



Sunlite Suite 2

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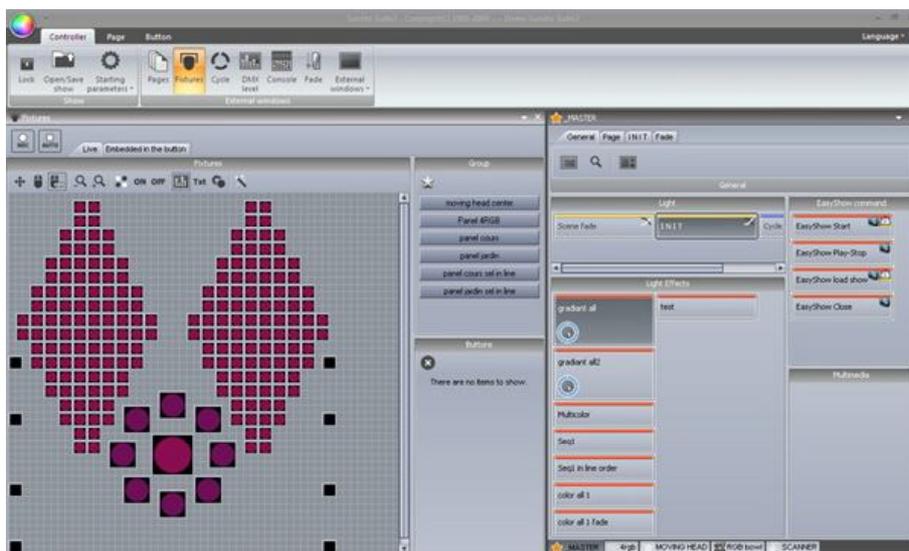
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