3VJ Project Documentation.
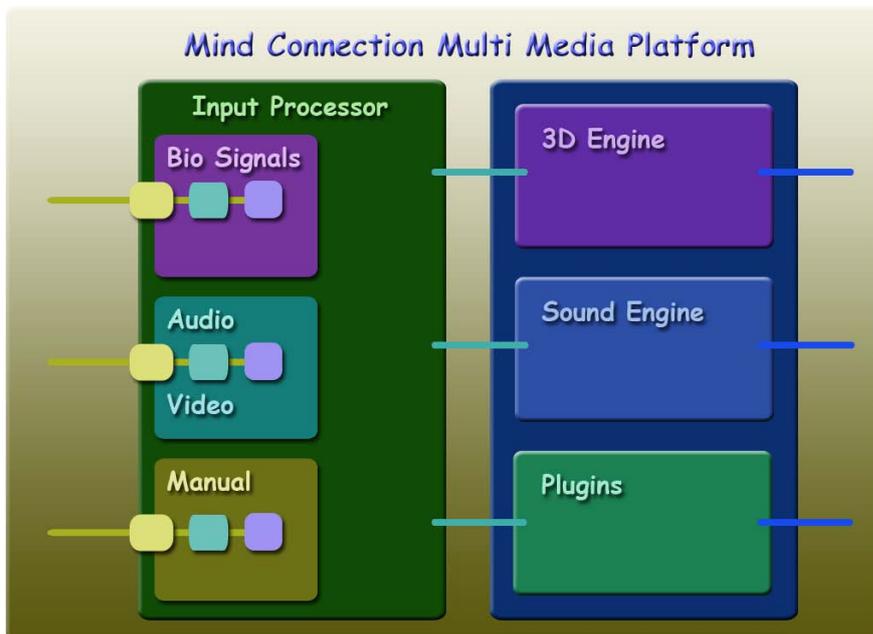
The 3VJ project is based on the **Multi Media Platform** from The Mind Connection.
It is designed to analyze sound input as well as brainwave input and manual input to
animate the output of the 3D Engine and the Sound Engine.

Text from a 3VJ page on mandalaweb.com.
The 3VJ Project is inspired by the collaboration of the multimedia artist
Don Renaro, and the brilliant J3D software, developed by Jos Mulders.

The J3D software is a real time 3D Engine that respond to a number
of astonishing inputs. They range from keyboards, mouse and gamepads
to sound and to brainwaves from the MindSurfer of the Mind Connection.

I created a number of interactive visual compositions with this amazing
software that can be used in VJ Performances and VJ Clip Compositions.

The sound spectrum is filtered to a number of control signals
that are used to animate the objects, shapes, colors, materials,
cameras and lights. With the manual inputs you can control a number
of decor and light presets and a number of camera path animations.

The 3VJ Platform is very flexible and interactive instrument
for the creation of amazing dream like virtual worlds and visions.

**We invite sound artists, musicians, DJ's and other parties
to contact Don Renaro and see if there is enough synergy to
initiate collective performances and/or 3VJ Clip compositions.**

3VJ Project Introduction.

All 3VJ Clips are published in a playlist on my Don Renaro channel on YouTube.
On the following pages you will find a comprehensive overview of these 3VJ clips.
The clips are made by Don Renaro with the J3D software developed by Jos Mulders.
The clips are animated by the music in real time. The music is filtered down to **six control channels** (bass – low mid – high mid – high – all – stereo balance). All channels have adjustable level envelops and adjustable trigger thresholds and envelops.

There are four **display windows** on the 3VJ screen that reflect the signal flow in the six control channels. One is for the incoming audio signals. The second is for the detected beat signals. The third is for brainwave signals from the NeuroSky headset. The final mix of all the control channels is visible in the fourth window. It reflects the actual signals that control the J3D engine.

There are two **slider windows** on the 3VJ screen. One is for the manual simulation of the control channels. It is used to fine tune the 3D graphics and animations. The other window is used to preset the responds time of the control channels. This is used to adjust the system to different music styles and spheres.

All of these signals and settings control a wide variety of variables to animate and play my **Mandala Worlds** (bit maps, decors, objects, shapes, colors, materials, cameras and lights). In live situations the system can be controlled by a **game pad**. A mouse and a keyboard are used to preset a session. An event recorder is used to store, edit and replay a session. It can be used to compose perfect 3VJ clips. The titles in the clips are added in the post production cycle.

