



PIXELCLONE

TRACER

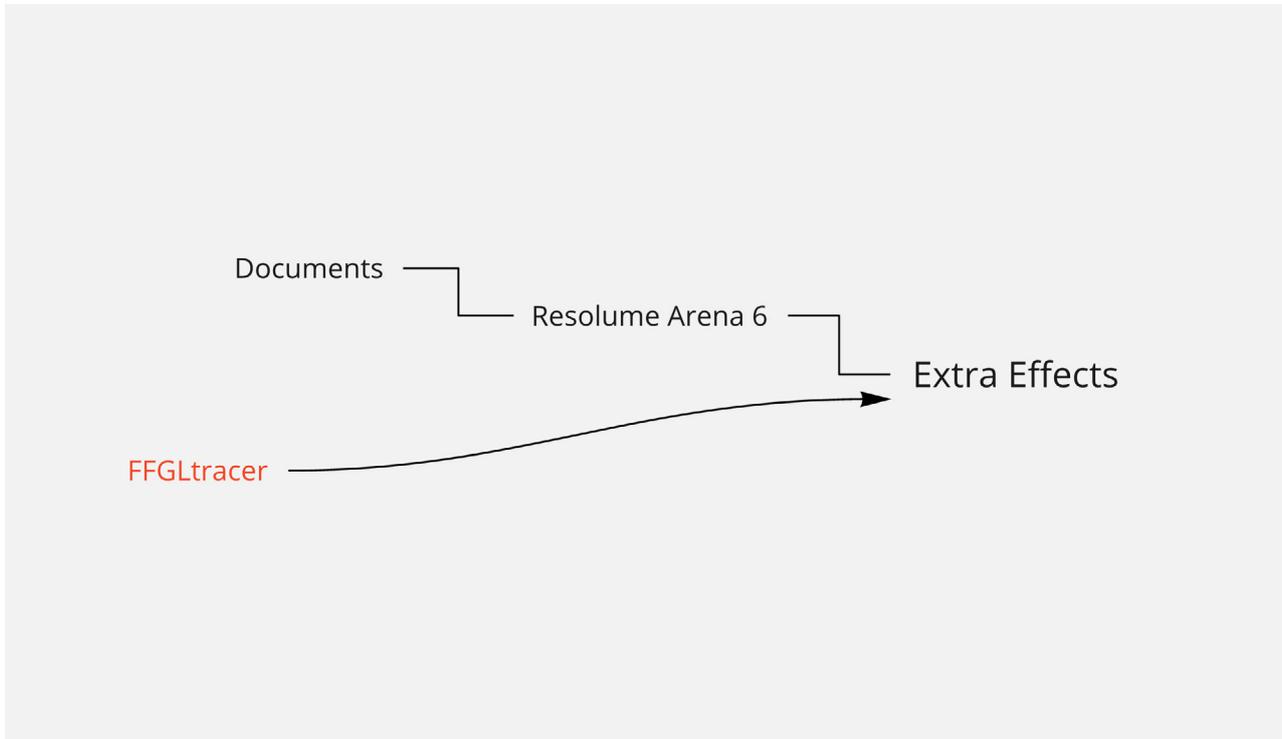
MANUAL

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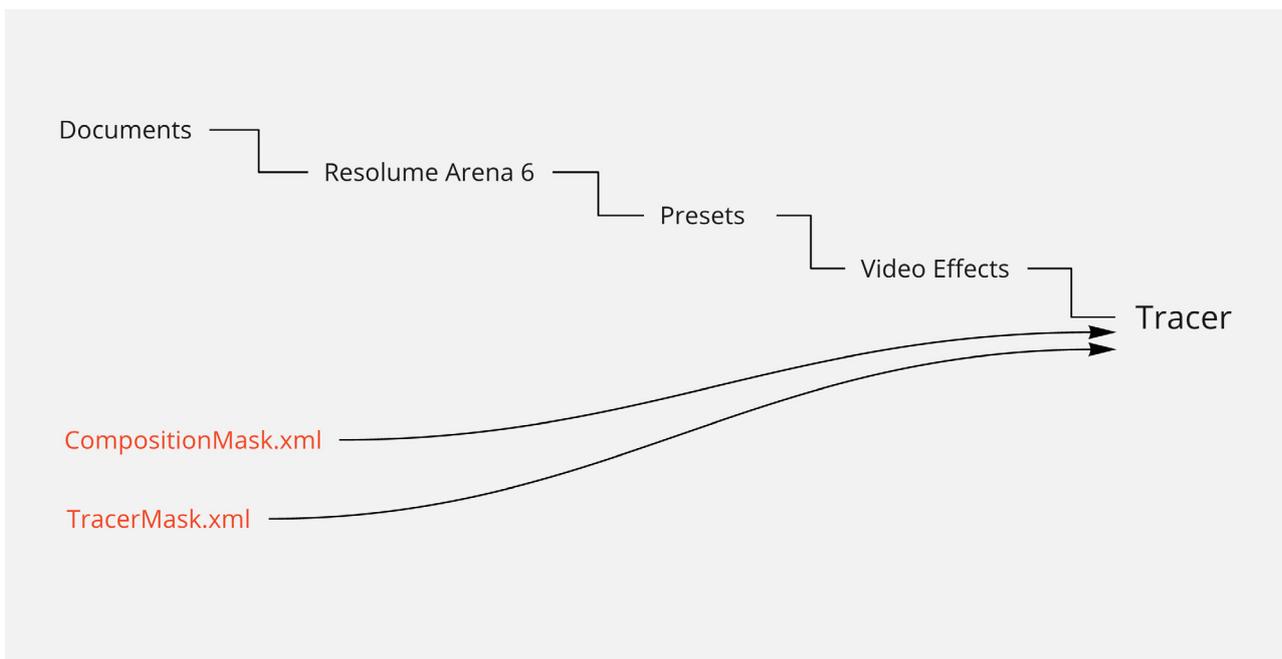
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# Installing

For both **OSX** and **WINDOWS** Installation is very easy, just simply **copy the plugin from either the OSX or WIN folder to Documents/Resolume Arena 6/Extra Effects**.

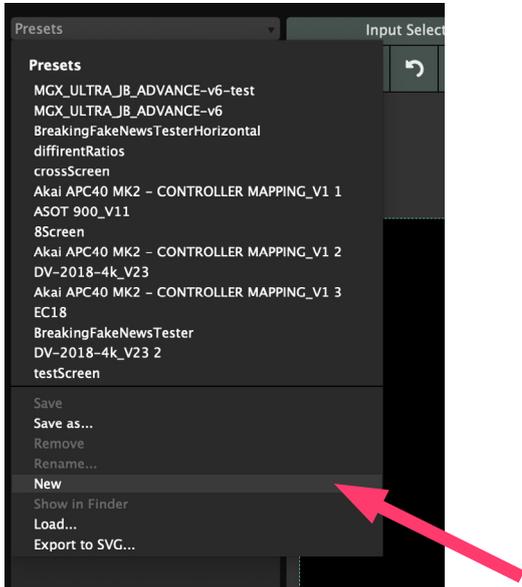


**OPTIONALLY** you could make your life a bit easier and copy the preset files found in the preset folder into the Documents/Resolume Arena 6/Presets/Video Effects/Tracer folder after you've used Tracer in Resolume (otherwise there won't be a folder called Tracer in the Video Effects folder which you could also go ahead and create)



# Preparing Tracer

Because tracer uses your current Advanced Output Setup in resolume we begin by opening up the Advanced Output. If you're not already working in a saved output setup; **create** a new output setup. **or open an existing output setup**



Basically make sure you're working from an existing output setup otherwise Tracer has no file to get it's information from.

