Make music visible.

A practical guide to live audio visuals, image and video treatments, 3D objects, motion recording, projection and music-video capture.

Start here	Choose an audio source, press Play, select a pattern and send the clean output to your display.
Build a look	Combine scenes, tune the palette and XYZ size, then add a 3D object or your own media.
Perform and capture	Record slider movements, map a MIDI controller and capture a live set or a 10, 30 or 60-second loop.
Keep your work	Save projects on this device. Export a portable .prism file to carry settings and media to another installation.

Five-minute first session

1. Choose **Audio file / drag & drop** in Audio source, then Choose audio file. Import a playable song. You can also press Play without importing to hear the demo.

2. In Patterns, select one scene. Start with Classic Flow, Waveform or Spectrum to see the connection to the music.

3. Open Color to choose a palette. Open Motion to adjust width, height, depth and sensitivity.

4. Click **Send to display**. Move that visuals-only window to your projector or second monitor and double-click it for fullscreen.

5. Click **Play + Record** to capture a live set. Use **Stop Record** to finish; playback can continue. Save project and export a portable backup.

Edition: standalone Mac beta and matching web studio. Intel and Apple silicon builds target macOS 13 or newer. Audio capture and MIDI depend on the host, permissions and connected hardware. This manual describes implemented controls; it does not certify every hardware combination.

Find the controls

Live monitor	A compact view of the finished image. The clean visual output has no interface labels. Preview size changes the monitor layout; export quality controls recording resolution.
Always visible	Audio source, the audio timeline, Play/Pause, Play + Record, Stop Record and Fireworks / Flare / Glitter pads.
Patterns	Scene library, search, stack mixing, All patterns off, beat transitions, look presets and Image & Video Patterns.
Color	Hue spectrum, saturation, per-pattern colors, color motion, palette banks and five-color editor.
3D	Built-in geometric shapes, animal heads, standalone LIFE-1 solid/outline, rotation angles and speeds, and the separate LIFE-1-in-cube controls.
Motion	Motion recording and its position slider, MIDI parameter learn, macros, frame transforms, XYZ pad and Motion & Form.
Layers	Four audio-frequency layers with enable/solo, strength, color and individual pattern overrides.
Media	Background image/video, emblem artwork and imported OBJ model controls.
MIDI	Controller connection, effect mappings and key assignments. Parameter MIDI Learn is in Motion.
Output	Fullscreen destination, projection mapping, surfaces, corner positions and edge feathering.
Projects	On-device projects and recorded sets, portable import/export, silence threshold and the PDF manual.

On smaller windows, the control page scrolls independently. Change tabs instead of scrolling through one long inspector. The selected tab is remembered on this device. Tab headings support left/right arrow navigation.

Connect the right audio

Audio file / drag & drop	Choose a local audio file or drop one into the studio. Press Play. Browser-decodable audio such as WAV or MP3 is the simplest starting point; protected library tracks cannot be decoded as ordinary audio files.
Microphone / audio interface	Select this source, choose an Input device, then Connect input. Allow the host microphone prompt. Input monitoring inside Prism is muted to avoid feedback; visuals still respond and capture includes the feed.
Computer audio	In the Mac app, Connect computer audio captures the computer mix, including Music/iTunes or a browser playing SoundCloud. Complete macOS sharing/audio permission prompts. Other applications in the mix can also be heard in the recording.
Browser tab	In the web edition, choose a supported audio-playing tab and enable its audio in the share picker. Availability depends on the browser. The shared video track is not painted onto the visualizer.
MIDI controller + audio feed	Choose the audio feed underneath: microphone, computer/tab audio, or imported file. MIDI controls the visuals; it supplies no song audio itself.
Stop input	Disconnects the live capture stream. Choose and connect another source when ready. Prism prevents source changes while a video take is recording.

When the music stops

The silence threshold defaults to -65 dB. Below it, music patterns and triggered effects wait. The original LIFE-1 logo inside its counter-rotating cube runs as the normal idle style. If Image & Video Patterns contains media, that media is shown instead. All patterns off suppresses procedural styles and the idle cube; an imported image remains and a treatment video freezes.

No signal?

Confirm the song is playing in the selected source. Reconnect after a cancelled permission prompt. For tab capture, make sure audio sharing was enabled. For a quiet microphone, check interface gain and the silence threshold in Projects. Pressing Play does not reconnect a disconnected live source.