I Avant de commencer

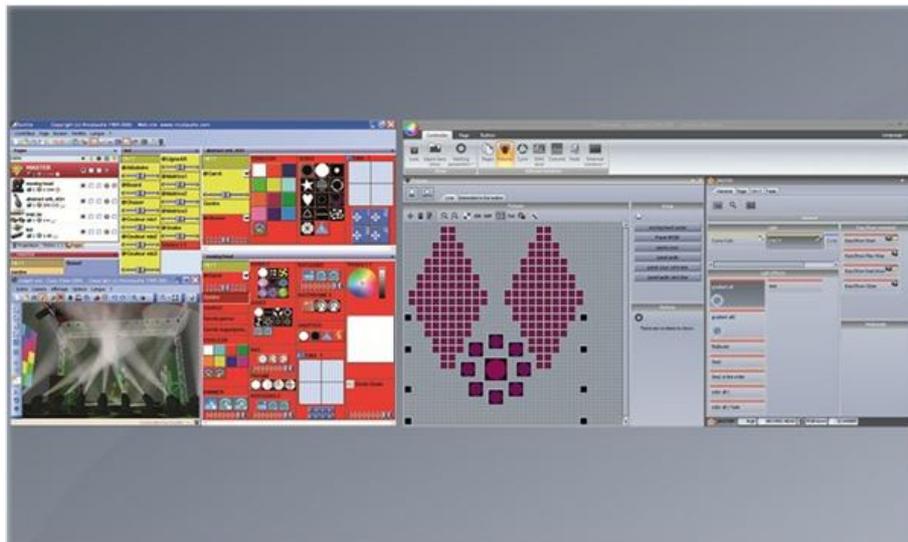
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