Once you're working from an output setup file we can **create a new screen called 'Tracer'**



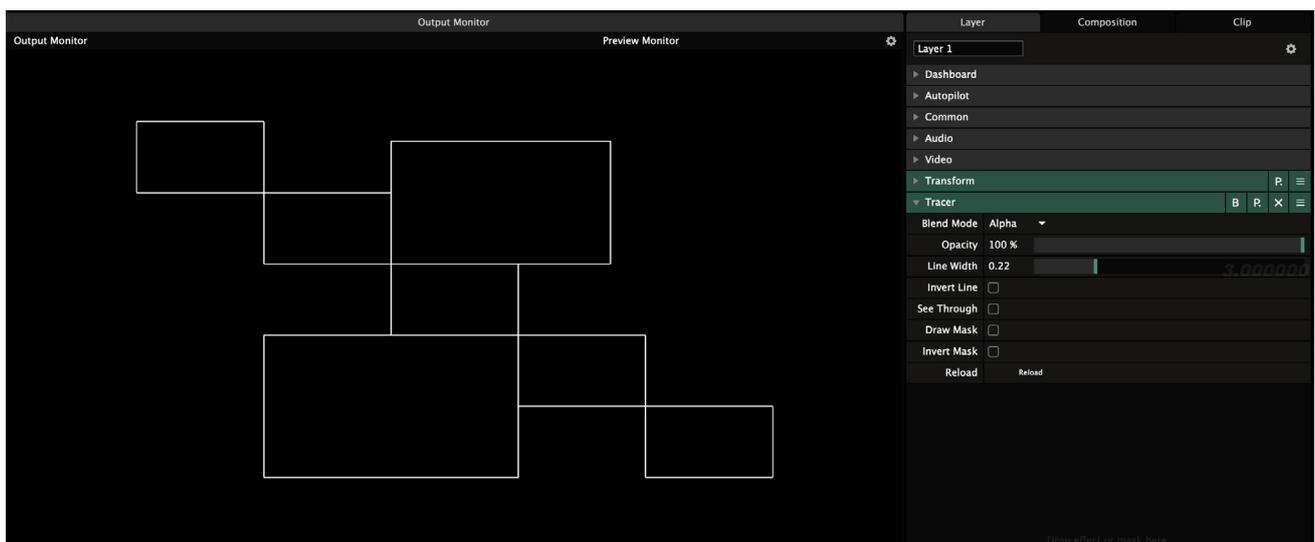
From here you can either copy or create new slices into the Tracer screen. **Every Slice that's in the Tracer screens input map gets drawn in the Tracer FFGL.**

**Tracer ONLY draws normal slices, no polygons or masks.**

# Using Tracer

First of all, there is no definitive way to use Tracer, so this explanation serves as just an example of how we use tracer. Tracer is a self proclaimed 'Mask Effect'. It simply draws a mask around the edges of your slices. Because it's a mask you can use it to mask out everything but the outlines, or the other way around by inverting the lines. There are many ways to use tracer as it's just a mask the output completely changes depending on what's drawn underneath.

As per example we can **drag Tracer onto a layer that already has content on it**. If your setup is correct you should immediately see a black background with white outlines from the Output Setup.

