Extendet-Tutorial 01 for a Wire-Mixer by bennoH.

The Wire Patche under the CCO-licensi:

EXAMPLE TEMPLATE for the "Pixelate-Mix" Mixer

This example demonstrates the essential building blocks of video mixer's by the exemple of the "Pixelate-Mix" Mixer.
We've got two Texture In nodes and ....
You can see the VideoTutorial of the original made by Resolume:
https://www.youtube.com/watch?v=rOzQKYisSJ4/   Chapter "Mixer Example"
but here I made some litle difrends:
1. the Name of the Transitionfader and 2. I made a option for the "Colums & Rows of the Pixelate effect" so we can adjust that later in Arena/Avenue by use that mixer.

This my Version is licensed under CCO and can so integratet in future Wire versions as Mixer-Demo if them like or so.

Arena/Avenue Mixer Plugin "Pixelat-Mix"   CCO-licensed
You can use the plugin as a blend mode in various places, especially at layers, to generate transitions from clip to clip within the layer.
You can controll it in the "Transition" section of the layer settings window, where you can define the transition options/settings. For this trick effect transition, I've created an additional option: so the "Columns & Rows" (together) of the Pixelate effect can be defined.
The CCO licensing also ensures that you, as a VJ, video operator or video artist, can use this plugin at any event or performance.

The DemoVideo at my Flickr-Account:
https://www.flickr.com/photos/bennoh/54566161019/

The video is solely for the post (resolume.com/forum/viewtopic.php?t=29401) in the Resolume forum and demonstrates the "Pixelate-Mix" mixer example using in Arena.

Two layers were used; transparency was added to the clips/contents on the upper layer (by using the AutoMask effect), and the "Pixelate-Mix" mixer was assigned as the blend mode/transition to this upper layer.
On the second, the lower Arena layer, there is essentially a connecting background, which is a NestDropV2 preset (MilkDrop) woth is audio-reactive. However, only one clip on the upper Arena layer has audio, which you can see when the motion from the NestDrop stops after the mix to the clip without audio. This audiostuff thing is a bit complicated to describe, but it's actually quite simple and not really important here. It's more or just about the trick effect transition in the upper layer with the "Pixelate-Mix" mixer at here. Hhhuu & OK...

In this VideoTutorial by Resolume:
<a href="https://www.youtube.com/watch?v=rOzQKYisSJ4/" rel="noreferrer

nofollow">www.youtube.com/watch?v=rOzQKYisSJ4/
U can find out how to creat this mixer in ResolumeWire (!! my Version for the post is a little diffrend see the anotations in my Wire-Patch !!) .

hope this helps to clarifie a bit making Mixer's by use Wire-Nodes in Resolume Wire with peace bennoH.