In the nine 3VJ Clips that I composed so far three different **projects** are used : the Matrix project, the Rainbow Fountain and the Particle Worlds project. The following overview documents the specific manual interactions that can be used to control these three projects in 3VJ Live Performances.

The **DreamTime Awakening** (DTA) is the fourth and most advanced project. It is used in a number of neurofeedback games. I will recompose them to create some new 3VJ Clips with it, this coming winter. The DTA project has a full 3D interface. It comes with 20 scenes with different decors, and some new and amazing camera animations and object and particle system animations.

The creation of **new projects** with the J3D software is rather complex. It uses lots of windows to design a 3D world. An xml based editor is used to program the link between the input signals and the 3D Engine. With little documentation available, it depends mainly on the synergy of Jos and me. We are currently working to design a more user friendly 3VJ interface.

The Matrix project.

Three clips are made from this project. The Earth Mandala clip is animated by music from The Hasbeens (Make the world go away), the Synergy Mystery clip and the 3VJ Clips from Mandala Bead Games clip.
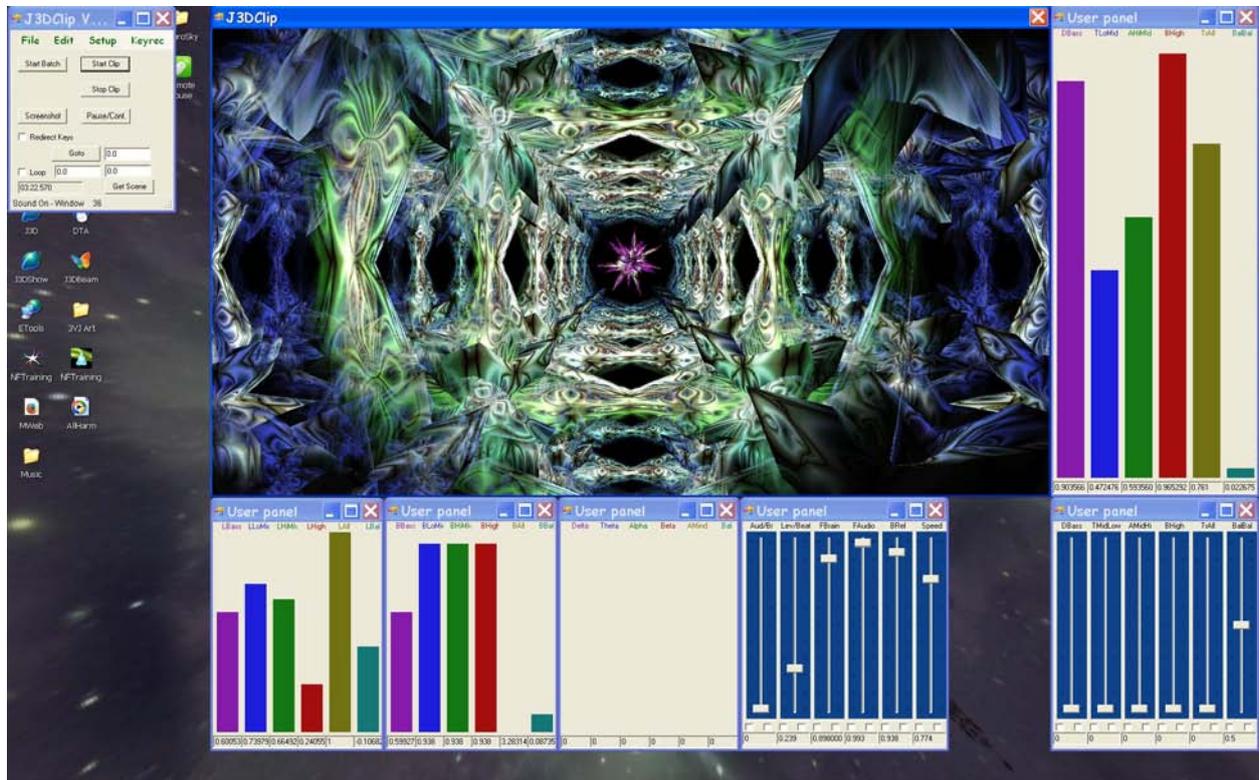

The 16 keys on the **game pad** have functions like fixing the
position of the matrix, moving the matrix towards and away,
rotate the matrix in the x, y and z directions and animate the
perspective of the camera by four envelops with different speeds.