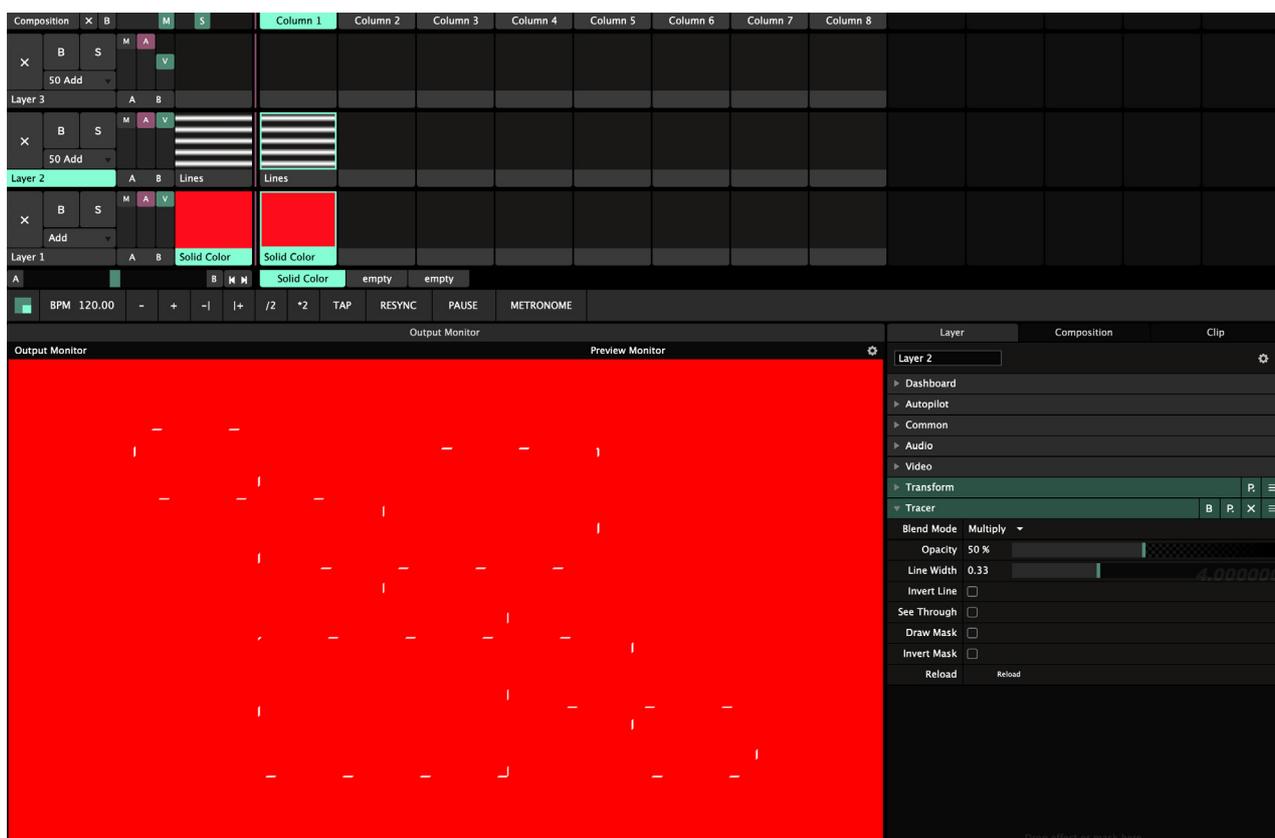


**If you for some reason you don't see the outlines** there are a couple of things you can do to debug what went wrong.

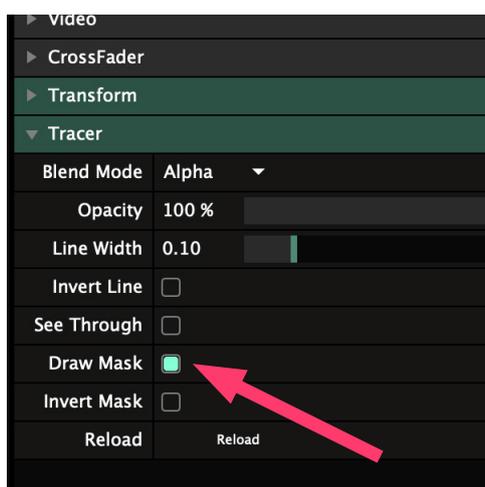
- **Make sure you followed the setup correctly.**
  - Are you working from an existing Output Setup file?*
  - Is your screen literally called 'Tracer' ? with a capital T.*
  - Are the slices outside of the working area?*
- **Is your resolume updated to the latest version?**
  - Make sure you're at least on version 6.1.3*

**If you do see the outlines**, succes! you're almost ready to roll. If a black screen and outlines is all you've ever wanted out of this plugin than continue no further, but there are a lot of ways to get great results out of this plugin with just a few tweaks here and there. **Set the Blend Mode of the effect to Multiply and the Opacity to 50%.**

In this example we've used Lines as a source clip. Because there are still some black pixels in the layer that we might not want we can **set the layer Blend Mode to 50 Add** to get rid of all the remaining black pixels.



We are almost there! **Tracer also has the capability of drawing a Composition Mask.** This allows us to get rid of all the area's we're not using in our Output Setup. Simply **drag another Tracer onto the composition tab and enable the 'Draw Mask' toggle**



Just **set the Blend Mode of the effect to Multiply again and change the Opacity to 50%** to effectively create a composition mask.