Playback and capture buttons

Play / Pause	Starts or pauses the file/demo timeline. A live source is connected through Audio source; its input can continue independently of file playback.
Play + Record	Starts playback if needed and records an open-ended live set. It uses the current position when already playing. Live controls remain available throughout the take.
Stop Record	Stops and saves the current take. It does not stop ongoing playback. Wait for the saving state to complete before starting another take.
Restart	Moves file playback back to the start of the selected clip.
Audio position	Scrubs the song position in seconds. It is separate from Recorded motion position, which reviews slider automation.
Volume	Sets file playback volume. Live input is not monitored through the studio speakers; recording still includes the captured feed.
IN / OUT	Defines the clip boundaries in seconds. Use an OUT later than IN, within the track. Trim controls lock during capture.
Aspect ratio	16:9 for landscape, 9:16 for vertical, or 1:1 for square. Changing the ratio changes the composed frame, including exported frames/video.
Save frame	Downloads a PNG of the current rectangular visual composition.
Preview size	Compact or Medium changes the control-room monitor size; it does not enlarge the control interface on the clean output.

Two different kinds of recording

Record moves in Motion saves numerical slider changes so they can be played again and edited by scrubbing. It does not create a video. **Play + Record**, Record set and Export video capture the rendered performance with audio. You can replay recorded moves while recording a video take.

Loop record and Export video open capture settings. Detailed export modes and format behavior are covered later in this guide.

Choose and combine patterns

1. Use **Find a pattern** to search the 36 scene names.

2. Turn Stack multiple patterns off to choose one scene, or on to combine as many of the 36 scenes as needed.

3. Click a scene card to add it to the stack. Click an active card or its remove button to remove it. A running stack normally keeps at least one scene; use All patterns off to disable them all.

4. Adjust each selected scene mix. Start with two or three scenes and moderate mixes for a clearer picture and lower rendering cost.

All patterns off	Immediately clears scene trails and triggered bursts, disables automatic cycling and suppresses extra 3D overlays and the idle logo/cube. It preserves media and settings. Select a scene to resume with that scene.
Switch on the beat	Queues a scene change to a detected/manual beat boundary. With no active music, the control can use the fallback transition behavior.
Blend duration	Crossfades over 1, 2 or 4 beats rather than abruptly replacing geometry.
Auto-change scenes	Cycles the first scene in the stack. Additional stack scenes remain in place.
Change every	Choose 4, 8, 16 or 32 beats between automatic changes.
Tempo / Follow detected tempo	Use the detected tempo, or turn following off and enter a 40-240 BPM tempo. If detection is unstable on ambient or complex music, use a manual BPM.
Look presets	Name and Save look, select a saved look and Load look, or Delete it. A look stores scene shaping, scene stack, palette choice, hue and XYZ size. Use a project for media and the full session.

The four frequency bands drive separate parts of each scene. They are frequency ranges rather than isolated vocal, drum or instrument stems. A bass guitar and kick can both contribute to the bass layer.

Scene reference: 1-18

Classic Flow	Intertwined organic loops and flowing trails.
Ribbons	Woven horizontal light streams.
Plasma	Pulsing concentric solar contours.
Nebula	Soft clouds of dispersed luminous points.
Kaleidoscope	Repeated rotational line ornaments.
Starfield	Depth-like particle travel through a star field.
Lissajous	Interlaced mathematical curves.
Waterfall	Stacked spectral columns with perspective.
Orbit	Tilted elliptical tracks with orbiting light points.
Spectrum	Four rows of frequency bars.
Waveform	Four layered sound-wave traces.
Hyperspace	Repeated receding polygonal tunnel frames.
Ink Bloom	Overlapping filled pigment lobes.
Mandala	Radial beads and ornamental spokes.
Fluid Lines	Flow-field streamlines that bend across the frame.
Synapse	Branching paths with travelling impulses.
Interference	Two wave sources producing overlapping rings.
Vortex	Long coiling spirals with radial depth.

Descriptions identify the underlying geometry. The palette, trails, stack, detail and audio content can substantially change the resulting appearance. Long trails can make neighboring structures appear closer together.

Scene reference: 19-36

Lotus	Overlapping pointed petal forms.
Double Helix	Two intertwined vertical strands with connecting rungs.
Wave Mesh	A rippling grid drawn across two axes.
Contours	Closed topographic contour loops.
Prism Rays	Filled triangular wedges of light.
Light Rain	Many falling short streaks.
Rosette	Spirograph-like hypotrochoid ornament.
Gyroscope	Intersecting rings on multiple tilted planes.
Aurora Veil	Broad curtain-like vertical streams.
Constellation	Dispersed stars joined by short connections.
Ripple Pool	Flattened expanding pool ellipses.
Crystal	Angular filled facets.
Pendulum	Hanging cords and swinging weights.
Moire	Crossed families of parallel lines.
LIFE-1 Cube	The original logo rotating inside a cube on a different axis. This remains the idle style.
Particle Swarm	Moving clusters of flocking points.
Water Droplets	Falling droplets with fluid drift and audio-reactive speed.
Stardust	A scattered field of fine drifting light points.