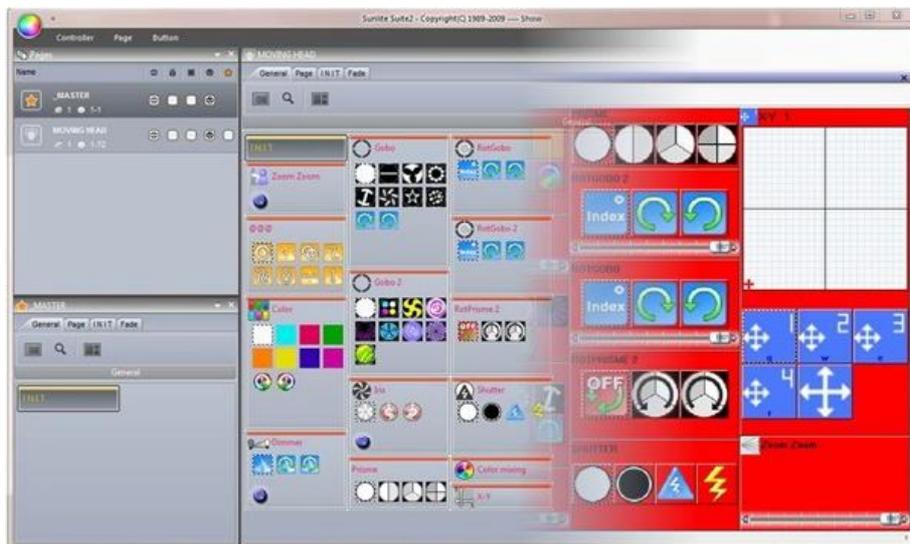
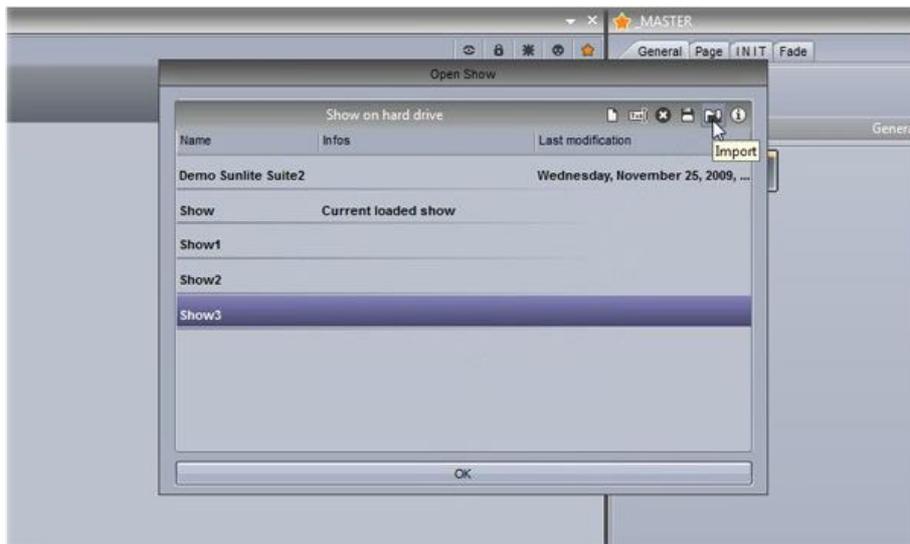
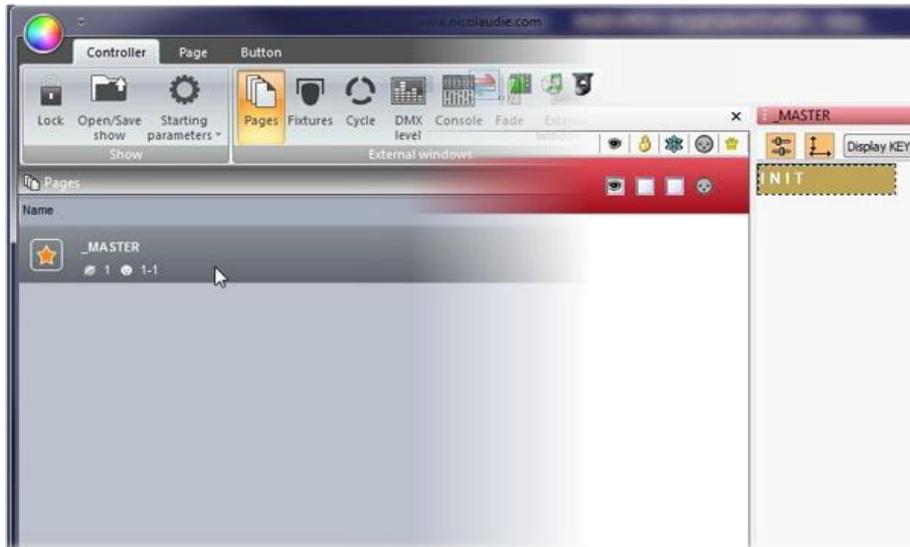


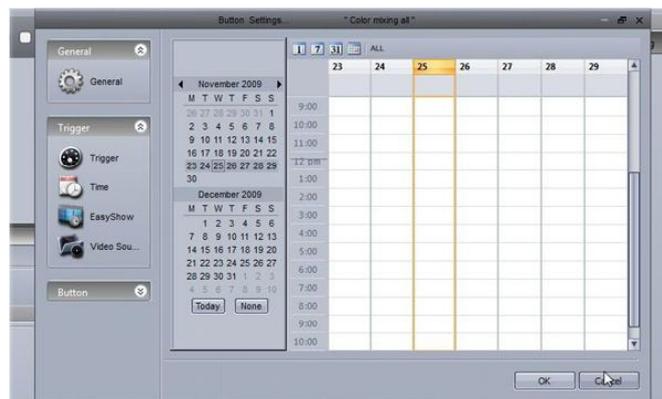
