

# AYEA Colors

A Delight Of Light

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# Stage Lighting At AISB's Theatre

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Print In Color

# Warning!

- High Voltage.
- Only trained technicians are allowed to use the DMX board without supervision.
- Drinks and Foods are NOT allowed in the theatre and around the DMX in specific.
- Taking part in theatre is a privilege, respect the equipment you are using, you will be held responsible for any damage caused to the equipment.

## Connect:

Digital copies of this manual and contact details can be found on our Facebook page: [www.facebook.com/lumintime](http://www.facebook.com/lumintime)

★ First Edition ★

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## Turning On and Turning Off

Attention: drinks and food around the DMX board are strictly forbidden.

### ON:

In order to turn the console on press the round button on the top right corner. The computer will turn itself on and load the last show left open. In order to open a new show or a different show, press [Browser] and then using the mouse click on "File" and "Open". In order to start a new show you will need to click on "New" but this requires patching the lights, which should be done by a trained technician.

### OFF:

In order to turn the console off firstly you have to save. To save press [Browser] and click "Save As..." if this is the first time you save this file. On the other hand click on "Save (D:\ShowArchive\...)" if you already saved it before, this is just like saving a document on a computer.

Before turning off the console you must make sure all of the lights are turned off. In order to do so press 1 [Thru] 120 [Out]. After you have done that clear the command line by pressing on [Clear].

**You must make sure all of the faders are completely down and that you don't have any Submasters on before turning the console off.**

After you have made sure all of the lights are off and you have saved your show, press [Browser], and then click "Exit Element". The computer will make sure you really want to quit, click "OK". Then click "Shutdown" (highlighted in yellow), "Yes" and "Shut Down After A Clean Exit".

## Designing Lights

There are two ways to design and devise lights. As each lantern is patched to one channel it is really easy to play around with them. The diagram titled “AISB Stage Lighting” and subtitled “Created 11.11.2011, Updated 17.1.2013 – Ofir” is at the moment the most updated diagram that presents the available lanterns. Each number is a channel; under each number it says the type of the lantern and its color.

][ - marks a separation of the different rigging bars.

X – marks a fixture that is not connected.

This diagram is basically a “screenshot” of the theatre’s ceiling, thus make sure you notice that the sides on the diagram are flipped. (Note “THIS IS YOUR RIGHT” and “THIS IS YOUR LEFT” on the top corners of the diagram.

The diagram is attached at the end of this manual. More copies are available in the props room in the lighting cabinet in the button shelf. Digital copies are available on our Facebook page as well ([www.facebook.com/ayeacolors](http://www.facebook.com/ayeacolors)). If you would like to update it you can contact me directly as well.

### Designing Lights with the Command Line:

To design lights you can use the key buttons. In order to turn on a channel, for example channel 52; follow these steps:

Press 52 [At] [Full] [Enter] if you want it at full power (flood). If you would like to turn it up only half way, you can choose to set it in between 1 to 100 percent. To set the fixture to 60% press 52 [At] 60 [Enter].

It is always important to press [Clear] after every time you use the command line, as if you do not the console might confuse between your different commands (for example using subs or cues) so just make sure the command line is always clear.

### Designing Lights Using the Faders:

To design lights using faders you will need to use the knob on the top center of the console. There are 40 faders but 120 channels; twist the knob to the 4 different modes in order to control the different lights and the submasters.

**Notice: The faders are very fragile; you are responsible to any damage.**

## Submasters and Cues

### Subs:

Submasters (also referred as Subs) are used to record your different light designs, for example saving light layouts for different scenes. Recording a sub basically means taking a “screenshot” of your current design, thus if you record a sub while using the moving light you will not be able to fade the sub and you will have to turn them on completely (using the faders).

To record a sub firstly twist the knob to “Submasters”, you will see all of your saved subs, a green light marks a saved sub, no light means that is an empty sub and it is waiting for you to record something on it. Notice that our Element console is capable of recording up to 40 subs only.

Now when you know what subs are you are ready to record your first setup. Press [Record] [Sub] 1 [Enter] or any other number between 1 and 40. Once you record a sub a green light will appear on its fader. If you did so and the command line says “Please Confirm” (in red) this means that you are recording over an existing sub (deleting it and recording the new one) so make sure that you are not deleting any subs by mistake. Make sure to press [Clear] after you are done. If the red light on the actual “[Clear]” button is on it means that either you need to confirm your command by pressing [Enter] again, or you have inserted an impossible command.

