FreeJ Vision Mixer

Jaromil

Digitale Pioners

Brewed in C++ since 2001

Figure 1.1   FreeJ
logo by Sciatto Prod.

Following the motto: **set the veejay free!** FreeJ is the first GNU GPL "vee-jay" software, also aiming at a 100% free video plugin framework, together with Fukuchi Kentaro's EffecTV.

Realtime video mixer
and linear video editor

FreeJ is a digital instrument for realtime video manipulation used in the fields of dance theater, veejaying, medical visualization and TV.

FreeJ lets you interact with multiple layers of video (images, movies, live cameras and streams, particle generators, text scrollers, flash animations and more), filter them with effect chains and then mix them together.

It can be operated live from a text console and scripted to be controlled by keyboard, midi, OSC and joysticks.

Core features

- Interoperable: code can be reused and plugged in applications
- Efficient: faster than usual multimedia frameworks for desktops
- Computes in parallel: designed for multi-threading since the beginning
- Modular: makes use of existing libraries, plugs to different software
- It's 100% FREE: GNU GPL v3, listed in the FSF software directory

Developers and contributions

Figure 4.1 The FreeJ team at Piksel 2005 in Norway, from left to right: Kysucix, Mr.Goil and Jaromil

Code included:
- Sam Lantinga (sdl_*)
- FFMpeg video decoders
- Andreas Schiffler (sdl_gfx)
- Jan (theorautils)
- Dave Griffiths (audio bus)
- Nemosoft (ccvt)
- Charles Yates (yuv2rgb)
- Steve Harris (liblo)
- Olivier Debon (flash).

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Behind a com

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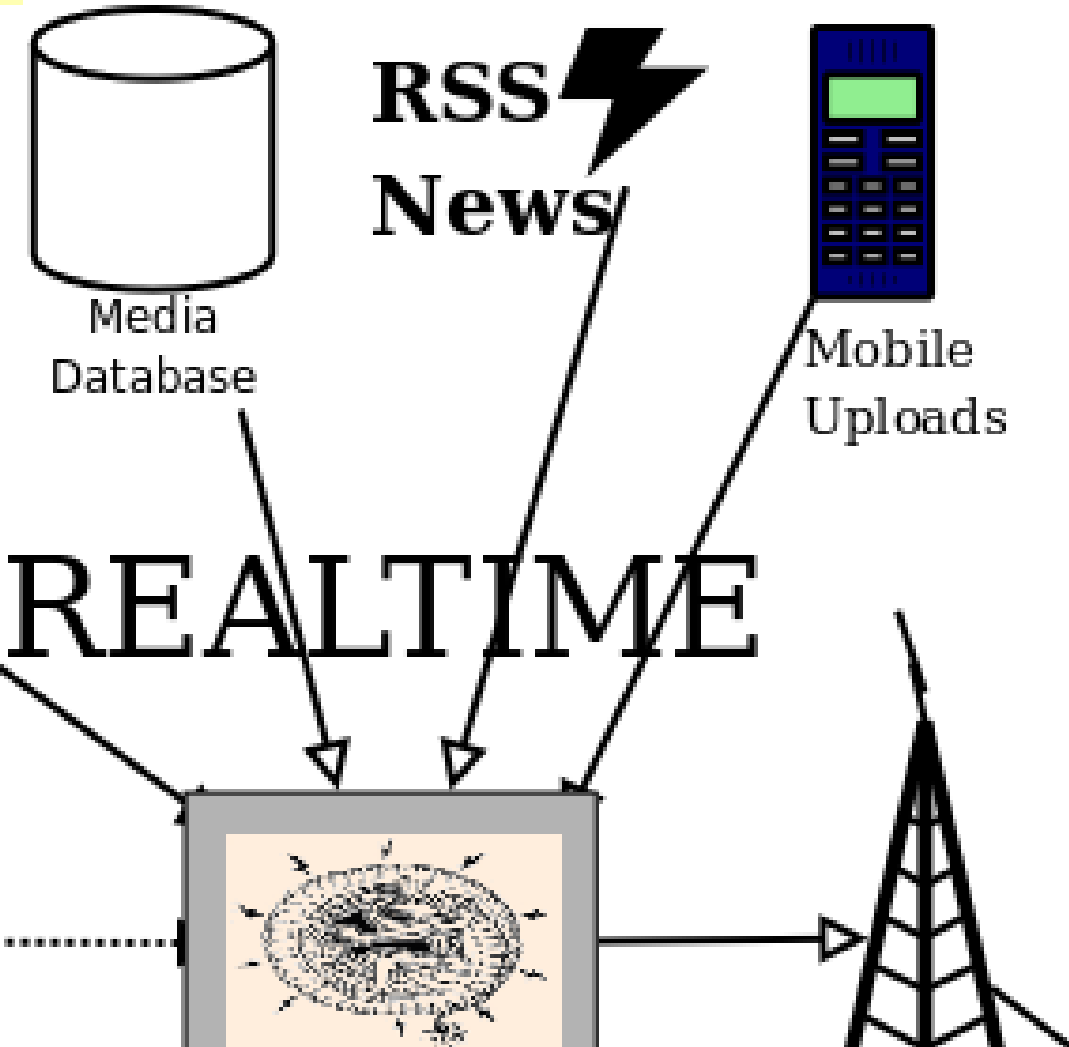content forma

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FreeJ is a visi

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Easy to Deploy

Binary packages are maintained for the main repositories of Debian/Ubuntu, Fedora and more GNU/Linux distributions.

Debian package subdivision:

- freej
- freej-dbg
- freej-doc
- libfreej
- libfreej-dev
- python-freej
- python-freej-dbg

Tagtool points of interest

- 100% Free - GNU GPL version 3
- Cross Platform (32/64 bit, big/little endian, ARM support)
- Extensible Layer and Controller API
- Scriptability in Python and Javascript
- OSX support (Native Cocoa/Carbon and QT components)
- Encoding and Streaming support (Ogg/Theora)
- Controllers: Wiimote, Mouse & Joy, OSC, MIDI, serial and text Console
- Highly efficient and documented code with reliable dependencies