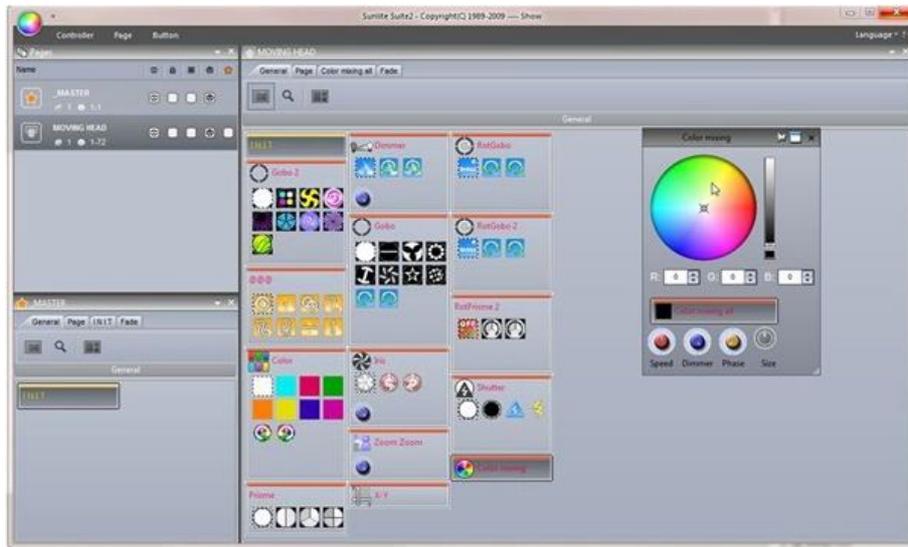
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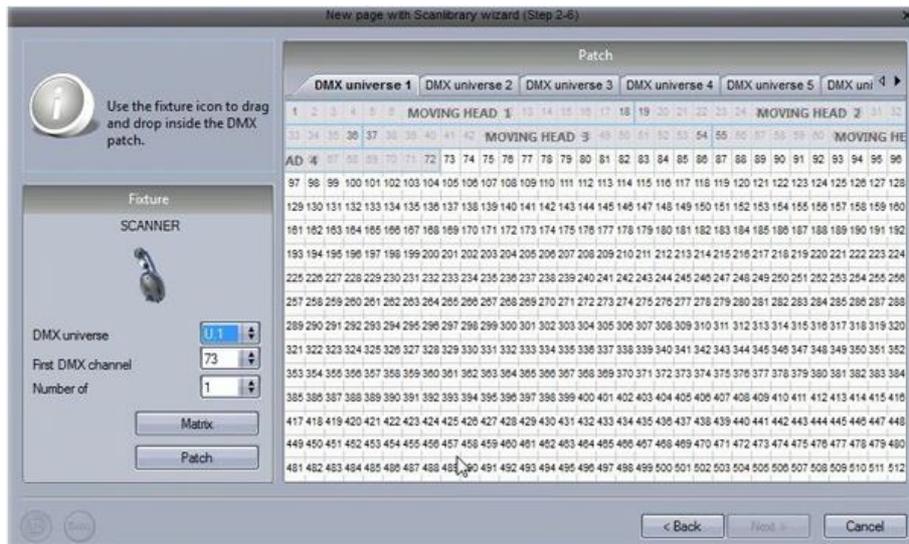