Animal heads and the new geometric meshes are extra 3D objects in the **3D** tab. They overlay the selected visual scene; they do not replace or renumber the 36 scene cards.

Turn media into patterns

1. Open Patterns and find **IMAGE & VIDEO PATTERNS**. Click Load image or video, or drop a file into that section's dashed drop area.

2. Choose Media treatment. Press Play or connect a live audio feed to animate the result.

3. Use Pattern overlay and Pattern influence to balance the scene with your artwork. Set image size and rotation. Record those slider moves in Motion if desired.

4. Click **Remove image/video** next to the loader to clear the source. A second removal button is available below the controls. Reset media controls restores slider defaults while keeping the file.

Image particles	Rebuilds the image or current video frame with colored dots. Separate frequency layers displace different samples.
Image mosaic	Uses colored tiles instead of dots. The tiles retain source colors unless Use palette colors is enabled.
Pattern warp	Draws horizontal strips displaced by audio energy and the influence amount.
Pattern stencil	Uses the active pattern render as an alpha mask to reveal the media. Very sparse scenes produce a sparse stencil; try a dense scene or increase its strength.
Pattern overlay	0-100% of the procedural scene drawn behind/alongside the media. Default 15%. Without loaded media, normal scene opacity is restored.
Pattern influence	0-100% displacement amount for particles, mosaic and warp. Default 35%. Stencil coverage comes from the selected scenes.
Image size / rotation	Size 20-150%, rotation -180 to 180 degrees. Default 85% and 0 degrees. XYZ width/height/depth also affects supported media treatments.
Use palette colors	Recolors particle/mosaic samples by audio layer. Warp and stencil retain the original media picture.

Still-image limit: 40 MB. Video limit: 500 MB. PNG, JPG, WebP, AVIF and BMP are intended still formats; MP4/WebM/MOV decoding depends on the host codec. H.264 MP4 is a useful starting point. Video is muted, follows the audio transport through quiet gaps, and freezes when playback/input stops or patterns are off. Particles and mosaics use GPU rendering when available. Choose audio separately, or use Media > Use video's audio for a background video. The media source is embedded in exported projects.

3D shapes and animal heads

Choose an object under **3D shape**. No model download is needed. Geometric shapes are wireframes. Animal heads use artist-authored meshes by Quaternius and Poly by Google, rendered only as transparent wireframes. Their colors follow the active palette, spectrum, saturation, color motion and heat controls. They stay visible independently of music patterns, controlled by Show 3D shape.

Classic geometric shapes	Cube, pyramid, diamond/octahedron, sphere and torus.
Additional geometry	Tetrahedron, cylinder, cone, icosahedron, capsule and trefoil knot.
Cat head	Rounded head, short muzzle and pointed ears.
Fox head	Longer pointed ears and angular cheek shapes.
Wolf head	Pronounced projecting muzzle and compact pointed ears.
Deer head	Long face and branched antlers.
Ram head	Broad head and curled horns.
LIFE-1 clean solid	The standalone supplied logo with cleaned contour geometry, flat front/back surfaces and extruded side walls. Gold or palette material.
LIFE-1 transparent outline	The standalone logo drawn as front/back silhouette edges and depth connections. The faces are unfilled, so underlying visuals show through.
Imported OBJ model	Loads the OBJ wireframe selected in Media. External materials and textures are not loaded.
Animal wireframes	All five heads use the active palette automatically. Natural-color and clay materials have been removed. Existing saved projects migrate to wireframes. Mesh attribution and licenses are bundled in animal-reference-notes.txt.
Show 3D shape	Independent on/off switch. All patterns off leaves your chosen 3D object running, even during silence. Turning this switch off keeps your selection, colors, size and rotation for later. Saved with projects.
No extra shape	Hides the additional object while leaving the chosen scene running.

The standalone LIFE-1 versions are independent of the original logo-in-cube scene. Cleaning the standalone mesh does not change the logo artwork or behavior inside the cube. Transparency in the outline means unfilled object faces; it does not make the exported video background transparent.

Rotate and reset objects

Model size	10-150% of the shorter frame dimension, with a small audio response. Start at 60%. Large animal antlers or horns may need a smaller size.
X / Y / Z angle	X tilts, Y turns left/right, Z spins in the screen plane. Set angles from 0 to 359 degrees. The displayed angles advance while automatic rotation is running.
X / Y / Z speed	-90 to +90 degrees per second per axis. Negative values reverse direction; zero holds that axis. Angles and speeds can be recorded as control moves.
Pause rotation	Holds the extra shape orientation without removing it. Resume rotation restores its configured speeds.
Reset 3D rotation	Stops control automation and restores 15/25/0 degree angles, 12/20/0 degree-per-second speeds and 60% size. It keeps the chosen shape, palette and material.
Logo material	For standalone LIFE-1: gold or Follow palette. The outline also offers gold or palette color.
Record / play motion controls	Opens Motion with the shared recording controls. You can record in one tab and adjust sliders in another.

