

bricolAGE

Tips and Tricks

MEMORY

1. Be careful how many 4K depth or segmented images you add to your projects. They are memory intensive. Depending on the age of your device, they can slow the system down.

COMPUTATIONALLY EXPENSIVE NODES

1. There are a few very computationally expensive nodes: MapGenerator and Depth Blur Effect are the two main “Slow Nodes”. When you use the MapGenerator node, it is a good idea to leave the Resolution at “FastResolution” and to work as much as possible in the Dedicated editor (Double tap on node to open). Please be aware that adding one of these nodes can drastically slow down the stamp generation in the flowgraph. If you realize that the app is really bogged down, work in the dedicated editor and perhaps take the node out of the main processing flow until you are finished with your work.

FILES

1. **Very Important:** Please don't change the name of the project zip file when you export, it will make the file unusable, since important project name information is stored in the zip file.
2. When you export a project most video inputs will be missing sources when you import the project on a different device. There are no global resource identifiers on iOS yet, so even if the video is there in photos, the app will not be able to find it again. Once you have added the inputs back into the flowgraph you can simply link them again at the appropriate positions and delete the nodes with missing sources. Sorry, this will be fixed when the global resource locaters are made available on iOS.

3. The dedicated editor is a good way to work efficiently while viewing your source at its full resolution. Double tapping on any node that has a small wrench icon will open the dedicated editor. Stamps are not generated in the dedicated editor which makes the processing more interactive.

STAMPS

1. Most stamps display node output at its current resolution. The output node will display the output of the flowgraph in project resolution. If you have 4K material in an HD project, the output node will only display the lower left corner of the image. You will need to scale your input node or add a MoveRotateScale node to reduce the size of the output if you don't want clipping in your final video. To help in visualizing the valid regions, turn on the feature from the toolbar.
2. The flowgraph evaluates nodes which are linked in some form to the output node. All processing nodes not linked will not be included in the processing chain. This will result in some stamps in the flowgraph not being set. Once a node is added to the current processing chain, its stamp will be calculated. A node will hold its stamp if you remove it from the flow chain.

NODES

1. When adding a text element, it is best to add the text with a small font so you can see what you are typing. The keyboard takes up an enormous amount of space. When the font is large it may be obscured by the keyboard. The other option is to add text in portrait mode.
2. If you see some flowery text saying "Bricolage" in your project, it means you are using the trial versions of some nodes (they have a gold star). To remove the watermark, buy the feature.
3. A long press on a node not only displays a marker menu with functions that are often performed, such as delete, replace etc. Information about the node is also displayed. Each port is labelled and the size of the node output is portrayed above the node. The original name of the node is displayed below. This is to aid you in remembering which type of node you have if you changed the name.

PARAMETERS AND KEYFRAMES

1. In any parameter drawer, if the keyframe button is red it means there is a keyframe on that frame. If you press the keyframe button when it is red it will remove the keyframe and vice versa. Once you add a keyframe to any channel, any additional change you make will add a new keyframe at the current time.

2. The Path Move node position parameter has an additional path button. A path is a curve you draw for a node output to follow. If you press the button it will open the path editor. If the button is red it means the node has a path associated with it.
3. A step keyframe is where a value changes drastically from one frame to the next. An example of a step keyframe is animating opacity from 1.0 to opacity 0.0 to make an image suddenly disappear. To create a step keyframe, navigate the player to the correct frame. Add a keyframe by pressing on the keyframe button in the parameter drawer. It will turn red. Set the parameter to the desired value. Move ahead one frame in the player and change the parameter value. The system will automatically add a keyframe because the channel already has at least one. Because the change happens in one frame it will appear that the image simply disappears.

NODE DRAWER

1. Long press on a filter and drag it over the flowgraph to perform drag and drop. When you drag over a link, the link will increase in size. If you drop now, the node will be added into that link.
2. Long press on the question mark to get basic filter information.

PROCESSING TRIX

1. Bricolage has a nice collection of presets, called flows. You can access them from the "Flowgraph" section of the Edit menu (pencil). These are great learning tools and a good jumping off point for creating your own processing chains. When you load a flowgraph, a bunch of nodes which are already linked will be added to your flowgraph. Simply hook them up to your output and in some cases to your input video, and voila.
2. Use the switcher node to quickly switch between different alternatives when experimenting. (check out the TransitionPlaypen preset flow)
3. Many cool effects are just combining two versions of an image using a mask. The ColorSpotlight, PixelateSpot and MagnifiedInset preset flows use a circle mask to do this.
4. Some face detecting effects use Apples Vision framework to detect faces automatically. As amazing as they are, you may still need to do some manual touchups. The PixelateSpot preset flow may be helpful.
5. Try finding a still empty background shot in a video and import it as a still. You can use it as a 'clean plate' to mask parts of the video out. The SplitScreen preset flow uses a transition effect to do this.

STEREO

When working in a stereo project, the preview options available in the toolbar are very useful to see how well the stereo is working and to edit the displacement. You will need some anaglyph glasses if you want to use anaglyph mode. If you don't have any glasses, the wobble mode can be useful so see how far apart the eyes are.