

Resolume

Projects and tutorials that have to do with using the software programme Resolume. This can be Projection Mapping, Controlling lights via DMX and more!

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Resolume Introduction

Resolume is a programme that you can use for making all kinds of visual outputs such as:

- Live video mixing
- Projection mapping
- Sync LED with visuals
- Live composite and effects
- Live camera input processing
- Audio Visual playback
- Microphone inputs and sound responsive

Resolume is software based, but can be controlled from:

- MIDI controllers and commands
- Phone or iPad via OSC (Open Sound Control)
- some light desks

Differences between Resolume Avenue and Arena (info from Resolume website)

Avenue

Avenue is VJ software. It is designed for live visual performances. You can play all your video and audio files. You can use all your live cameras. It puts over a hundred effects and sources at your fingertips. It can be controlled using your favorite MIDI and OSC controllers.

If you want to play a VJ show on a projector or LED wall, or perfect your audio visual art, Avenue has everything you need.

Arena

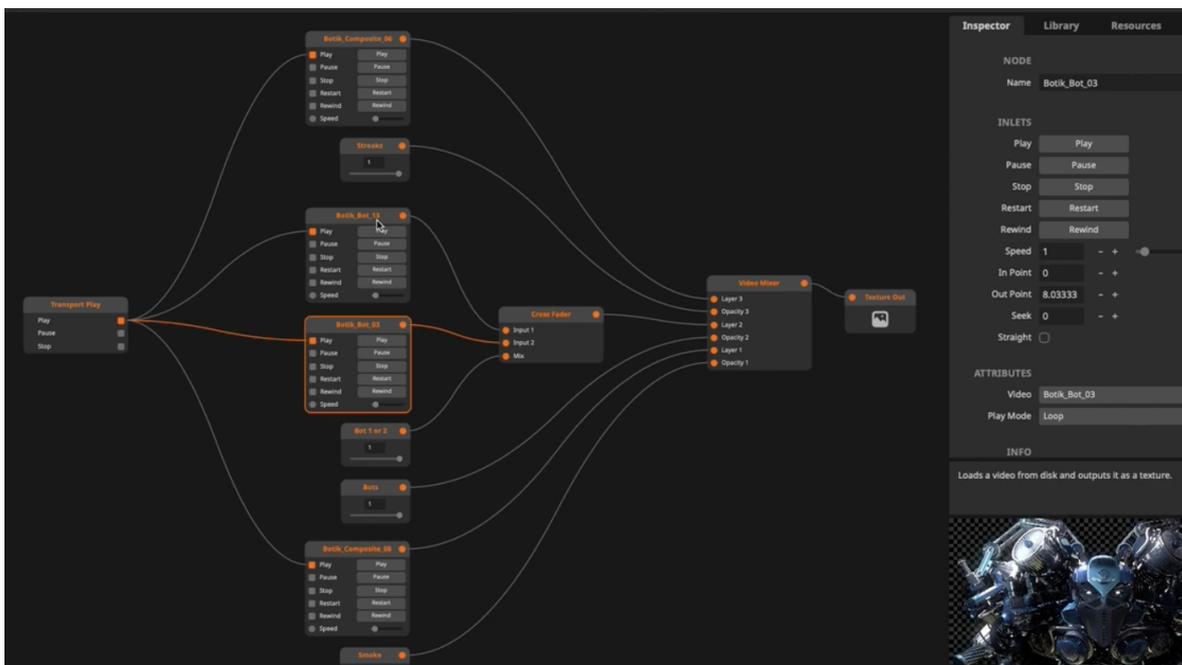
Arena is Avenue's big brother. Just like Avenue, it's built from the ground-up with visual performance in mind. So it has the same features as Avenue.

On top of all that, it adds power user features that will let you take on bigger stages and higher level shows. For instance, if you want to do projection mapping, stitch multiple projectors together using edge blending or control Resolume from a lighting desk, you will need Arena.

Resolume Wire

Wire is a modular node-based patching environment to create effects, mixers and video generators for Arena & Avenue. So it's more of an extension of the other programmes but now you can make your own visual effects or clips, but using node-based blocks and connect them together.

Wire is included in Arena and Avenue installers.



Let's get started!

you can download the Resolume software via their website, there is a free trial.

You can always use the software without a license and save your project, but without a license you will always have both an audio and visual watermark in your project.

HKU students are able to work with various licensing options, contact a HKU Blackbox manager to find out more about this.