You can also record subs by pressing [Record] and then press on the fader’s test button you would like it to be recorded on (Test button – the buttons under each fader).

**Read Carefully:** If you brought a sub’s fader up and then twisted the nob in order to continue designing the lights and then pulled the sub’s fader down while devising the lights – when you go back to subs the fader’s green light will flash; this means that this sub is on.

**Note:** when designing the lights always be on cue 0 (technically it is cue 1...) by pressing on [Go To Cue] 0. Also always make sure that all of your subs are down, if not you will get confused and wonder why is the console so mean to you.

### Cues:

Cues are just like subs except they go in order. You will use cues to record the order of scenes in the show, so that throughout the show you will simply have to press on [GO] every time you

need to move on to the next cue. In order to move back to the previous cue press on [STOP|BACK].

**Before starting to record cues it's always important to record the first one as a blackout.** When all of the lights are out and the moving light is at its home (default) position, press [Record] [Cue] 1 [Enter]. Remember to always press [Clear] after!

You can also record cues such as 1.1, 1.14, 1.6 and 1.99. Basically anything up to two decimal places.

### Timing Cues:

You can also time cues. On the screen "Int Up" means the time in seconds it takes for the cue to come up and "Int Down" means the time in seconds it take for the cue to go out. In order to time a cue to enter in 5 seconds and exit in 7 go to the desired cue (so the command line would say "LIVE: Cue 1.2:" for instance) and then press [Time] 5 [Time] 7 [Enter]. On the command line this command will appear as "Cue 1.2 Time 0:05 Down Time 0:07". If you want the cue to enter in 5 seconds and exist the same just press [Time] 5 [Enter] and then it would save it for both up and down.

### Copying Subs to cues:

If you have a sub saved as a certain scene and you would like to make it a cue you can copy that sub to a cue. In order to copy sub 5 to cue 21 press on [Sub] 5 [Copy To] [Cue] 21 [Enter]. (Did you remember to [Clear]?)

### Jumping to cues:

You can also jump to specific cues, if you are on cue 3 and you would like to go to cue 45 instead of pressing the [Go] button a whopping 45 times just press [Go To Cue] 45.

### Labeling Cues:

If you want you can make your cues a little bit more special. You can label cues and subs. To label sub 25 as "Katy Perry" press [Sub] 25 [Label | Note] and then use your mouse to name it. When you are done click the enter button on screen.

### Follow-Up Cues:

You can also time cues so that after a specific period of time they will move on to the next cue. In order to program that cue 2 will last 5 seconds and right after move on to the next cue press [Cue] 2 [Follow] 5 [Enter]. This will show up on your screen under “Attributes” under “Follow” as “F5”.

### Looping Cues:

You can also relate cues to other cues or make them loop. In order to make cue 2 jump back to cue 1 after the five seconds have passed press [Cue] 2 and then using the mouse click on “Link/Loop” or click on [S4] and then press on 1 (or any number of any other cue). Notice that if you press [Cue] 1 (and not simply the number 1) it will say error, why? That’s a mystery.

### Deleting cues:

If you made a cue and you would like to delete it press [Delete] [Cue] 2 [Enter] [Enter]. Notice that you have to press enter twice in order to confirm. The same way you can delete subs, don’t forget to clear.

## Notice!

If you suddenly decide to add a cue in between two existing cues the computer might sometimes copy the new cue you have created in the middle to the next upcoming cues. In other words if you created cues 2 and 3 but now you suddenly notice that you need another cue in between these you will record that new cue as 2.1 for instance. However at this point the computer might copy the lights you used in cue 2.1 to cue 3 and the ones after as well.

In order to avoid this just record a black out right after and then delete it, for example go to cue 0, record a blackout as cue 2.2 and then delete it right after. (To record a blackout you could also copy cue 0 to cue 2.2 if you don’t want to go back to cue 0...)

## Effects

In order to create a step-based effect press [Effect] twice, you will enter blind mode. Wait! Before doing this take a piece of paper and write down the channels of the fixtures you would want to use in the effect. For instance, if you would like to create an effect that will look like Police lights:

Write down the numbers of the lights, red Fresnel is 8 and blue is 9. Double press [Effect], you will see a new screen presenting all of the existing effects. On the command line it will say **Effect 901**, press [Clear].

In order to avoid deleting existing effects we will start from the end. Press 999 [Enter], then using the mouse click on "StepBased", that's your first effect (from the end). If you are using two lanterns and you would like them to work like Police lights you will need 2 steps. Click on the box with the number "1" under "Step", on the command line it will say "**BLIND: Effect 999: Effect 999 Step 1**" and then just plug in the total number of steps, in this case [Thru] 2 [Enter].