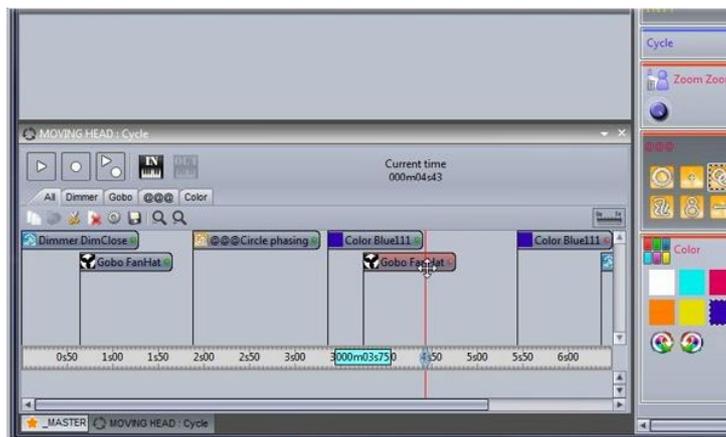
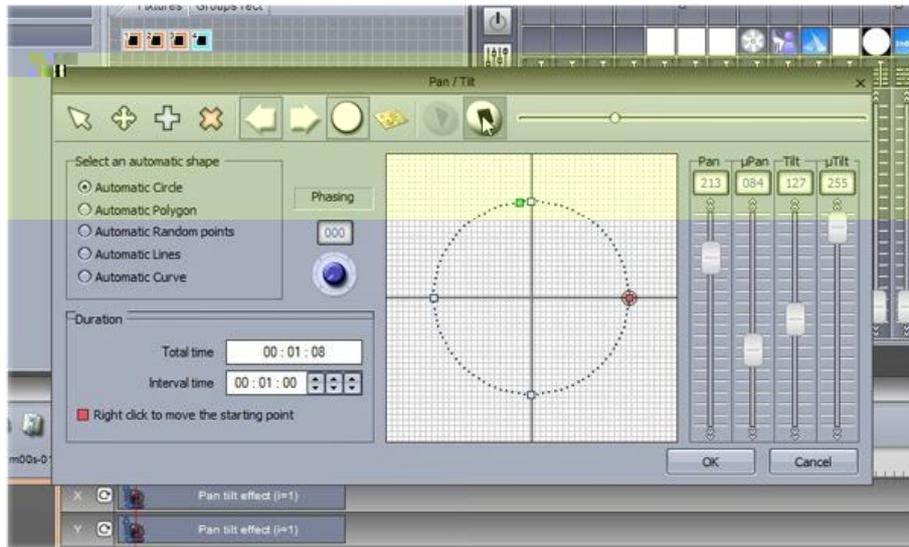
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