Resolume Basic Tutorial

you can find all kinds of tutorials about how to work with Resolume via their website

<https://resolume.com/training>

DMX lights and Resolume using Artnet

We're going to look at options on how to control LED fixtures, Dimmers and possibly also LED pixel panels from Resolume using the Showtec NET-2/3 DMX ethernet Node

Creating and controlling DMX fixtures from Resolume using ArtNet

Bookstack under construction!

ArtNet Devices supported by Resolume

Resolume Arena 6 and up do not support Enttec DMX USB devices! If you'd like to use an Enttec DMX USB device, your only option is to stick with Arena 5. Or to use a different USB to DMX device.

At the HKU Blackboxes, we use a **Showtec NET 2/5** or Showtec NET 2/3, as output device for sending DMX information from the PC to the lights. What is convenient about this setup vs using Enttec DMX USB (MKII and such), is that we can extend the Showtec NET 2/5 by use of network cable, instead of USB cable. Example: if you want your lamps all the way at the far end of a large room, you can connect the PC and dongle via 30m network cable without signal loss, vs having to extend DMX cables/usb cables.



Manual about the NET 2/3 https://www.huss-licht-ton.de/images/products_download/Manual_34954_1.pdf

Manual about the NET 2/5 <https://www.highlite.com/en/mwdownloads/download/link/id/17428216>

Resume Tutorial - Using DMX as Output

For controlling lights using animations made with Resume, straight from within the software