Original LIFE-1 logo and cube

Use LIFE-1 pattern selects the original scene. Logo rotation axis/speed and Cube rotation axis/speed control the two separate motions. Their axes can differ; negative speed reverses rotation. Logo & cube size sets the whole style from 20-90%. Reset LIFE-1 rotation restores its original axes, speeds and 62% size without changing your palette.

Default idle behavior remains the original logo rotating inside its counter-rotating cube. Selecting a standalone 3D shape does not replace the idle cube. Select All patterns off to suppress the idle style as well as scene/3D overlays.

Color and frequency layers

Hue spectrum	Slide continuously around the hue circle rather than picking only a few fixed colors.
Saturation	Controls color vividness. Lower settings approach gray; restore saturation if the scene appears colorless.
Color style	Use layer colors, an interpolated palette gradient, or a moving rainbow. Each style is still affected by hue and color motion.
Colors per pattern	Controls the size of the generated color palette used by scenes. Additional color stops do not add audio layers.
Color motion	Changes the speed of color movement through the pattern. Hue drift in Motion adds a further ongoing hue change.
Palette banks	Choose one of the 24 extended palette presets, or use the original quick swatches. The five-color editor supplies custom stops for a gradient palette.
Background	Sets the base frame color. Choose a dark background for stronger light effects.
Bass / Mids / Highs / Air	Bass: 20-250 Hz; Mids: 250 Hz-2 kHz; Highs: 2-8 kHz; Air: 8-20 kHz. These ranges drive visual layers, not isolated stems.
Enable / Solo	Disable a layer to remove its contribution, or solo one to inspect the response. A scene can seem empty if its contributing layers are disabled.
Layer strength	Changes the amount of response from that frequency range. Sensitivity scales overall reaction.
Layer color spectrum	Changes that layer's color continuously. A generated gradient/rainbow can supersede fixed layer colors.
Layer pattern override	Assigns a different scene to a band. Selecting a main scene preset clears overrides to keep the scene selection predictable.

If colors disappear after a reset

Confirm saturation and brightness are above zero, layers are enabled, and media is not covering the scene. Try a vivid palette and Color style = gradient. Reset 3D rotation intentionally preserves shape, palette and material; Reset shaping returns motion macros to neutral.

Shape the motion

React	Scales the visual response to audio. Default 100; higher values intensify motion.
Chaos	Adds irregular motion to the pattern geometry. Default 0.
Trail amount	Multiplier for the base trail persistence. 100 is neutral.
Heat	Shifts the color treatment toward a different hue range; negative values shift the other direction.
Brightness	Scales scene brightness. 100 is neutral; zero can hide the procedural scene.
Decay	Changes temporal decay/motion treatment; 100 is neutral. Use with trails for the desired persistence.
Symmetry	Repeats the procedural frame in 2, 4, 6 or 8 directions; Original leaves it unchanged.
Tiles	Repeats the procedural frame in a 2 x 2 or 3 x 3 arrangement.
Twist / Lens	Deforms scene geometry with twisting or a lens-like warp. Zero is neutral.
Spin	Adds ongoing frame rotation; sign controls direction.
Hue drift	Adds ongoing color cycling; sign controls direction.
Vignette	Fades the procedural image near its edges.
Reset shaping	Stops recorded-move playback, returns macros/transforms to neutral, clears accumulated spin/hue phase and resets trails. Palette and selected shape stay separate.
Sensitivity / Detail	Sensitivity scales audio reaction. Detail raises scene density. Reduce detail if the output cannot keep up.
Glow / Trail persistence	Glow softens light; Trail persistence retains earlier frames. Both increase visual density and can add rendering cost.
Rotate slowly / Mirror effect	Applies the scene's slow rotation or mirrored construction.

Frame transforms apply to procedural scenes before additional objects/media are composited. An imported image, 3D object or video does not necessarily receive every procedural transform. The individual image/video and 3D controls remain available.

XYZ and recorded slider motion

The XYZ pad changes pattern **size and depth**, not a free-position camera. Drag to set width and height; scroll over it for depth. Arrow keys change X/Y. Page Up/Page Down change Z. Width and height range from 25-200%; depth ranges from -100 to +100. Reset returns 100%, 100%, 0.

Record a set of control moves

1. Set the initial look and choose an audio source. Open Motion > Motion recording & MIDI Learn.

2. Click **Record moves**. This replaces the previous motion take. Start audio if it is not already running; the motion clock advances with active playback/input.

