

Everyone is a director

VidiMo Show

Tutorials

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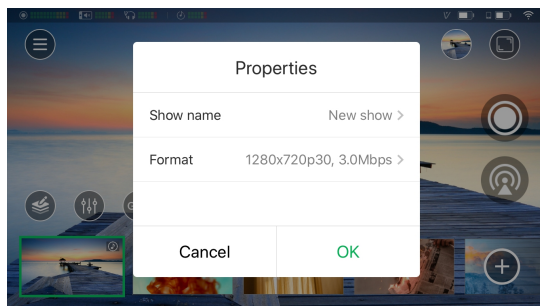
Tutorials

These tutorials provide you a quick guide to use VidiMo to successfully create a show and stream/record it. The tutorial will cover the following application operations:

- [Creating a Show](#): Create a show and configure its output format.
- [Adding Scenes and Editing Sources](#) : Add scenes to a show and use advanced features to produce engaging content.
- [Creating Graphic Overlays](#): Create lower third graphic overlays to be temporarily displayed on a show.
- [Adjusting the Output Volume](#) : Set and modify the audio components of a show.
- [Previewing the Show](#): Preview your show to make sure everything is ready before streaming.
- [Streaming and Recording](#) : Set up your show to be broadcast and recorded.


Each tutorial introduces new concepts and features. We recommend following the tutorial in order, as each new tutorial builds on the skills learned from the previous tutorial.

Now get yourself ready for creating your first show with VidiMo!



Tutorial 1: Creating a Show

This tutorial walks through the steps to create a show and set its properties.

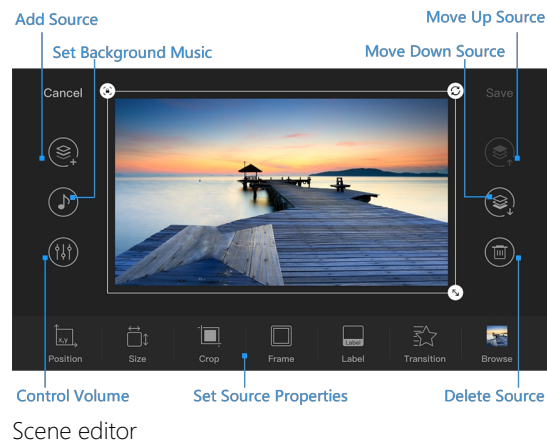
1. Tap  at the upper left corner of the Main UI.
2. Tap *Create a Show*.
3. Tap *Create a new show*.

4. Specify the new show's properties.
 - **Show name:** the show's name
 - **Format:** the show's video and audio format, including resolution, bitrate, key frame interval, audio sample rate, profile, and bitrate mode


If you are not sure about how to set the parameters, you can leave them to their default settings.

If you want to dive deeper, you can refer to *Shows and Scenes > Creating, Deleting & Editing Shows* in the User Manual.
5. Tap *Create*.

Once the show is created and opened, the next step is to add scenes.





Tutorial 2: Adding Scenes and Editing Sources




1. Tap  at the bottom right corner of the Main UI.
2. In the *Create a new scene* window, select a source that you want to put into the new scene. The source names are self-explanatory.
 - If you choose *Blank*, then you create a scene with no source, and you can add sources to the scene later.
 - If you choose a source other than *Blank*, then you add the source to the scene, and you can still add more sources later to the same scene.
 - If you choose *Copy Selected*, then the currently selected scene is copied to create a new scene. The new scene appears next to the selected scene.

Importing a video or picture from the cloud involves more operations. You may save it for later, or if you want to have a try, you can refer to *FAQs > How to import a resource from iCloud Drive on your iPhone* and *FAQs > How to import a resource from Google Drive* in the User Manual.


3. Edit the scene in the Scene Editor.




- If you have chosen *Blank*, you need to tap  in the left list to add a source before you can edit.
- If you have chosen another, you can start editing the source, or you can tap  in the left list to add more sources.



There are many editing functions for you to explore in the Scene Editor.

For example, you can drag the source and move it around, drag  on the source's frame to rotate it, drag  on the source's frame to scale it up and down, tap *Crop* and *Frame* in the bottom bar for cropping and framing. Moreover, you can also tap  in the left list to add some background music.

4. Set the input audio for the scene.

- i. Tap  on the left of the Scene Editor.
- ii. Under *VidiMo Input* and *Phone Input*, turn on the audio you need and adjust the volume.


-  : HDMI embedded video from VidiMo Go
-  : MIC or line in audio from VidiMo Go
-  : audio embedded in the video clip

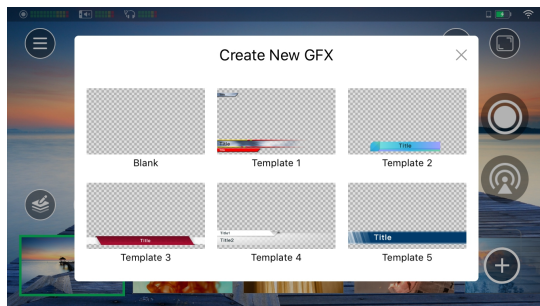
-  : background music
-  : audio input from the cellphone MIC

5. When you are satisfied with your editing, tap *Save* in the upper right corner.

Congratulations! You have just created your first scene. You can repeat the steps above to add more scenes to your show. Once a scene has been created, you can edit the scene at any time to make the changes you wish.

