of the lights: <ul style="list-style-type: none"> • Fixed: All lights aligned • Pose1, Pose2, Pose3, Pose4: different presets for positioning |
| Base Height | Controls the minimum height for all lights. Works as a manual position control as well |
| Pos-Chase | Add animation to the lights position: <ul style="list-style-type: none"> • Off: lights don't move • Synced: lights all move at the same time • Delayed: lights movement is delayed between each instance |
| Pause Chase | Pauses the Pos-Chase movement |

Loop10

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| Camera X/Y/Z | Individual controls for all 3 axes of the camera position |
| RotateAnim | Automatic camera rotation animation on the X/Y/Z axis. |
| RotSpeed | Speed control for the camera rotation animation |

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| Cam-Rot X/Y/Z | Individual controls for a 3 axes of the camera rotation |
| Top Power | Intensity of the top panel of the 3D object |
| Top Hue | Hue shift for the top panel of the 3D object |
| Sides Power | Intensity of the side panels of the 3D object |
| Sides Hue | Hue shift for the side panels of the 3D object |
| Frame Power | Intensity of the outer frame of the 3D object |
| Frame Hue | Hue shift for the outer frame of the 3D object |
| Light Behaviour | <p>Different light modes:</p> <ul style="list-style-type: none"> ● SingleChase: Cubes turn on one by one ● XRowChase: Cubes turn on by the X-rows ● ZRowChase: Cubes turn on by the Z-rows ● Random: Cubes turn on randomly ● All On: All cubes on |
| Top Texture | Import texture to the top panel |
| Side Texture | Import texture to the side panel |
| Box Count | Control the amount of the boxes. This value will create a X times X grid. |
| Pos-Chase | <p>Different position animation on the Y axis:</p> <ul style="list-style-type: none"> ● Off: No movement ● SingleChase: One by one chase ● XRowChase: Cubes move together by the X-rows ● ZRowChase: Cubes move together by the Z-rows ● Random: Cubes move randomly |
| Max Height | Controls the maximum height of which the cubes will move to |
| P-Multiplier | Increases the gap between the cubes for the position animation. |

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| Pos Speed | Controls the speed of the position movement |
| Pause Chase | Pauses the position movement |

5. MIDI Mapping Parameters

Use MIDI to map each slider to your convenience.

In Resolume, hit **CTRL+SHIFT+M** (or the menu “Shortcuts” and “Edit MIDI”) to activate MIDI mode. Simply choose the slider you want to map and move a knob/slider on your MIDI control. Then, the mapped value will appear on the right side under “**Shortcuts**”. Click the shortcut to reveal the mapping options:

The two main types of MIDI mapping is “**Selected Clip**” or “**This Clip**”:

- **Selected Clip**: choose this if you want a slider to individually control each look differently.
for example: map the same MIDI slider to the HUE parameter in each loop using Selected Clip. This will mean you will just need one hue slider to control all loops, but when you play around with each loop, it won't effect the color of the others.
- **This Clip**: choose this if you want a slider to affect a parameter even if the clip is not selected.
For example: map the same MIDI slider to the HUE parameter in each loop, choose “This Clip”. This will create a global-hue-control, where the hue MIDI will affect all hues in all loops at the same time, making sure you are always playing the same color across.

By combining **This Clip & Selected Clip** you can create the ultimate MIDI mapping.

Play around and find what works best for you.

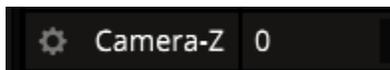
Find more info about MIDI mapping [here](#)

6. Slider Animations / BPM Sync

One of the great things about combining Unreal Engine & Resolume, is that you can use the animation controls in Resolume, as well as the Envelopes. This way you can program your own animations in realtime.

Creating a Timeline Animation

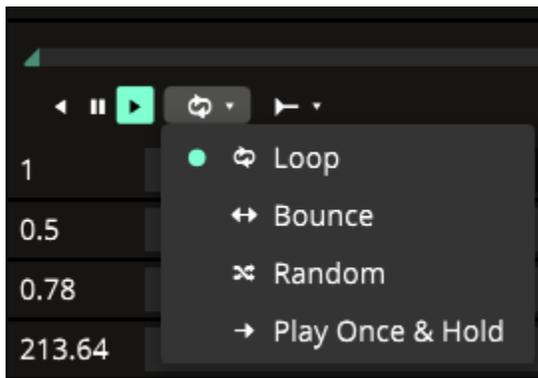
1. Choose a slider which you want to animate (let's take Camera-Z as an example)
2. Hover above the slider name, then click the cog wheel



3. Choose “**Timeline**”, the animation will start immediately
4. Move the small green arrowheads at the beginning and end of the slider to set the in/out points of your animation.



5. Click the button on the right of the play-button to choose the type of animation



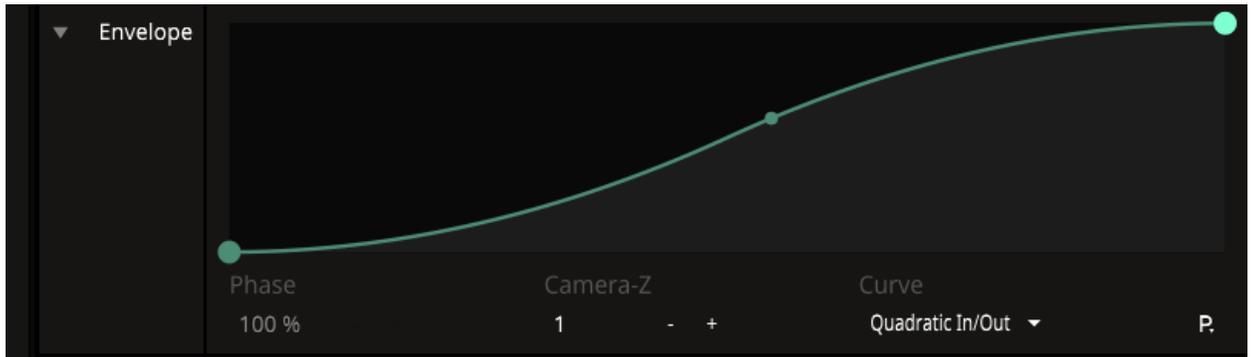
Choose “**Bounce**” to have the animation roll back and forth

6. Set the length of the animation by defining the amount of seconds in the seconds parameter.



7. Now, we can add **Envelopes** to have the animation move more smoothly. Click the cogwheel again and choose **Envelopes**.

- Click the dropdown menu where it says “Linear” and choose another method like “**Quadratic In/Out**”



Creating BPM-Synced Animation

BPM syncing is best to achieve with the **LightPower** sliders.

- Hover above the slider name, then click the cog wheel



- Choose “BPM Sync”, the animation will start immediately
- Now, add Envelopes to have pulses happen smoothly.
Click the cogwheel again and choose **Envelopes**.
- Click the P icon on the right, then choose one of the presets.
“**4 To The Floor**” seems to do a great job



To reset the settings, right click the slider.

7. Deactivation

If you wish to deactivate your license in order to re-activate on another system,

Find **Transfer.exe**, which is located at:

Installation Folder\Util0\Transfer.exe

Enter your activation key and hit “Deactivate”

8. Contact Info

If you find any bug or issue, please contact me at info@ghosteaminc.com

Thank you for being part of this visual project,

I hope you enjoy it to the max!

Yours,

Ghosteam.