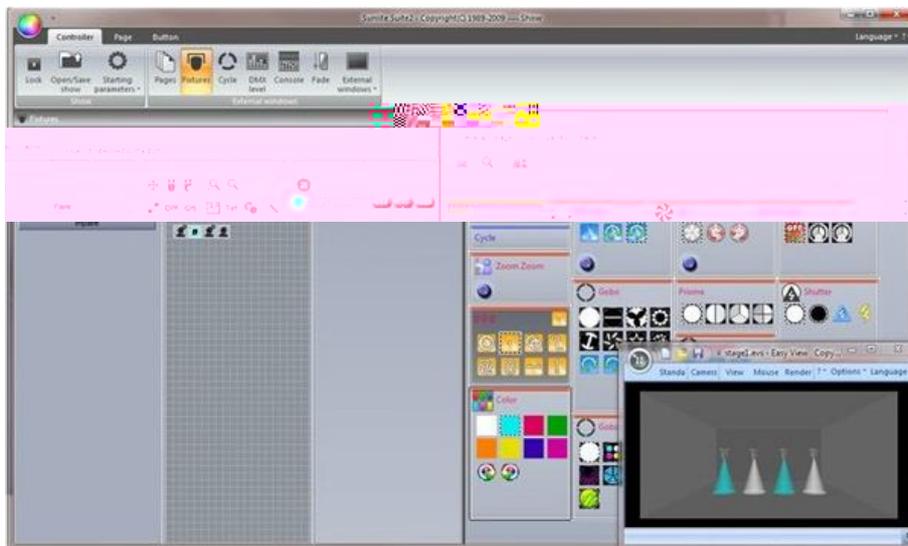
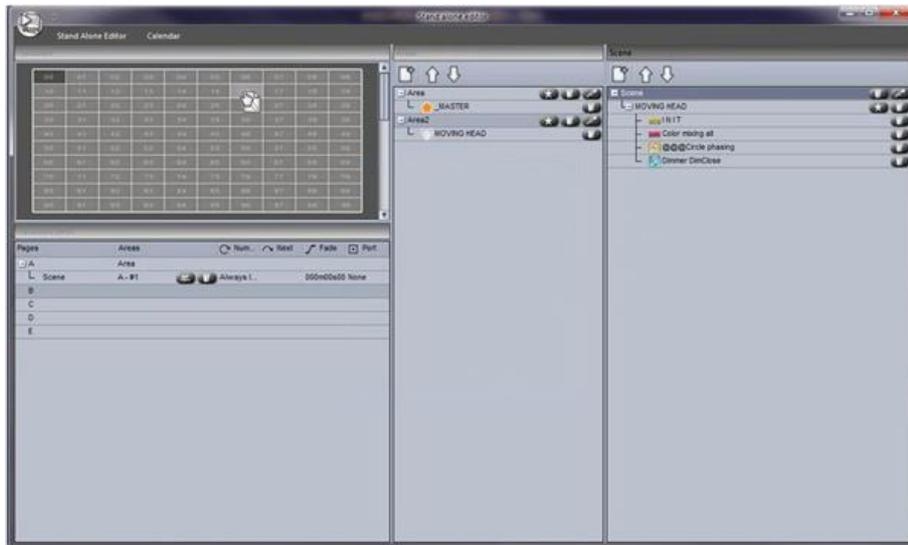




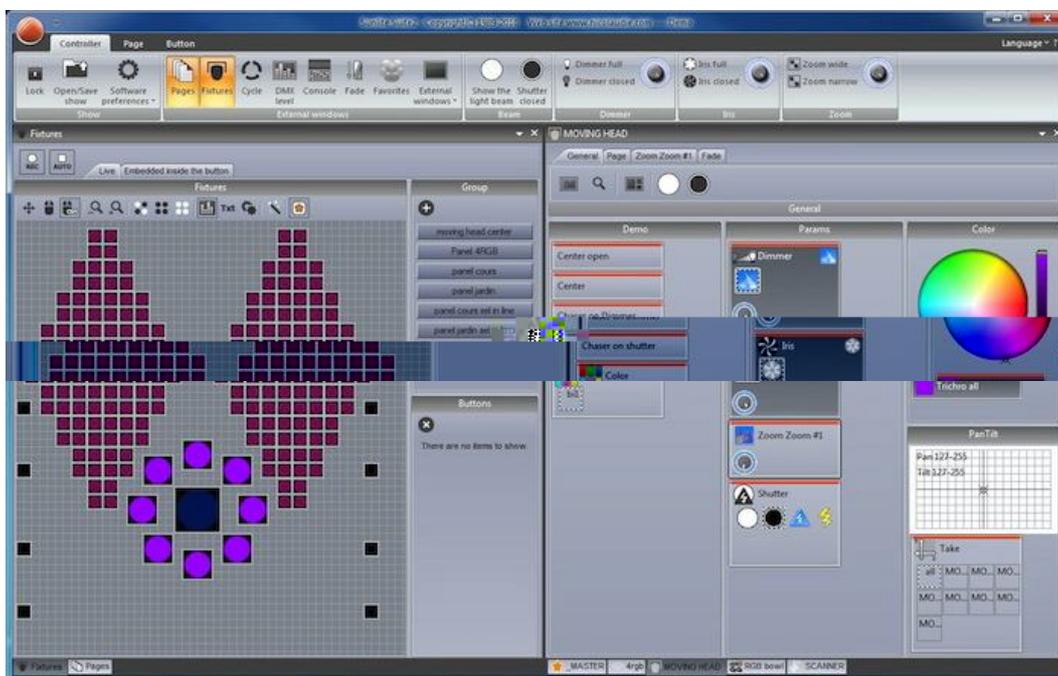
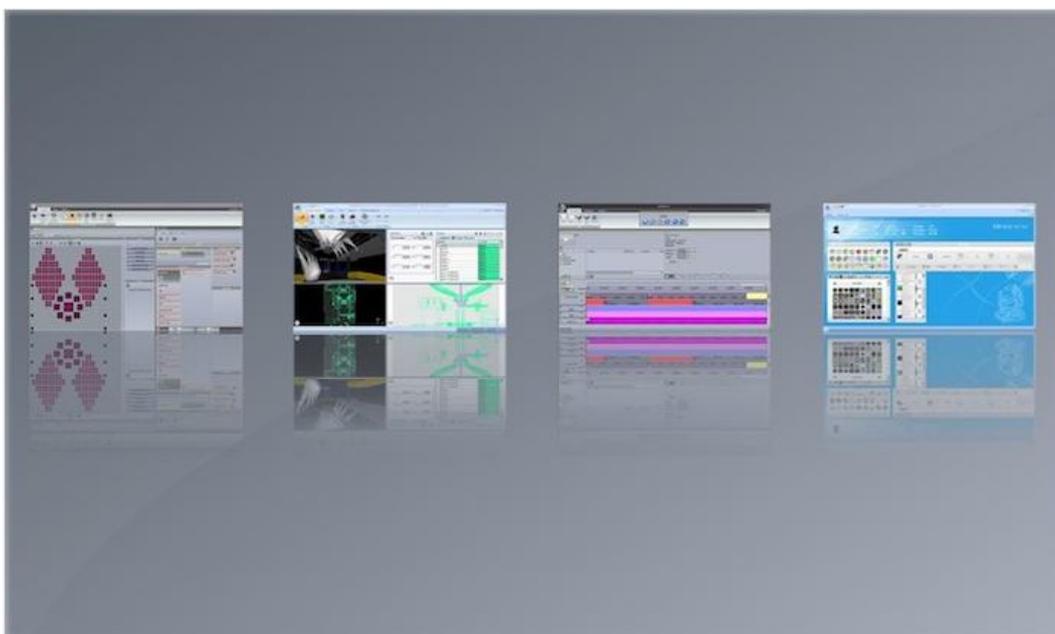