3. Move visual sliders in any tab: XYZ, 3D speeds/angles, logo speeds, media size/rotation/influence, hue, layer strength, macros and effect intensity. Movement of the XYZ pad is captured too.

4. Click **Stop**. Use **Recorded motion position** to review parameter values at a chosen time.

5. Click **Play moves** to replay from the beginning. Loop moves repeats the take; turn it off for one pass. Save project to preserve the motion lanes.

Recorded motion position	Scrubs recorded parameter values while stopping motion playback. It does not seek the audio or create a video. Ongoing rotation/spin can continue, so the exact accumulated orientation is not a frame-accurate video replay.
Stop / Clear	Stop keeps the current take. Clear removes its motion lanes. The last numerical control values remain until you change/reset them.
What is recorded	Visual range sliders registered in the app. File loading/removal, shape/pattern selections, checkboxes and dropdown changes are not event automation. Set these before recording moves.
Limits and timing	Motion length is capped at 30 minutes, with up to 2,000 points per lane. Audio position and volume are separate transport controls and are not included. This is an app-local motion clock, not a DAW timeline link.

For an exact replay of the finished pictures and sound, use a recorded live set. For repeatable control changes, use Record moves. Start motion playback and audio together when preparing a repeatable video take.

MIDI and trigger effects

Fireworks, Flare and Glitter are visual effects only. They add no sounds. Use the live pads, the default 1/2/3 keys or a MIDI controller. Effects wait for active audio and are suppressed by All patterns off.

Fireworks	Bursts of outward-moving particles.
Flare	A bright flash/flare accent.
Glitter	Fine sparkles across the scene.
Particle density	20,000-1,280,000 GPU points shared across Swarm, Fountain and Stardust layers. Fireworks emit 180,000 points and Glitter 260,000 points per trigger, within the shared live-effect budget. The renderer adjusts the active count to keep playback smooth; the slider sets the maximum. Density can be recorded, mapped with MIDI Learn and saved with projects.
Intensity	Controls effect amount/strength. Record this slider to automate effect scale; trigger presses themselves are not slider automation.
MIDI velocity	Lets harder note presses drive stronger effects.
Audio-reactive size	Uses current audio energy to scale triggered effects.
Clear effects	Removes active bursts and flares.
MIDI connection	Open MIDI and connect a controller. Select the intended MIDI input where available. The host may request MIDI access.
Effect MIDI Learn	Choose the effect's learn control, then press a pad/key or assigned CC. Prism learns the message/channel. Note-off messages do not retrigger the effect; CC triggers use threshold crossing.
Key Learn	Use the effect key-mapping control to assign a computer key. Keep the text cursor out of input fields when performing.
Parameter MIDI Learn	In Motion, select MIDI parameter, click MIDI Learn, then move a hardware knob/fader. A CC is scaled across the slider range. Clear mapping removes that parameter assignment.

An MP40 or another controller works when it exposes standard MIDI notes or CC messages to the host. MIDI is not an audio source: select an audio feed even if the controller is connected. MIDI device availability, ports and permissions require testing on the performance computer.

Backgrounds, emblems and models

Video / image	Loads background footage or artwork. Dropping image/video onto the main canvas loads this background route. Dropping it into Image & Video Patterns loads the treatment route instead.
Remove	Clears the background source; it is separate from Remove image/video in the treatment card.
Show background	Temporarily hides the loaded background without removing the file.
Background opacity	Balances background media with the base frame.
Visual overlay	Changes procedural scene opacity over background media. The pattern-treatment overlay has its own separate control.
Fit	Fill frame crops as needed to cover the frame. Fit inside preserves the complete source image and can leave margins.
Video start	Sets a start offset into background footage in seconds.
Loop video	Repeats background video as the audio timeline continues.
Use video's audio	Uses background video sound as the soundtrack when enabled. This does not unmute a video loaded in the pattern-treatment card.
Add / Remove emblem	Loads or clears transparent artwork as an additional centered overlay. Emblem size adjusts it. Intended formats are PNG, JPG and WebP.
Import / Remove OBJ model	Loads or clears an OBJ wireframe, then selects Imported OBJ model in 3D. External textures/materials are not imported. Choose another built-in shape to retain the imported file but show another object.
Import limits	OBJ files: up to 5 MB, 5,000 vertices and 10,000 edges. Use simpler geometry for a live show.

Different media routes serve different purposes. Use a background to show a whole clip behind the scene, Image & Video Patterns to reconstruct or mask media, an emblem for a simple artwork overlay, and OBJ for imported geometry. Save a project to keep these sources together.

Send a clean output

1. Connect the display/projector and configure its arrangement in the operating system.

2. Click **Send to display** beside the live monitor. Allow the output window if the host blocks pop-ups.

3. Move the visuals-only window onto the intended screen. Double-click it to enter fullscreen. Keep the control window on your working display.