Now using the mouse click on the empty row for step 1 under "Channels". The command line will say "**BLIND: Effect 999: Effect 999 Step 1 Chan**" so all you need to do is plug in the channel numbers, in this case 8 [Enter]. If you need to plug in more than one channel, for example lights 45, 23, 87 and 56 just press 23 [+] 45 [+] 56 [+] 87 [Enter]. Notice they have to be in increasing order.

Then click on the empty row for step 2 and do the same with the desired channels.

You can also change the timing of the effect under "Step Time", "In Time" and "Decay Time". If you would want to make the lights change faster plug in 0.5 instead of 1 for instance. It is better if all of the 3 factors (in, step and decay) have the exact same timing.

Now when you are done press [Live] twice. To activate your effect press on [Recall From] [Effect] 999 [Enter]. The effect will start. You can now record this effect as a cue or sub and to stop it press [STOP | BACK] twice.



## Moving Light

At the moment we have one Martin Mac 700 Profile Extension moving light in our theatre, also referred as a moving head fixture, intelligent fixture, or by his name Kasper Martin (Let's see if you can guess the meaning).

**Attention:** In order to use this light you have to be supervised and you are not allowed to patch this light unless you are trained to do so. Simple as that - If you are not trained you are not allowed to use it.

### Patching (Only If Trained):

To patch the fixture's computer press [Patch] and then press 202. With the mouse click on "Type" and choose "Non Dim at Full". Then clear and press 482, click on "Type" and select "Manfctr". Then from the list on the left select "Martin" and on the right side you will see all of their products. Select "Mac 700 Profile Ext." then press [At] 250 [Enter]. Now go back to live mode and press 202 [At] [Full]; that is the power for the computer. Lastly press 250 [Enter] [ML Control] and then the moving light menu will show up.

If the fixture was already patched by Mr. Oly the computer is patched to channel 202, press 202 [At] [Full] [Enter]. The computer will turn on and you will see the light doing its little morning dance. To reveal the moving light menu press 250 [Enter] [ML Control] and it will appear on screen.

### ON:

To turn the moving light's lantern on press [More SK] [S3] and with the mouse click on "Lamp On | Lamp Power | 700 Watts" and press on [Enter] to confirm.

In order to control the moving light you only need the mouse. The first box with the little house drawing in it means default position for all aspects. Basically reset everything and bring it back to its default (home) position. **It is important that you press that before shutting off the fixture.** You will see many more houses, for each box there will be a little house, and that house basically resets only that aspect. For example the house under "Focus" resets only the pan and tilt.

**Attention:** before designing with the ML - when it is at its default position record that as sub 40. Then bring up this sub, twist the nob to a different mode and bring that fader down. This will make sure that the moving light doesn't turn off by mistake and if you go to subs again you will see the light for sub 40 flashing which means this sub is on.

First box is **Intensity**. It controls the intensity of the light; similar to the way we control the intensity of the regular lights with the faders or with the percentage. Every time you see a scroller you can either click on "Max" at the top of it or "Min" at the bottom in order to jump to the two extremes. You can also use the scroller on the mouse; hover over the scroller on screen and scroll up or down. You can also click and hold below or above the scroller's middle line, try it out and you will understand.

Next is **Intensity MSpeed** – you don't need that...

**Position!** Using the square you could control the position of the light. It is a bit confusing, because there are three different spots on that square which point on the same place on the actual stage. Click on "Flip" below that square to see these three points.

The fixture can't go spinning round and round like crazy, it has to stop at a certain point and go back, thus when you are designing a show notice that you are using the same and shortest way it takes the light to get to the spot on stage, since you don't want it to start spinning around in the middle of the show.

You can also control the position of the light using the "Pan" and "Tilt" scrollers to the right of the position square.

**My advice: set the "Pan" to 0 and "Tilt" to -75 and from there continue to focus the light on the desired spot on stage.**

**Position MSpeed** is basically how fast the light moves, set that to 235 and the light will go slower. Thus it will be easier to control it with the mouse and the rigging bar will not shake. Always before saving palletes, subs or cues with the moving light make sure the **Position MSpeed** is set to 235.

