Important

FFFFGCBCKJDJNSJKHGG **IS W.I.P**

This is a project in a really early stage, but i decided to make it open so we can improve it by adding new functions, also this documentation, im working on it to make this as clear as possible but you can always check the basic tutorial where you can understand how this works:
https://youtu.be/2pdQzscHNvw

If you like the tool, and you have done something with it feel free to share in discord:
https://discord.gg/Tr5R2W

If you would like to support the project you can do it just by sharing it or going to :
https://ko-fi.com/mooncakevisuals
https://paypal.me/mooncakevisuals
https://gumroad.com/mooncakevisuals

What is ?

QuickVP is an Unreal Engine 4 FREE Project and Controller that will help you to quickly set up a trackless virtual set program in unreal engine and help to solve some common issues we had when wanting to create virtual camera movements over keyed planes.

With the current version of the project you will be able to.
- Add greenscreen footage over planes and key them
- Overcome The TAA Ghosting effect over the keyed footage
- Quickly set multi camera switching and camera animation
- Program events than can be read and triggered by the controller
- Basic global light triggering

Download contents

When you extract the folder you will get the installer and the folder that contains the project.

Install the controller, and inside the folder the project open the project
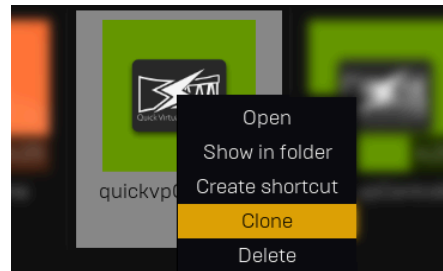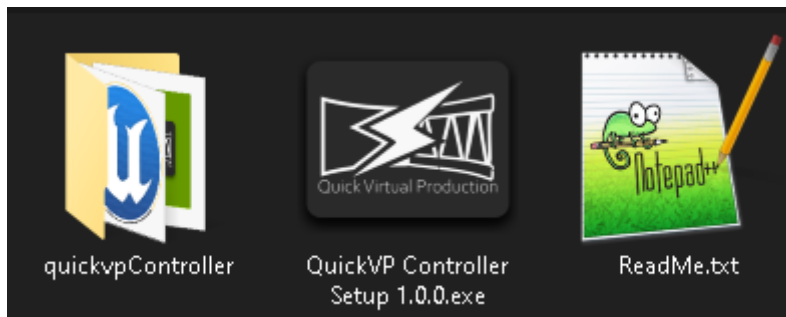
Then you will be able to see it in the epic games launcher library.

