

RESOLUME ARENA 7 — REAL-TIME VIDEO MIXING

VJING RE- LEARNING THE MIX

A comprehensive 3-class program to master Resolume Arena 7 as a live vjing tool: from the interface to MIDI/OSC control, applied to different formats and performance situations.

03

CLASS DAYS

4H

PER DAY

12H

TOTAL HOURS

FFGL

+ MIDI / OSC /
SMPTE

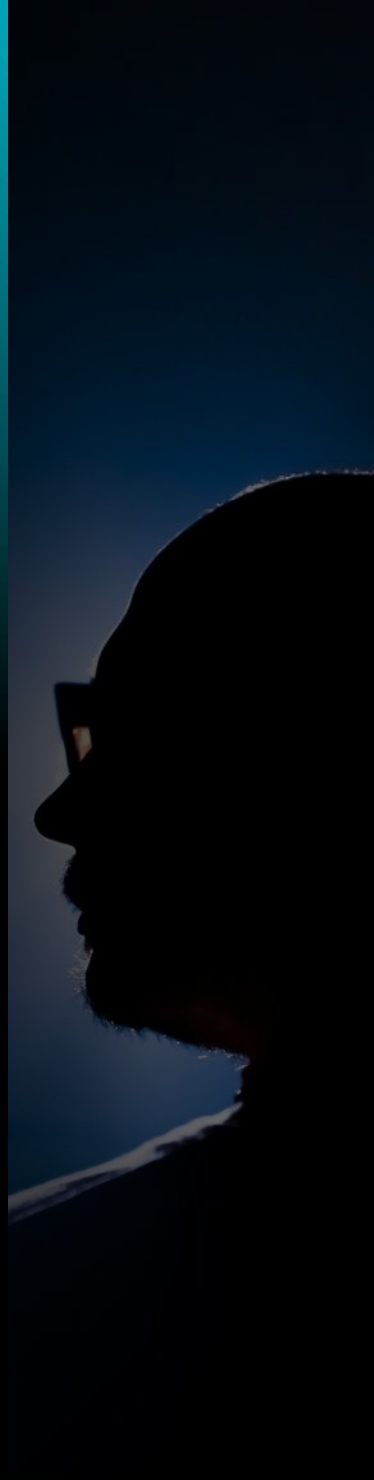
Yankel Dickerman — Vjzotz

INSTRUCTOR · MULTIMEDIA ARTIST (HONDURAS / ARGENTINA)

[instagram.com/vjzotz](https://www.instagram.com/vjzotz)

[fb.com/vjzotz](https://www.facebook.com/vjzotz)

VJZOTZ — LIVE VISUALS



Workshop goals

By the end of the three days, participants will have covered every Resolume Arena 7 feature used in class, with a focus on live video mixing.

01 Interface from scratch

Complete familiarization with the Resolume Arena 7 work environment, its panels, and how it operates.

02 Content management tools and options

Exploring the software's tools to organize, route, and trigger audiovisual content.

03 Real-time content workflows

Evaluating different workflows adapted to different performance situations, including live video protocols (Spout, NDI, capture cards, etc.).

04 FX handling and options

Applying effects with a specific focus on live video mixing.

05 Visual rhythm and performance

Building the audiovisual narrative and its interaction with music during a live performance.

WHO IT'S FOR

Anyone interested in audiovisual production: filmmakers, photographers, visual and graphic artists, designers, and set designers who want to add vjing to their work.

TECHNICAL REQUIREMENTS - MINIMUM

Windows 10+	NVIDIA / AMD GPU	8 GB RAM
macOS 10.15 Catalina+	AMD / Iris Pro / Apple Silicon	
8 GB RAM		
3-button mouse	Temporary activation included	

Official minimum specs - resolume.com/support/tech-specs



Choose how to take it

The three modules are independent from each other: you can take module 1, 2, or 3 separately, based on what you need, or sign up for the full program, in person or online.

MODULE 1

Fundamentals & interface

4h · in person or online

MODULE 2

Advanced video & storytelling

4h · in person or online

MODULE 3

Rhythm, FX & live control

4h · in person or online

FULL PROGRAM

Modules 1 + 2 + 3

12h · in person or online, discounted vs. standalone modules



Prices & registration

Always up to date on the workshop's microsite — vjotz.github.io/vj-abc — along with seat availability and online payment.



Also available via streaming

Available anywhere in the world. Delivered in Spanish, with real-time English subtitles.



Live practice to close

On the last day of module 3 there's a real live set from midnight to 5 AM: each participant adds their set to a real party's lineup, in front of an audience.



Where it's held

The in-person workshop is held at the venue below. The streaming format is available for anyone who can't attend in person.



Melt Underground

Laprida 1423, Recoleta, C1425 — Ciudad Autónoma de Buenos Aires, Argentina

maps.google.com/?cid=2131507377916567907

In person · limited to 12 people

Streaming · unlimited seats, online payment



You'll get **two tools of your own**

Built by Vjzotz and open-source on GitHub. Anyone who takes the workshop gets them for free, ready to use in their own projects.



