

SHADERZ

Quick Start Guide

Audio-reactive visuals for music producers

A shader is 3D. Your screen is 2D.

The Z is the music — the dimension that changes everything.

shaderz.studio — v1.0

Two modes, one app

Switch anytime with the icons in the top-right corner: three bars stacked = **Construct**, three columns = **Live**. Press L to toggle.

CONSTRUCT	LIVE
Studio mode	Performance mode
Build music videos for release. Load a WAV, arrange shaders on a timeline, export an MP4.	Perform a set. Connect system audio, curate a deck, hit Start. The app drives the visuals.
Best for: Instagram reels, YouTube clips, promo videos.	Best for: Club gigs, festivals, livestreams.

At a glance

	CONSTRUCT	LIVE
Audio source	WAV / MP3 / AIFF (offline)	System audio (real-time)
Timeline layers	LAB / ART / Shaders / BG	PNG triggers (interval-based)
Background	BG layer — image or video clip	TriggerPanel setting
Palette	14 presets + Custom gradient	14 presets + Custom gradient
Output	MP4 export via FFmpeg	Screen / Spout to OBS
Mindset	Asynchronous, precise	Synchronous, hands-free

Build a music video

CONSTRUCT mode

- 1 Launch Shaderz Studio**
The app opens directly in Construct mode.
 - 2 Load your audio**
Click **Load** top-left, or drag-drop a WAV, MP3 or AIFF onto the window. BPM and beat grid are analyzed automatically.
 - 3 Browse shaders**
Shader library on the right. Click to preview. Adjust Speed, Rotation, Zoom, Palette, and Custom gradient in the right panel.
 - 4 Arrange the timeline**
Drag shaders onto the Shaders track. Use the 4-layer stack — top to bottom: **LAB** (logo), **ART** (artwork), **Shaders** (visuals), **BG** (background image/video).
 - 5 Set shader start offset (optional)**
Drag the **yellow handle** on the shader track to delay when visuals begin. Everything before stays black — perfect for intros.
 - 6 Add PNG overlays (optional)**
Click the LAB or ART track to load a PNG. Double-click the clip to set fade in, hold, fade out.
 - 7 Add a background (optional)**
Click the BG track to load an image or video. Double-click to set blend mode and opacity.
 - 8 Export MP4**
Click **Export** top-right. Choose resolution (720p, 1080p, 4K) and aspect ratio (16:9, 9:16 for Reels, 1:1 square).
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Tips

- Ctrl+Z / Ctrl+Shift+Z to undo/redo anywhere on the timeline.
- Press F or F11 for fullscreen preview before exporting.
- For Reels / TikTok, set 9:16 aspect ratio in export options.
- Use the Custom palette to design your own gradient with scroll speed and beat sync.
- The autosave runs continuously — close the app safely at any time.

Perform a live show

LIVE mode

- 1 Launch and switch to Live**
Click the three-columns icon top-right, or press **L**. The background turns light.
 - 2 Connect system audio**
Sys.Audio auto-enabled. Pick your device in the dropdown. Reacts to anything Windows plays.
 - 3 Curate your Show Deck**
Left panel. Click **+ Add scene** and pick your shaders for tonight. 5–15 shaders is usually right.
 - 4 Assign palettes per shader**
Right panel (SHADER PARAMS). Choose palette or create a Custom gradient. Assigned per-shader, follows automatically.
 - 5 Add PNG triggers (optional)**
Right panel → PNG OVERLAYS. Load logo or artwork. Set interval, fade, and position.
 - 6 Hit Start**
Bottom bar. Autopilot runs. Press **F** for fullscreen. You're free to mix.
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Tips

- Tap R or S to roll to the next shader instantly on a drop.
- Space pauses the autopilot — hold a shader during a breakdown.
- Send output to OBS or Resolume via the built-in Spout sender.
- Switch Every (4/8/16/32 beats) — 8 beats is the safe default.
- Prepare your deck during soundcheck, not 5 minutes before.

Keyboard shortcuts

Press ? in the app anytime to see this on-screen.

GLOBAL

L	Switch Construct / Live
R or S	Roll: jump to next shader
F or F11	Toggle fullscreen
Esc	Exit fullscreen / close overlays
?	Show shortcuts overlay

LIVE mode only

Space	Play / pause autopilot
Arrow right	Skip to next shader

CONSTRUCT mode only

Ctrl + Z	Undo timeline change
Ctrl + Shift + Z	Redo timeline change

Need more help?

Tutorials & downloads: shaderz.studio

Community: [Discord](#) — link on the site

Bug reports: hello@shaderz.studio

Shaderz Studio is made by a single producer in France. Your feedback shapes the next version. Thanks for being here.