**Color Wheel** is a standard color wheel. Under "Wheel Shake" you could find some effects for the color.

Gobo Select is your first set of gobos. You can press on different gobos and make them spin using the “Rot” effect or his neighbors. You can control their speed with the “Gobo Ind/Spd” scroller. (If you are trying it out now, I know it’s out of focus, wait a little 😊)

Gobo Select 2 is another wheel of gobos; they can’t all be on one wheel! These gobos have different effects and you can’t control their speed. When using this wheel you might run into difficulties: if you are using an effect such as “Spin +” and then when you try to stop it you click on the house and but it doesn’t stop click on the effect named “Continuous” above “Spin +” and then click on the little house again.

Now jump to the end, you will see “Edge” and “Zoom”. Zoom is used to determine the size of the light’s beam and Edge is used to determine its sharpness. You will notice that the two different gobo wheels require a different edge since they are in different distances from the actual lamp.

Beam Fx Select is what they use in clubs to make the lights look cool, you can press on the three options and see what do they do.

Animation Select is used to create animations. For example if you would like to make something that looks like fire do this:

Intensity at 100

Pan at 86

Tilt at -78

Position MSpeed at 235 (don’t forget)

Color Wheel – something orangeish

Gobo select – the last one; looks like fire, gobo number 7.

Set Gobo Ind/Spd to 75 in order to make the fire stand up straight.

Edge at 85

Zoom at 15

Go to Animation and choose the animation wheel in the middle (the third one) and set Animation Ind/Spd to 25.

There you go! FIRE!!! 😊

To clear everything up go to the first house on the menu (the big one) and click on it.

Last two menus are Iris and Shutter Strobe. You can make the light strobe and open or close down slowly if you would like, for example to end a scene with the light going out into a small circle till it disappears completely (like in the cartoons). If you use the strobe light it is important to put up a notice sign in the entrance to the theatre! (Notice sign attached at the end of this manual).

Now going back to our fire: if you would like to save those setting you could either record that as a sub, a cue or on palletes. Just note that if you record it on a sub you will have to bring the fader completely up, trying to fade the moving light in or out doesn't work.

### Recording Moving Light Palletes:

Palletes are basically subs but they are designed for intelligent fixtures. Palletes are divided into four different types: Intensity Palletes, Color Palletes, Focus Palletes and Beam Palletes. In order to record your fire on palletes you will need to record it on each one of the four palletes separately because each one records something else.

To record the fire while you are on the moving light menu (Command line would say: Chan 250) press [Record] then with the mouse click on the first palletete, "Int Pal" then type in the number of the palletete you would like to save it on, if it is your first one just press 1 or click on [Next] and it will automatically save it on the next available palletete. Click on [Enter] to save.

Then in order to save the color palletete you don't need to clear, just click on [Record] again and with the mouse click on "Clr Pal" and save it. Do the same with the focus and beam.

Now after you have saved everything you can go to the menu and click on the house to reset everything. In order to go back to the fire just click with the mouse on the four palletetes you have created for it. You can also label palletetes, click on Intensity Palletete number 1 so the command line will say "LIVE: Cue 1: Chan 250 Intensity Palette 1" and then click on [Label | Note] to label it.

Now you can bring up the sub you want to have a fire in it, bring up the fire palletetes and then save it all together as a cue.

**Notice:** When in a show, the moving light knows when it is up next, so if you save a certain effect with the moving light on cue 3 the moving light will go into position on cue 2 already. (Unless it is used in the previous cue as well)

OFF:

To shut off the moving light click on the big house to reset everything and then on “Min” for intensity; then click on [More SK] and click on “Lamp Off” [Enter]. At this moment the light is off but the computer is still working, you have to leave it like this for a couple of minutes because the computer is cooling down the lamp with its fans. When you are ready to shut down the computer as well just press 202 [Out] or pull down the default sub you made for the light (sub 40).

Thank you very much for using this manual. For more support, ideas, suggestions, advices or comments please contact us on [www.facebook.com/ayeacolors](http://www.facebook.com/ayeacolors)