You can right click on it and click clone the project to create a new one

Inside the Unreal Engine project

These are the folders you will get where the most important content is inside the "QuickVPMakerContent" folder, but also the "StarterLVL" will be the base level to be used for the program
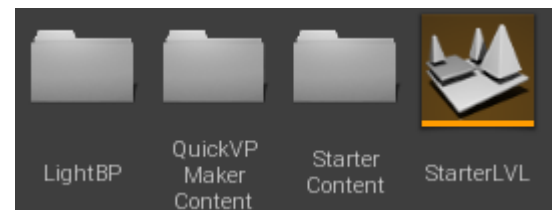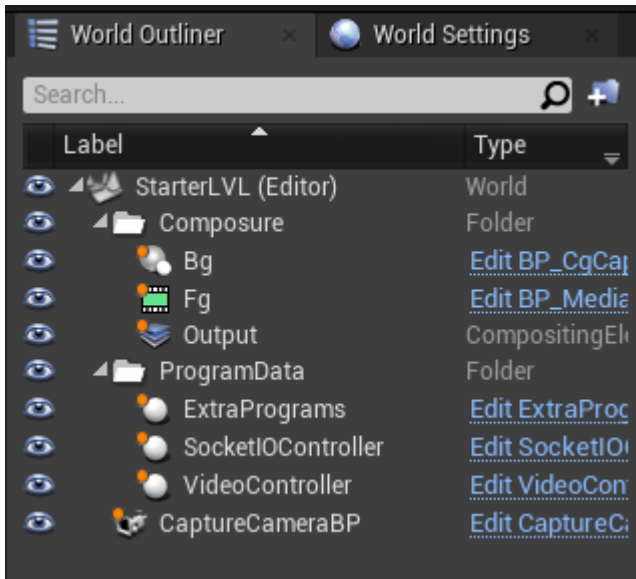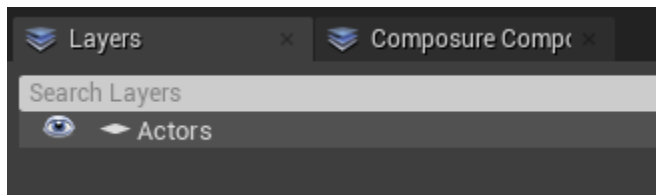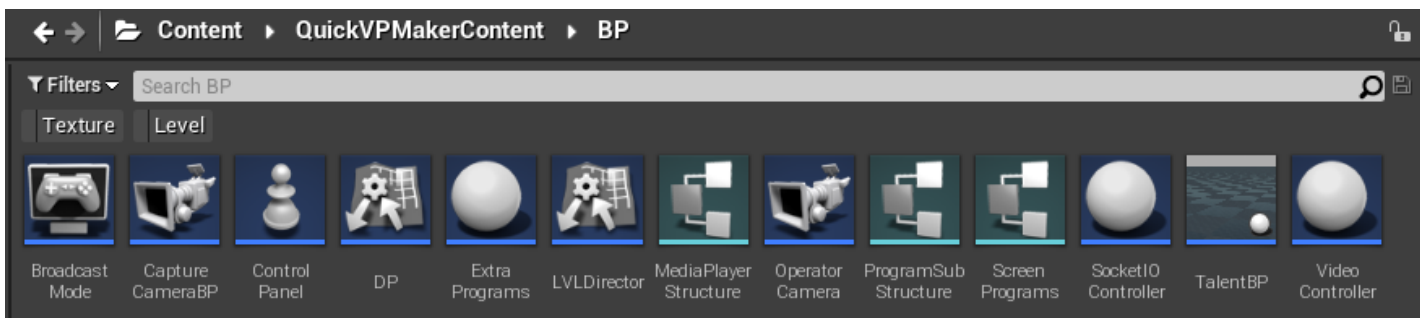
It's a premade level with some BP actors that will make the QuickVP controller work with your project, also a premade composure composition to deal with the Ghosting issue caused by the TAA.
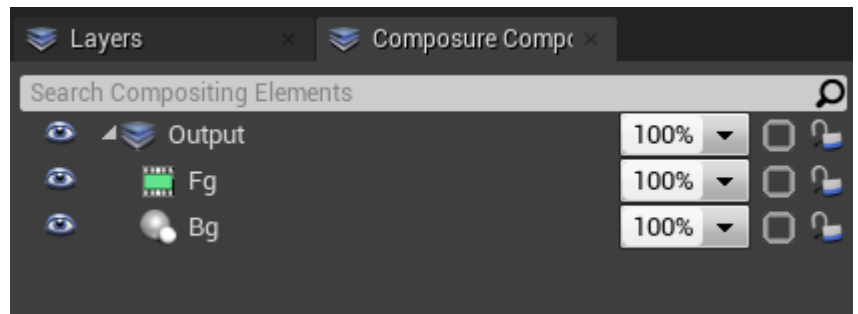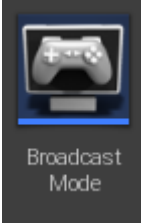
Also a premade actor Layer used to be the ignore capture actors in the composition to generate the Background
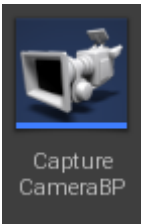
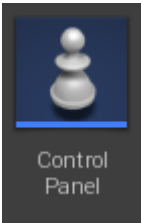The BP folder contains the blueprint actors used in the project

This is basically the game mode that needs to be set, in order to get all actors and cameras from the scene and share the info between them
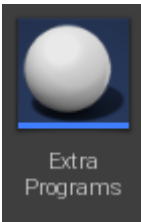
This is the one in charge of feed the render target that will be composite into the composure Fg
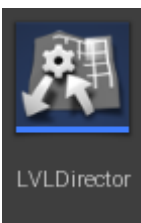
This contains a set of keyboard buttons to test different cameras and programs.
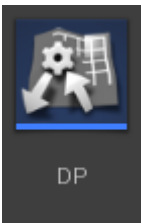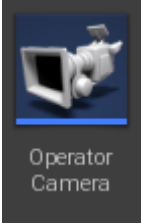
The interface in charge of camera switching

This can be used to combine multiple programs or create a program that can handle multiple elements
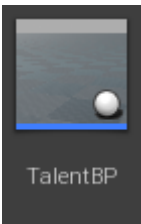
The interface that contains the functions that works as bridge for programs and the game mode
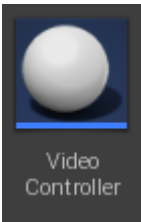
It's basically a cinema camera modified to work with the capture camera and to be available on the remote controller, consider always using this.
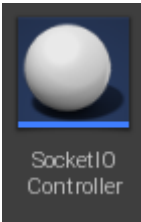
Is the bridge between the main program and the external quickVP controller

It's a premade plane that can be 9:16 or 16:9, this is a plane that will make your greenscreen footage available to be triggered in the controller.
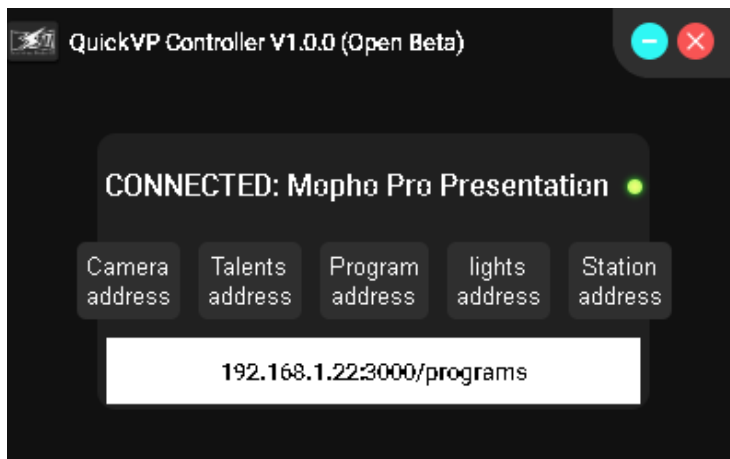
This is used to playback media players depending on the program that we set for it