4. Adjust patterns, sliders, MIDI and recording controls in the studio. The output follows the finished composition.

5. Exit fullscreen using the host's usual fullscreen control/Escape, or close the output window when finished. Keep the studio open while performing.

Studio preview / fill window	Fullscreen fills the studio window with the preview. Double-click the preview to return to controls.
Native fullscreen	Uses the host/browser fullscreen capability.
Separate output	Fullscreen opens/reuses the dedicated clean window. Move and fullscreen that window on the target display.
Aspect ratio	The output scales the composed rectangular frame. Choose the intended frame ratio before a show or recording.
Screen capture routing	A clean output window can be captured by another application using its normal window/screen capture. Prism does not currently provide native Syphon/Spout sender controls.
Performance readout	FPS reports observed frame cadence; ms/render reports rendering cost. A hidden or busy host window can affect cadence. Output/capture uses a dedicated timing path, but total device load still matters.

Keep the show smooth

Use 720p capture if needed, reduce Detail and Glow, limit the number of stacked scenes, and simplify imported models. A dense stencil or high-resolution video adds compositing and decoding work. Test on the actual display and audio hardware before a live event. Recording runs in real time; it is not an offline render.

Map the projection

Projection mapping warps the clean output onto up to four quadrilateral surfaces. The studio preview and recorded video retain the original rectangular frame. Use the output window to judge the mapped result.

1. Send the output to your projector. In Output, enable Projection mapping.

2. Use the surface menu to select a surface. The + button adds another, up to four. The - button removes the selected surface while keeping at least one.

3. Select a corner button or drag the nearest corner in the mapping editor. Align the four corners with the target physical surface.

4. Use Corner X/Y percentages for precise placement. With the mapping editor focused, arrow keys nudge a corner; Shift makes a larger nudge.

5. Turn on Calibration grid while aligning, then turn it off for the show. Add a small amount of Edge feather where edges need softening.

6. Save project so the mapping travels with the session.

Mapping editor	A normalized 0-100% output-area editor. Corners must make a valid non-crossing quadrilateral; invalid moves are rejected.
Top left / top right / bottom right / bottom left	Selects the corner whose coordinates you are editing.
Edge feather	0-15% softness for the currently selected surface. This is basic edge softening rather than automatic projector blending/calibration.
Reset	Restores the selected surface to a full rectangular output and clears its feather. Other surfaces are preserved.
Calibration grid	Replaces/overlays the alignment view in the output for calibration. Disable it before presentation.
Capture behavior	The saved music video and PNG frame are the unwarped composition, suitable for editing. Capture the mapped output externally if the physical mapping itself is the desired deliverable.

Save projects and live sets

Project or set name	Names the next saved project or recorded set.
Save project	Stores a snapshot of settings, audio and imported media on this device. Includes selected shapes, colors, mapping, image/video treatment source and recorded slider lanes.
Open	Restores a saved project and its media. Press Play to start. Stop recording before opening a different project.
Export	Downloads a portable .prism project containing settings and embedded media. Keep an exported copy before clearing application/browser data.
Open project file	Imports a .prism file and opens its project. Imported recorded-set bundles replay as sets.
Recorded set: Play	Replays the captured finished video/audio. This is a performance playback, not editable pattern geometry. Stop replay to return to live generation.
Recorded set: Video	Downloads the stored recording in the format supported when it was captured.
Recorded set: Bundle	Exports the recorded set and settings as a portable .prism bundle.
Remove / x	Removes the selected library item from this device after its confirmation. Export first if it is your only copy.
Silence threshold	Sets the input level below which music patterns/trigger effects wait. Default -65 dB. Raising it suppresses more quiet audio; lowering it responds to softer input.

Device storage is local to an installation/profile and the site origin. The web app and Mac app do not automatically share libraries. Transfer an exported .prism file to move work between them. Storage space/quota is finite, especially for video; exported files are your independent backup.

Motion lanes and settings are saved in a project. A look preset is a smaller visual preset and does not replace a full media project. Recorded video captures the exact finished appearance, whereas replaying controls can still depend on current audio, phase and scene state.

Record video and loops

1. Set aspect ratio and finish your source connection. Open Export video, or Loop record for loop settings.

2. Choose Quality: 1080p or 720p. Choose the record mode.

3. For loops, choose 10 seconds, 30 seconds or 1 minute. Enable Keep recording loops only if you want repeated takes.

4. Start recording. Continue adjusting the live controls; these changes are captured in the video.

5. Stop Record/Stop recording ends the take. The file downloads and is also stored as a recorded set. Leave the app open until saving finishes.