The keys on the **normal keyboard** mirror the functions of the game pad.
A number of other keys are used to select and preset different camera positions
and camera animations, and also some different camera perspective projections.

There is a third **slider window** on the 3VJ screen which is currently hidden.
It consists of 9 sliders for the manual animation of the matrix. They are also used
for the selection of bitmap combinations of the three basic parts in the matrix.

The Rainbow Fountain project.

Four clips are made from this project. The [Rainbow Fountain - Party](#) clip is animated by music from the Amplified Orchestra (Let's Party), the [Rainbow Fountain – Mexica](#) is animated by music from Cusco (Mexica) and the [3VJ Clips from 3DClip](#).
The photos and texts in [Rainbow Fountain - Party - 3DSlide+](#)
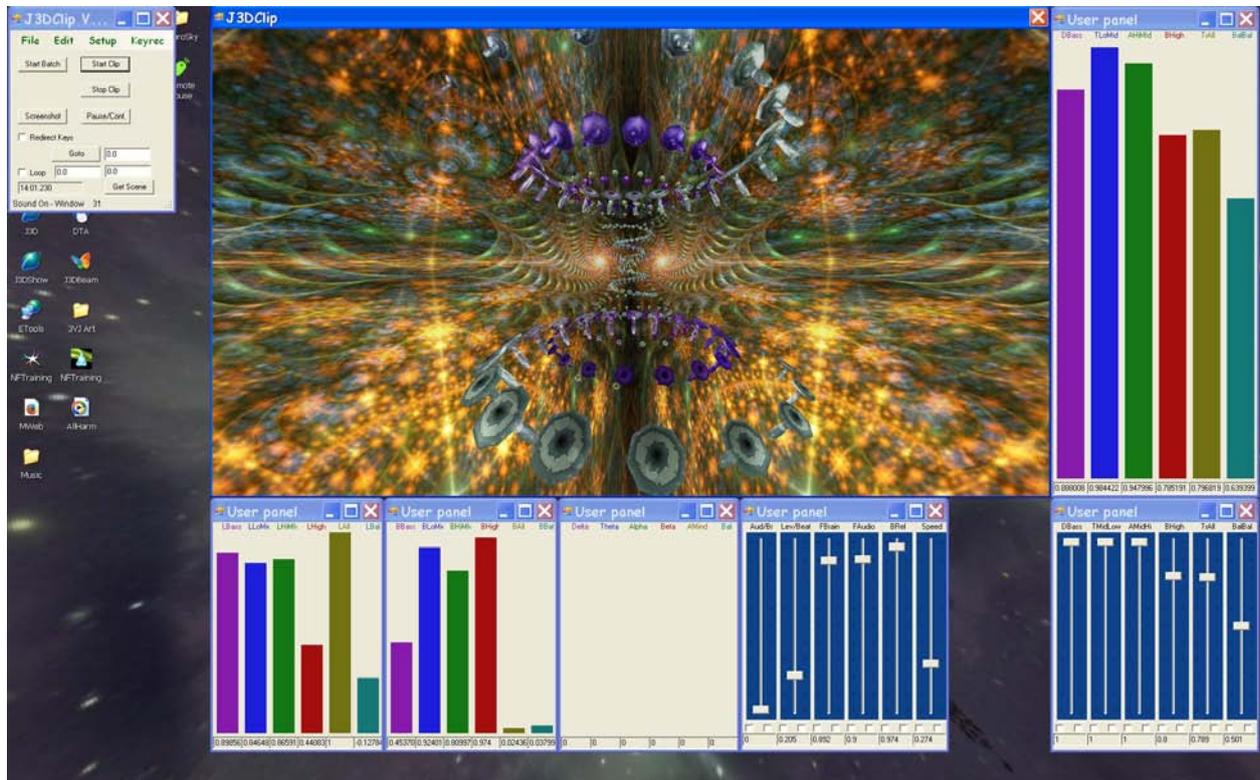are post produced by the 3DClip toolbox.
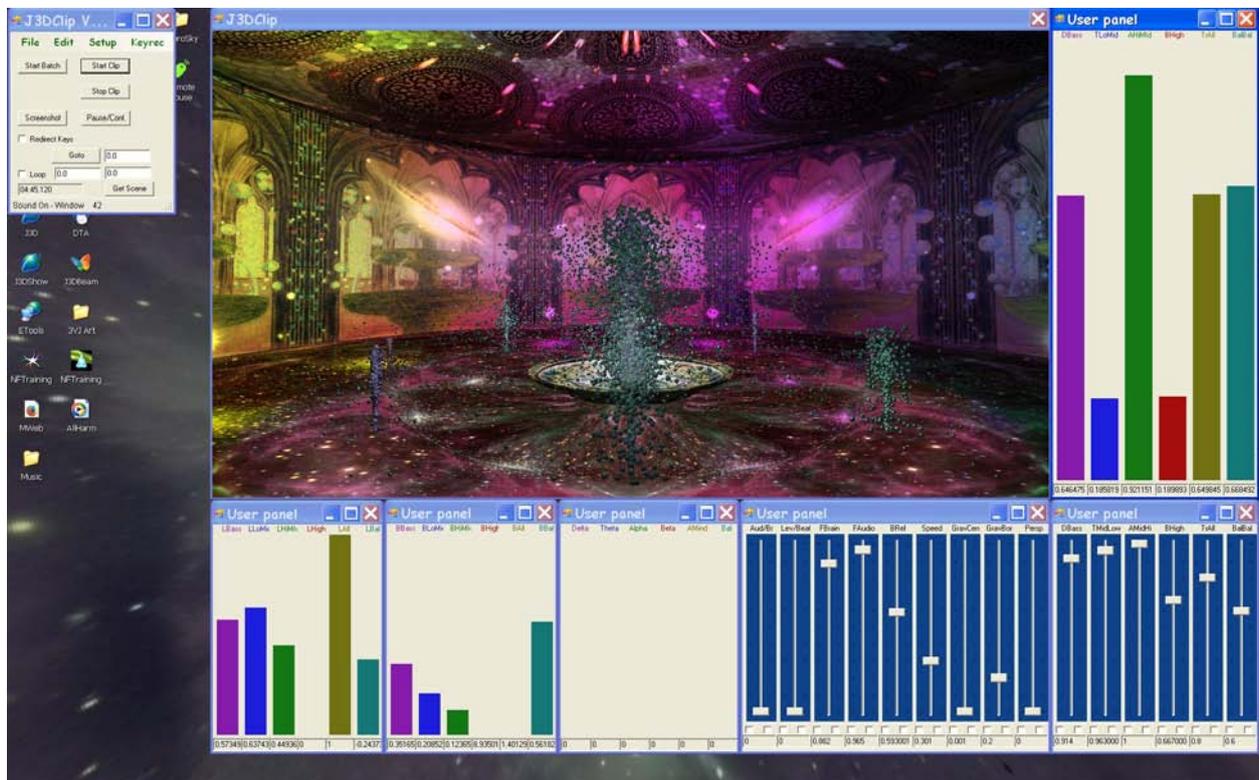
The 16 keys on the **game pad** are designed to play camera path animations.
14 camera paths can be played with different attack, sustain en release speeds.
If you press a key, the camera zaps to its begin location. If you keep the key pressed, the camera starts to move on the selected path, with its specified speed, to its new location. If you release the key, the camera moves in the reversed order, back to its start location. The other 2 keys are used to select two default camera positions.