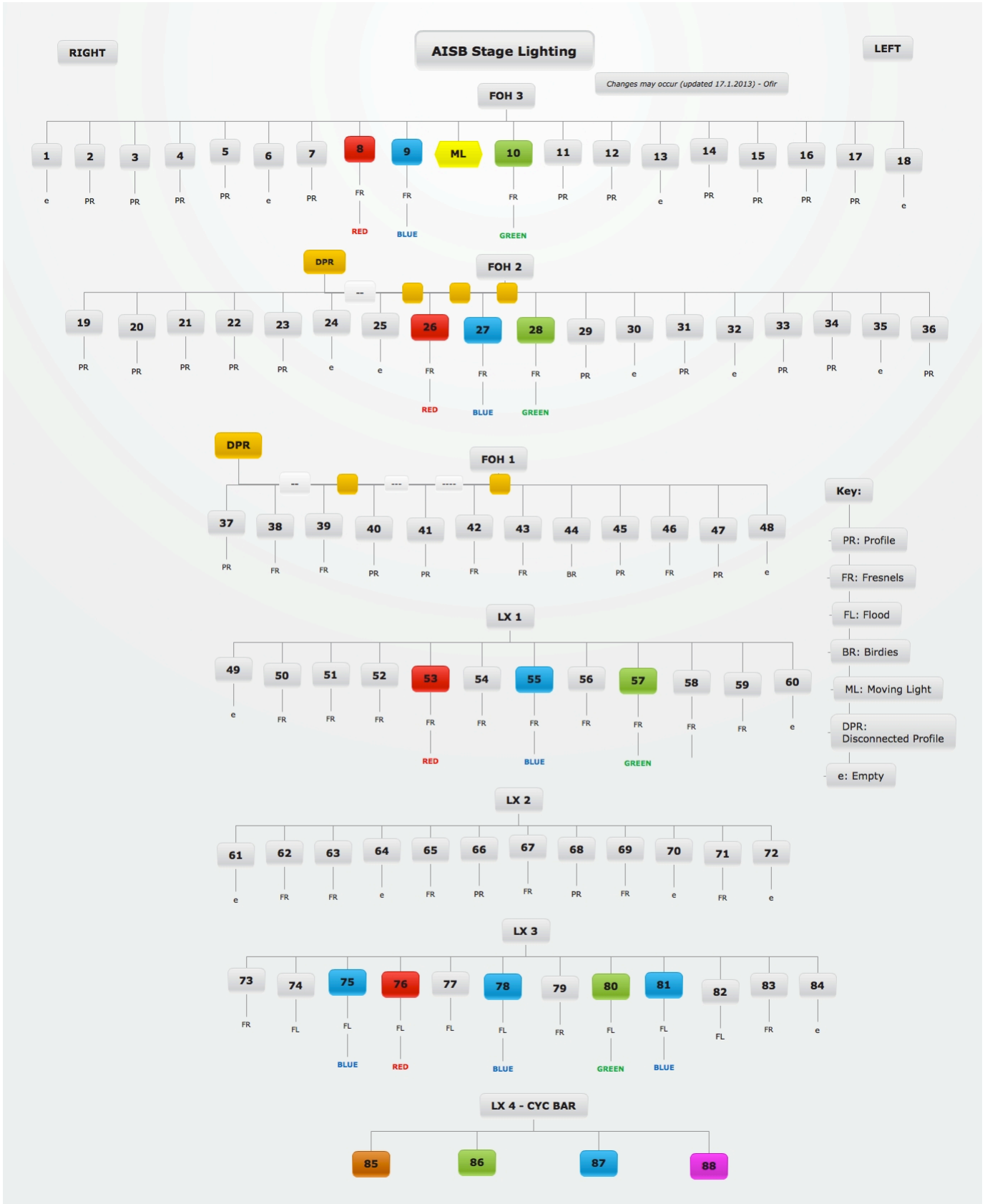
On our page there is a link to a Facebook group that has digital copies of this manual, the lighting diagram and the notice sign.

Blonde is not just another hair color, it's a lifestyle.

Cheers!

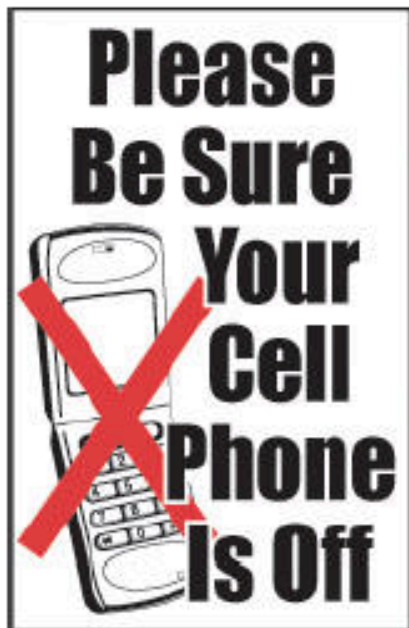
AISB's Lighting Diagram and Notice Sign on the following pages:

# Stage Lighting At AISB





Bright Lights Are Used In This Show



As They Interfere With Microphones