Live set	Records until stopped. Play + Record and Record set use this mode. Existing playback continues from its current position.
Trimmed clip	Starts at the selected clip IN point and captures the trimmed duration in real time.
Loop capture	Records a fixed 10/30/60-second take. The trimmed file audio repeats if needed to fill the take. Live input supplies ongoing audio rather than a prerecorded audio loop.
Keep recording loops	Downloads each take separately and immediately starts another until stopped. The host may ask to allow multiple downloads.
Format	MP4 is used where the host MediaRecorder supports it; otherwise WebM is used. Prism does not silently convert WebM to MP4.
Frame rate / sound	Capture requests 30 FPS and includes the selected audio. Actual smoothness depends on device load and capture support.
PNG frame	Save frame captures the current visual as a still, without audio.
Recorded set playback	Use Projects to replay the finished take, download its video again or export a portable set bundle.

Quality, record mode, loop length, repeat-loop choice and trim are locked during capture. Pause/stop video capture before changing audio sources or opening projects. Loop capture does not create a seamless musical edit by itself; choose musically aligned trim points for a smoother audio seam.

Troubleshoot a session

Only the idle logo appears	Confirm active audio reaches the chosen source and exceeds the silence threshold. The separate 3D object has its own Show 3D shape switch. MIDI-enabled particles and video loops can also respond to MIDI cues without audio.
Everything is black	Select a scene after All patterns off. Check layer enables, sensitivity, brightness, opacity and saturation. Stencil mode needs a visible pattern mask; try mosaic or raise the scene contribution.
Imported picture will not clear	Use Remove image/video in Patterns for treatment media, Remove in Media for a background, or Remove emblem for artwork. They are independent sources.
Video loads but is silent	Pattern-treatment videos are deliberately muted. Supply a separate audio source, or import a background video and enable Use video's audio.
Video/image will not load	Try a smaller file or a host-supported format. An empty/corrupt file is rejected without replacing the current good source. Convert unsupported video to H.264 MP4 outside Prism.
Motion does not record	Arm Record moves and start file playback or connect live input. Move sliders, then Stop. Dropdowns and button presses are not recorded as control lanes.
Shape rotates during scrubbing	Scrubbing restores slider values; the rotation engine and accumulated scene phases are separate. Use a captured recorded set for exact frame replay.
Control resets seem odd	Reset 3D rotation restores pose/speed/size and preserves the shape/colors. Reset shaping stops automation and neutralizes macros. Reset media controls keeps the source file. Stop Play moves before manual editing.
Output stutters	Reduce scene stack, detail, glow, capture quality or model density. Test video treatments and output on the performance hardware. Check the render-cost readout; FPS alone can also reflect host throttling.
Cannot open a saved project	Stop capture first, then import/open again. Ensure the .prism file is complete. Export copies before clearing storage or reinstalling.

Mac beta packages are locally signed, not Apple Developer ID notarized. Native app launch, older supported macOS versions, live system-audio capture, physical MIDI and multi-display performance need testing on the target machines. This guide does not instruct bypassing macOS security protections.

Quick reference

Shift + S	Save a PNG frame.
Shift + O	Open the clean output window.
Shift + A	Cycle aspect ratios.
Shift + R	Start/stop a live-set recording.
1 / 2 / 3	Default Fireworks / Flare / Glitter keys; custom effect mappings take priority.
XYZ pad keys	Arrows = width/height; Page Up/Page Down = depth; scrolling = depth.
Mapping editor keys	Arrows nudge the selected corner; Shift uses a larger step.
Pattern reset path	All patterns off, then choose a scene to start fresh. Existing media remains.
Standalone logo choices	3D > LIFE-1 clean solid 3D logo or LIFE-1 transparent 3D outline. The original cube scene is separate.
Motion repeat path	Motion > Record moves > adjust sliders > Stop > Play moves. Save project to keep the take.

Performance preparation

1. Export a .prism backup containing your media and recorded moves. Keep it somewhere separate from the app library.

2. Reconnect the intended audio/MIDI devices and verify real incoming signal. Check the correct song and clip boundaries.

3. Open the clean output on the correct monitor. Check mapping and disable the calibration grid.

4. Test a short recording and play it back with sound. Verify the saved file format works in your editing application.

5. Select your starting scene and palette. Stop automation that should not be playing. Check that All patterns off is not active.

6. Start the show; keep controls in the studio window and visuals on the separate display.

Particle Studio

1. Open **Particles** and choose a Particle look. Use particle look selects Particle Swarm without hiding the extra 3D object.

2. Choose Follow studio palette or Use particle palette. The own-palette list offers scene colors, Gold, Aurora, Neon, Pearl, Fire and Ocean.

3. Choose Audio + MIDI, Audio only or MIDI only. MIDI Note On velocity adds an accent; mapped effects can also accent the particles. Connect hardware in the MIDI tab. No sounds are generated.