<https://resume.com/support/en/dmx>

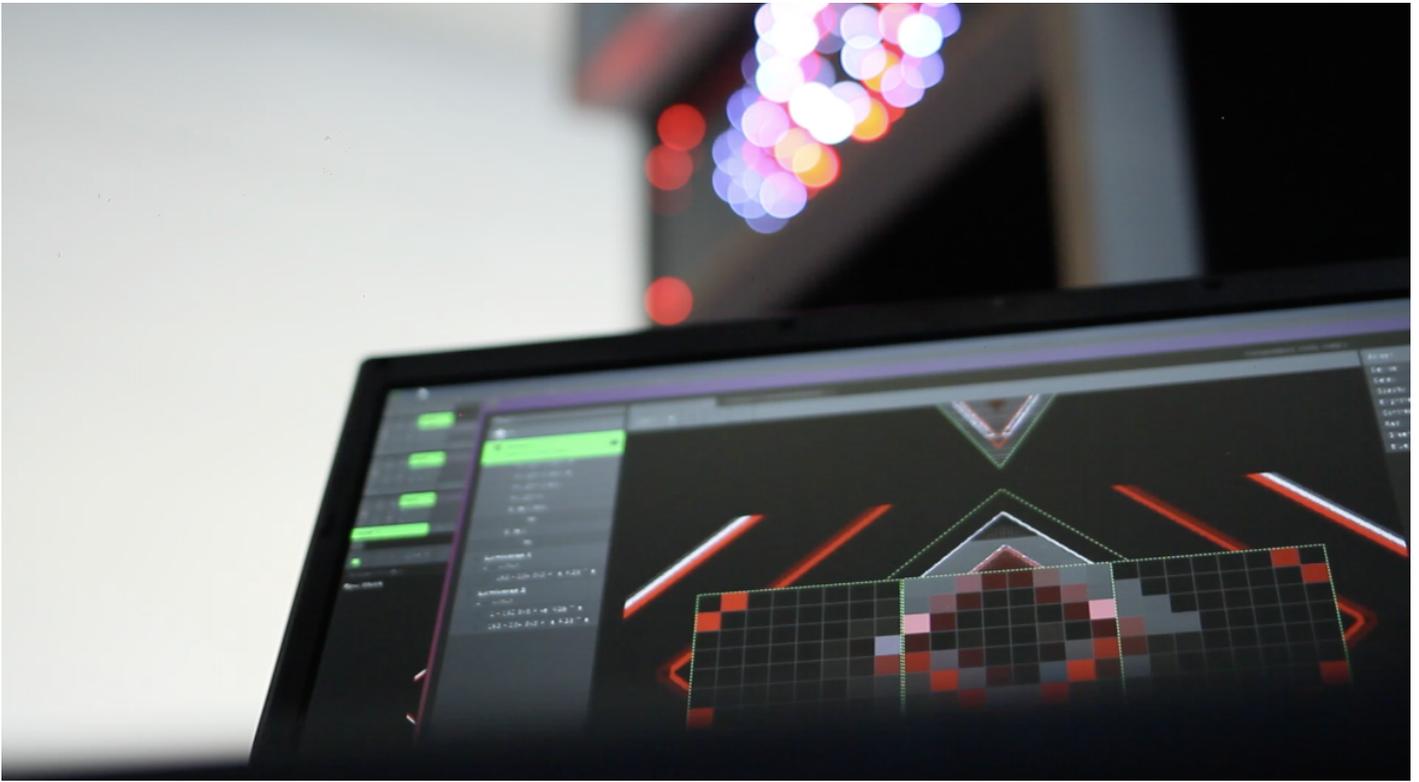


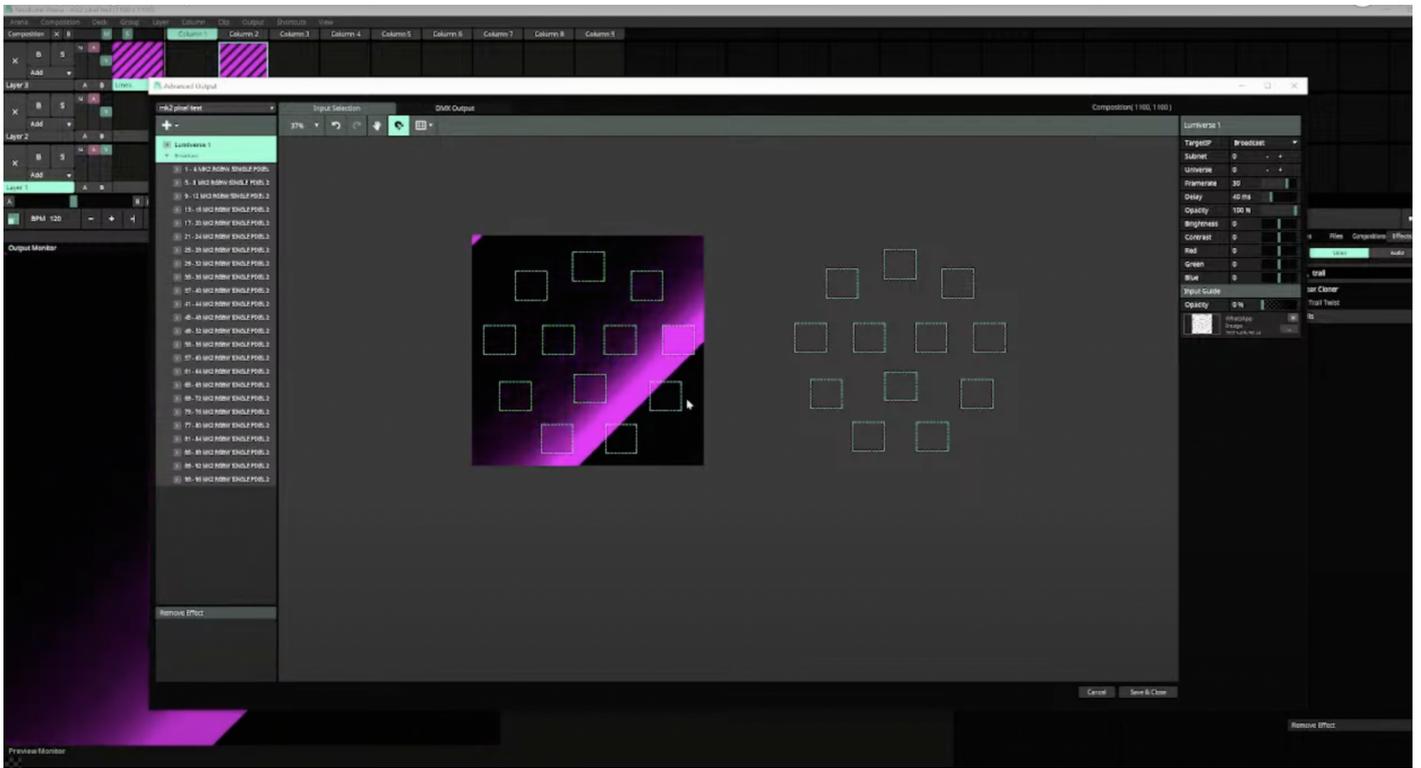
Image credit: Resolume

Tutorial about Mapping Pixels with DMX

In this tutorial, Resolume is used to create and control various **DMX Light fixtures**.

Every dmx light has its own specifications, pixel mapping possibilities and/or channel modes. Learn how to make your own light fixture layout for your personal lights in Resolume. Also how to decide what animations run over your fixture(s).

<https://www.youtube.com/watch?v=LKtKUMT4ZOs>



screenshot from YouTube video.