You will see your scenes listed at the bottom of the Main UI. In the scene list, you can:


- Copy a scene: Long-press the scene thumbnail, tap the copy button  on the thumbnail, and tap *Done* in the upper right corner.
- Delete a scene: Long-press the scene thumbnail, tap the delete button on the thumbnail, and tap *Done* in the upper right corner.
- Change the order of a scene: Long-press the scene thumbnail, drag the thumbnail to a desired place, and tap *Done* in the upper right corner.



Creating GFXs

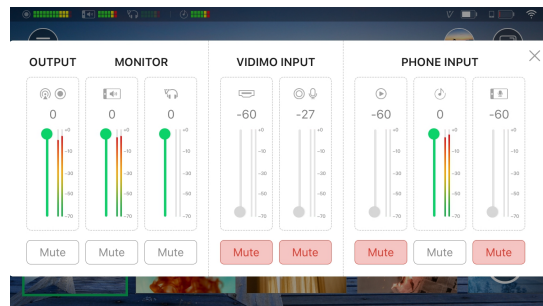
Tutorial 3: Creating Graphic Overlays (GFX)

Graphic overlays allow you to show temporary information on the screen while streaming your show, such as a logo or message.

1. Tap  on the lower left side of the Main UI to open the *Graphic Overlay* window.
2. Select a predefined template or blank.
3. Modify the text and images as required.

Ensure your imported image has a transparent background. If the transparent background of an image is changed to white background after transmitted to your iPhone, it can be caused by the iOS version running on your phone. In this case, you can transfer the image to your iPhone through AirDrop to retain the transparent background.


4. Tap *Save*.
5. Repeated the above steps to create more GFXs if required.



Tutorial 4: Adjusting the Output Volume

You can adjust the output audio of the whole show while editing a scene or after you have all the scenes of the show ready.

The output audio includes the output for streaming and recording, and for monitoring.

1. Tap  at the lower left part of the Main UI.
The Volume Control panel appears.
2. Drag up or down the slider in the first volume meter, labeled as *OUTPUT*, to control the volume of the audio that you stream or record.
If you want to stream/record with no audio, tap the *Mute* button.
3. Drag up or down the second slider under *MONITOR* to control the volume of the audio output to your phone for monitoring.
If you do not want to monitor audio, tap the *Mute* button.



Preview with no interference

Tutorial 5: Previewing the Show

Previewing the show is a visual test run for your show. It is important to preview your show often, as it allows you to verify the show is being presented in the way you have designed. If elements are not working as you wish, you can easily make the necessary changes to the scene properties for your show. Moving from preview to editing is seamless in VidiMo Show.



To preview on the Main UI, you can:

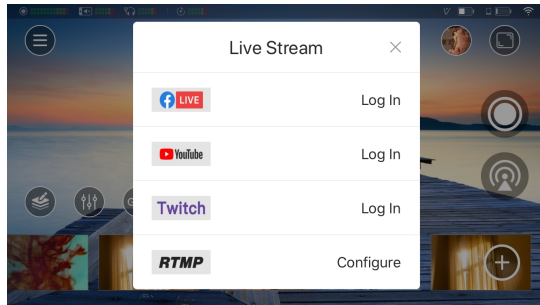
- Tap a scene thumbnail at the bottom to view it and check the effects that you have added.
- Tap any empty area to get a full view of a scene, dispelling all the UI elements. (You can tap again to get them back.)
- Tap another scene to switch to it and check the transition effect.

Tutorial 6: Streaming and Recording

It's show time! You can choose to stream and record at the same time, stream only, or record only.

Recording

1. In the Main UI, tap  on the right side to start recording.
2. Tap  again to stop recording.
3. Tap the album at the upper right corner to view the video clips and screenshots that you have recorded.



Live stream

Live Streaming

To stream your show, you need to first configure the destination you want to stream to. For a social platform, an account of the platform will suffice. For an RTMP server, the corresponding URL and stream key are required.

1. Connect your phone to the Internet.
2. Configure the streaming sever.


The following uses configuring a Facebook Live server as an example:

- i. Tap *Add Server* in the *Server* page, and then select *Facebook Live*.
- ii. In the server's configuration page, tap *Log In*, and then follow the instructions provided by the app to log into your account.
After you log in successfully, the system automatically selects a server for you, which you cannot change.
- iii. Configure streaming to Timeline or Pages.
Tap *Post to* to access the list of Timeline and Pages, then tap to select Timeline or a Page as the streaming destination.
- iv. (Optional) Set *Title* and *Description*.




Title supports a maximum of 255 bytes.

- v. Enable *Auto Stream*.
- vi. Tap *Test* to test whether the previous configurations are working properly.
- vii. Tap *Server* at the upper left corner to go back to the *Server* page.
- viii. If you want to add more Facebook Live servers, repeat the above steps.


3. Start streaming.

In the Main UI, tap . Your show will be immediately streamed to the server that has *Auto Stream* enabled.

While streaming, you can control your show in real time, such as the following:

- Adjust volumes by tapping on .
- Apply *Graphic Overlay* to the current scene by tapping on  and selecting a GFX.
- Draw lines on the scene by tapping on .

4. Stop streaming.

In the Main UI, tap . The streaming will be stopped immediately.

At this point, you have just successfully broadcast your first show using VidiMo. Please use the VidiMo Show User Manual for a complete guide to the full operations and features of the application.