4. Use Pulse particles to preview a MIDI-style accent. In an audio-enabled mode, play your audio source to drive the four frequency layers.

Scene motion	The existing swirl, Water Droplets and Stardust motions.
Cosmic Current	Original layered spiral streams with depth and drifting eddies.
Orbital Halo	A turning point-cloud sphere with a bright near side and a softer far side.
Velvet Dust	Soft bokeh and mist with sparse larger lights.
Neon Tunnel	Particles travelling through a deep radial tunnel.
Silk Current	Multiple narrow flowing light ribbons.
Solar Bloom	Expanding streams and breathing radial light.
Particle density	Up to 1,280,000 GPU points shared across layers; the active count adjusts for render cost. The density slider supports MIDI Learn and motion recording.
Palette separation	Particle own-colors do not change the global palette or 3D wireframes. Video colors have their own switch in Media.

These six new art directions are original procedural effects. Motion Array and Envato were used as broad visual references; their footage and shader code are not bundled.

The permanent video library

1. Open **Media** and choose from Video loop. The permanent dropdown has all 17 supplied videos, two original Prism loops and five reusable CC0 loops. Clip titles describe their appearance. Original filenames remain in the catalog.

2. Play your soundtrack or live input. Videos play at their natural speed by default, independently of song timing. Patterns and 3D objects can run over them. Enable Sync base video to song only when you want timeline locking.

3. Choose Keep clip colors or Follow studio palette. Palette remapping runs on the graphics processor; it preserves black backgrounds.

4. Video response defaults to Off - natural playback. Choose Audio + MIDI, Audio only or MIDI only for optional zoom and intensity accents. Video reaction sets the amount of zoom and intensity response. MIDI modes can show a clip briefly on a Note On cue without audio. Pulse video previews that response.

5. Use **Remove from screen** to take the current video out of the visual immediately. It remains in the dropdown and can be selected again. Removing a background keeps the song position and trim; removing a video that supplies the audio ends that audio source.

6. Use Add videos to select one or more additional local files. They stay in the device library and are included with portable projects.

Permanent entries	Removal never deletes dropdown entries or your source files. Select No video on screen for the same clearing action.
Your 17 supplied clips	Prepared as muted H.264 copies, up to 1280 x 720 and 30 fps, with full duration retained. Original files were not modified. Add an original again if you want to use its full source resolution.
Original Prism clips	Cosmic Current and Orbital Halo: 6-second procedural loops.
Reusable clips	DAEDAL Warm Bokeh, Hexagon Bokeh, Floating Dust, Rising Embers, plus ImmerGround White Hot Orbs. CC0 declarations and credits are bundled in assets/loops/CREDITS.txt.
Find more footage	Links open Motion Array, Envato and reusable-loop libraries. Add stock-site files from your own appropriately licensed downloads.
Video motion	Audio/MIDI adds live zoom and intensity response. The motion already encoded in the source clip remains part of that clip.
Projects	Projects save all layers, opacity, response and sync settings. Uploaded clips are embedded in portable exports.

Layering videos smoothly

1. Choose a base video from **Video loop**. Adjust **Base video opacity**: 0% is transparent and 100% is solid.

2. Under **Add another video**, select a different library clip and press **Layer selected video**. Repeat for up to five additional clips, giving six videos total. The first added layer sits above the base; later layers sit above earlier layers.

3. Use each layer opacity slider to blend it. The Show checkbox temporarily hides that layer. Remove from screen releases only that layer and leaves its library entry available.

4. Clips start with the soundtrack or live input and pause with the transport. By default their speed stays at 1x and pattern switches do not seek or restart them. Sync to song timeline is an independent per-layer option.

5. Beat / MIDI response is also independent per layer. Off leaves source motion untouched; Audio beats adds a smooth low-frequency pulse; MIDI accents responds to incoming Note On events; Audio + MIDI combines them. These controls add no sounds.

6. Remove all from screen clears the active videos without deleting permanent clips. Save project stores the layer composition; reopening restores opacity, order and switches.

Color and fit	Video colors and Fit apply across the background stack. Follow studio palette remaps clips on the GPU; Keep clip colors preserves their own colors.
Layer order	The base is below all added layers. For a different order, remove and add a clip again; new additions go on top.
Playback and audio	Additional layers stay muted. Use video audio applies only to the base. Removing the base while it supplies audio stops that audio; a separate soundtrack stays intact.
Performance	Video composition is cached at up to 30 fps while audio analysis and patterns keep their own clock. Pattern resolution adapts when video and scene load increase. Transparent or hidden layers pause decoding. Actual output smoothness still depends on the Mac, codec and number of active layers.
Quiet input	The existing silence behavior remains: the idle LIFE-1 style takes over when no audio is present. Enabled MIDI video accents can briefly show their clip without audio.