SAG TOOL

Alignment grid generator

Generates professional alignment grids for LED screens, projections, and video mapping from real measurements in meters. Exports high-precision SVG and PNG, with a pixel engine and smart scaling for production sets.

github.com/vjzotz/SAG-VT00L



ROAGEN

XML generator for Advanced Output

Converts SVG files (from Resolume, Illustrator, or Inkscape) into XML configurations for Resolume Arena's Advanced Output, generating Slices and Polygons in seconds. Portable app, no install required, compatible with Arena 7.26+.

github.com/vjzotz/ROAGEN-



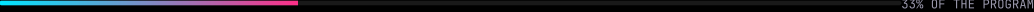
DAY 01 Fundamentals & interface	DAY 02 Advanced video & storytelling	DAY 03 Rhythm, FX & live control
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01

4:00 4
DURATIONBLOCKS

Fundamentals & interface — from real-time video theory to a first walkthrough of Resolume Arena 7, with guided practice

18:00-19:00 60 min	01	Introduction to vjing and video mapping Real-time video, vjing, and video mapping concepts. Introduction to the Resolume Arena 7 interface.
19:00-20:15 75 min	02	Desk: clips, layers & composition Clips, layers, columns, composition, and decks. Group organization.
20:15-20:30 15 min	—	Break
20:30-21:15 45 min	03	Codecs & audio/video preferences Using and installing native codecs. Audio and video preference settings.
21:15-22:00 45 min	04	Guided practice: your first project A hands-on exercise to build and trigger your first deck in Resolume, with live guidance.





DAY 01 Fundamentals & interface	DAY 02 Advanced video & storytelling	DAY 03 Rhythm, FX & live control
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02

4:00 4
DURATIONBLOCKS

Advanced video & visual storytelling — video input/output, content organization, and building the audiovisual narrative

18:00–19:15 75 min	01	Advanced video input/output Spatial projection surfaces: design and construction. LED screen mapping.
19:15–20:15 60 min	02	Content management Workflow 7.0: routing and organizing content for live mixing.
20:15–20:30 15 min	—	Break
20:30–21:15 45 min	03	Vjing fundamentals Craft fundamentals: selection criteria, reading the space and the audience.
21:15–22:00 45 min	04	Audiovisual storytelling The importance of narrative: how to build a coherent visual story throughout a performance.





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03

4:00 6
DURATIONBLOCKS

Rhythm, FX & live control — BPM, FFGL, MIDI/OSC surfaces, and custom templates

18:00-18:45 45 min	01	Rhythm and form in live mixing BPM, timeline, and external/internal audio sources.
18:45-19:15 30 min	02	Content generation Analog and digital possibilities for producing your own material.
19:15-20:15 60 min	03	FFGL Transitions, layers, effects, and sources. Custom presets. Envelope.
20:15-20:30 15 min	—	Break
20:30-21:30 60 min	04	Control surfaces MIDI, OSC, SMPTE, and keyboard. MIDI activation, routing, and mapping. Custom presets per project. This block includes a first look at Kindeck Lite , Vjzotz's new app: a standalone dual independent LTC SMPTE signal generator with offset playlist.
21:30-22:00 30 min	05	Your own templates & grids Creating custom templates and content grids for future use.



Live practice to close
On this final day there's a real live set from midnight to 5 AM: each participant adds their set to a real party's lineup, in front of an audience.

About the instructor



Yankel Dickerman

AKA VJZOTZ — MULTIMEDIA ARTIST

Honduran-Argentine multimedia artist who blends tradition and technology to bring immersive visual and sound experiences to life. With 29 years of experience, his work has been shown in more than 15 countries.

He has created architectural video mapping in more than 10 cities across Argentina and cities in Europe such as Lisbon and Seville, interactive installations and exhibits in museum spaces, and residencies as VJ at iconic venues such as La Fábrica (Córdoba, Argentina), Zebra (Villa Carlos Paz, Argentina), and Electromundo (Montañita, Ecuador), where he created 3D virtual stages for shows by international DJs such as Seth Troxler, Franco Bianco, Stephan Bodzin, Juan Hansen, Innellea, Miss Monique, Monolink, Adriatique, and Layla Benítez. He has also developed modular vjing content for shows by bands such as La Konga and Márama.

He currently works as a freelance artist across a wide variety of projects and formats.

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TECHNICAL REQUIREMENTS — SUMMARY

Windows	10+ · NVIDIA/AMD · 8 GB
macOS	10.15+ · Apple Silicon · 8 GB
Mouse	3 buttons + wheel
Software	Resolume Arena 7

Official minimum specs — resolume.com/support/tech-specs

Visit the workshop microsite

Full program, goals, and contact info in one place.

vjzotz.github.io/vj-abc