The functions on the game pad are also accessible by the **normal keyboard**.
There are numerous extra keys on the normal keyboard. You can select some fountain animations and shape animation patterns, control the light show and select some natural and fractal decors and set some perspective projections.

The Particle Worlds project.

Two clips are made from this project. The Celestial Light clip is animated by music from Aeoliah (Crystal Illumination) and the 3VJ Clips from the Mind Connection.


The 16 keys on the **game pad** are designed to play camera path animations.
14 camera paths can be played with different attack, sustain en release speeds.
If you press a key, the camera zaps to its begin location. If you keep the key pressed, the camera starts to move on the selected path, with its specified speed, to its new location. If you release the key, the camera moves in the reversed order, back to its start location. The other 2 keys are used to select two different perspective projections on the scene.

The functions on the game pad are also accessible by the **normal keyboard**.
There are numerous extra keys on the normal keyboard to select a combination of different particle systems and a combination of natural and fractal decors, and there are more camera animations and perspective projections available.

The Dreamtime Awakening project.

This project is used in a number of [neurofeedback games](#) and in live 3VJ sessions.
It consists of a playlist of 20 scenes with different decors, different camera
animations and different particle systems. It can be played in a linear fashion,
or you can zap trough the scenes with the keyboard or the game pad.
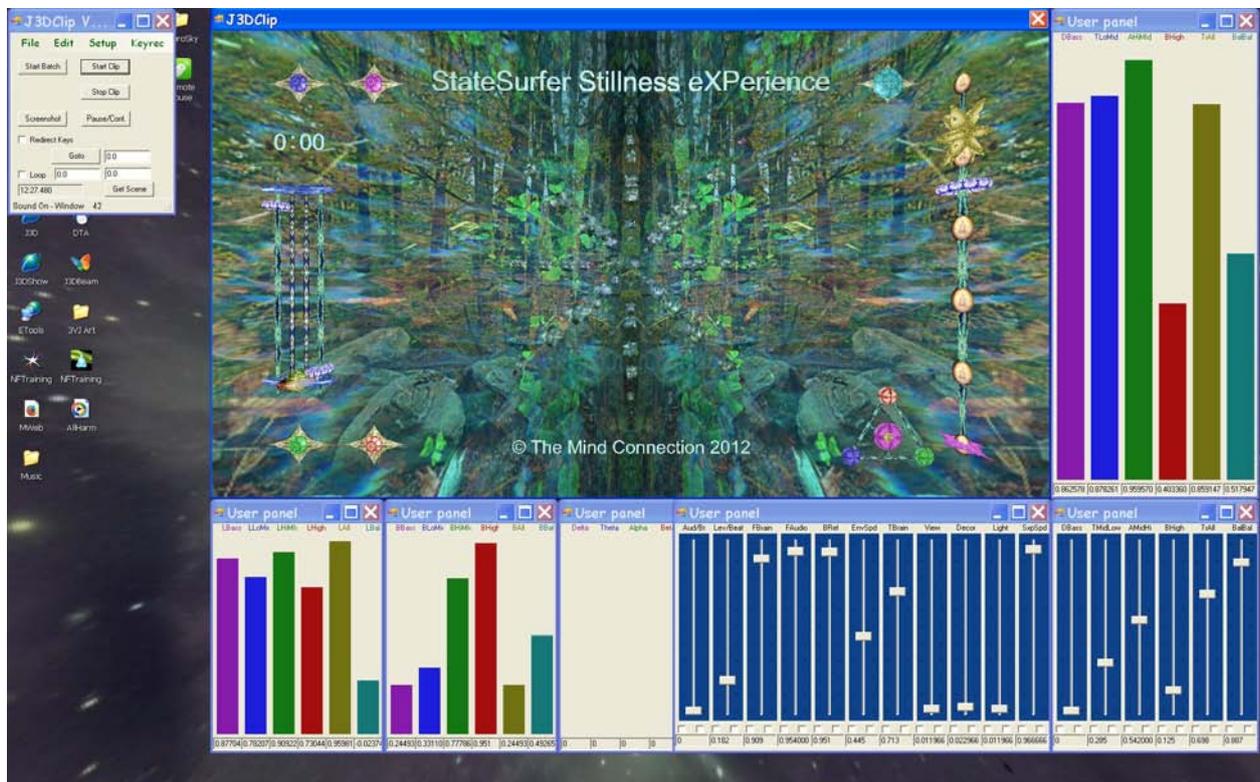
Besides the normal windows interface I designed a nice in game **3D interface**
to control the relevant functions, and display the most relevant control signals.
With the sliders on the left you can control the balance between the sound signals
and the neurofeedback signals, and also the response speeds of these signals in the
3D world. The golden star on the right display animates to the signals, and with the
blue ring you can set the threshold for the relative duration of the scene.

Eight keys on the **game pad** are designed to select camera path animations.
The camera paths are controlled by the sound and/or the brainwave signals.
Two keys are used to select the previous and next scene in the playlist.
Two keys select the front and top positions of the camera and four keys
are used to select different camera perspective projections.

The functions on the game pad are also accessible by the **normal keyboard**.
There are numerous extra keys on the normal keyboard to select a combination
of different particle systems and a combination of natural and fractal decors.
The manual envelop camera animations of the previous clips are still available.