The controller

The controller was made as a modular windows system that can be rearranged in a way that you feel more comfortable, but also it opens a remote server that allows others devices connected to the same network work as the controller.
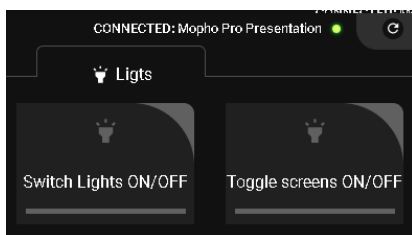

This is the main windows and is where you can get the local url where you can connect other devices, just click one of the buttons to display the url in the textbox
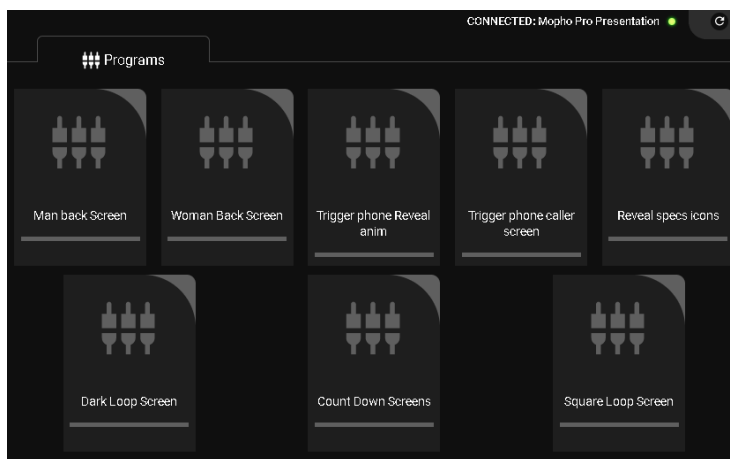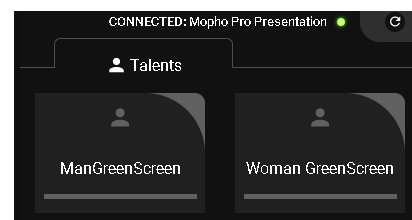

Programs Windows
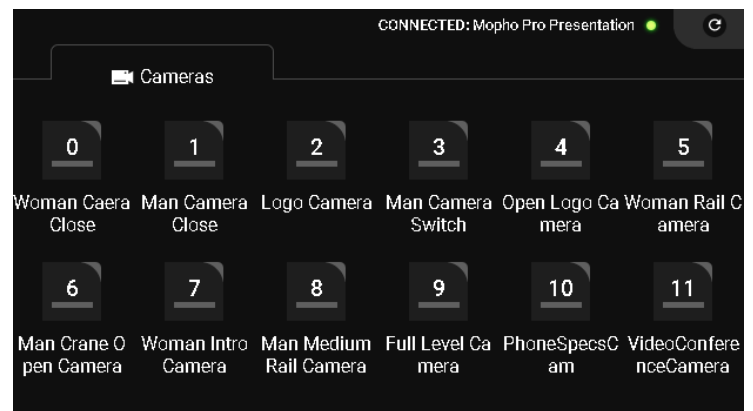
Camera Switcher Windows

Lights/ Screen Windows

Talents Windows

What next?

- **Keep working on the documentation**
- **Unreal Engine Project**
  - Arrange and comment all BP actors used for a better understanding of the project
  - Work on an advanced composition in composure to fix extra FG issues
  - Create a custom Chroma key material
- **Controller**
  - **Sync current camera and program across different controllers**
  - **Trigger programs with custom data**
    - Send custom values from the controller so it can be read by UE.
      Ex: Name to trigger a lower third or Custom url for MediaPlayer.
  - **Multi program data**
    - Control multiple projects from a single controller
  - **Queue or playlist for programs triggering**
  - **Editor controller**
    - Integrate unreal web server to control quickVP elements before running the app
  - **OSC integration**
  - **Previz for remote devices**
  - **Light programming**
    - A node based system to animate lights.

Anything else to say?
Feel free to say it in the discord channel
https://discord.gg/Tr5R2W
Or follow us
https://www.instagram.com/mooncakevisuals/
https://web.facebook.com/mooncakevisuals
WhatsApp us for any question
https://wa.me/18299871921?text=Mooncake+visuals+quickVP+Controller

And Again **Thank you so much** for your support.

Made with QuickVP

- Mopho Pro (Product show demo)
  https://youtu.be/vd0e0B0G7Pw