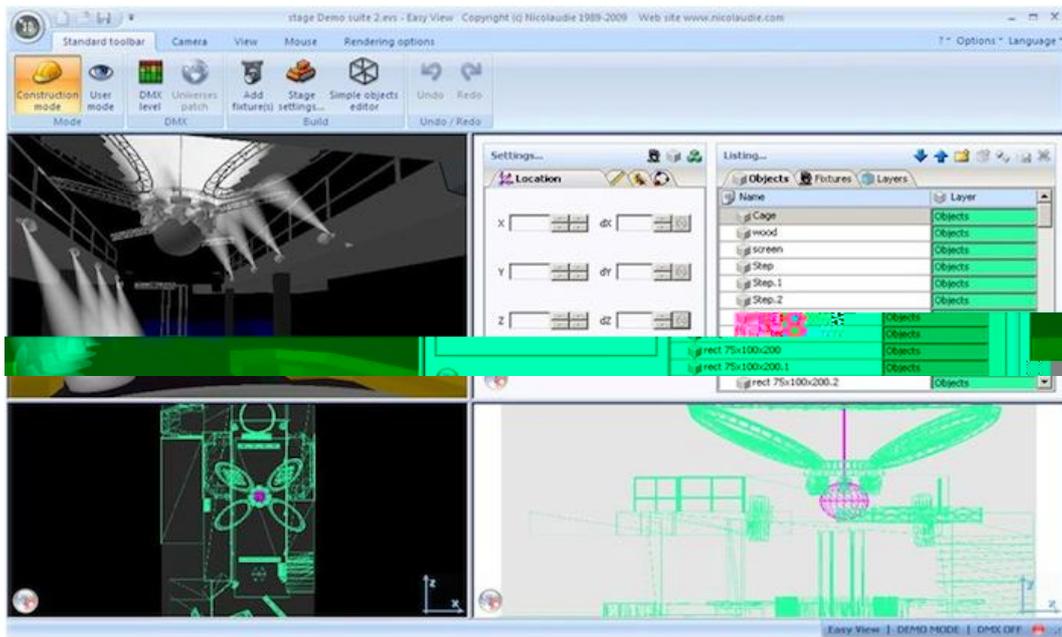




2. Le package Sunlite



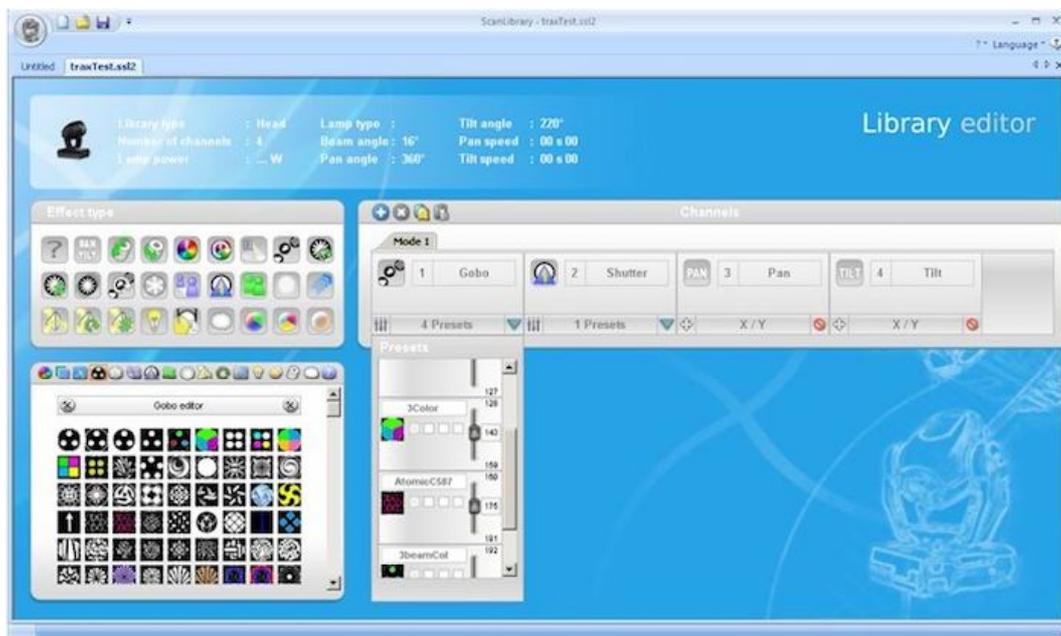
Easy View



Easy Show

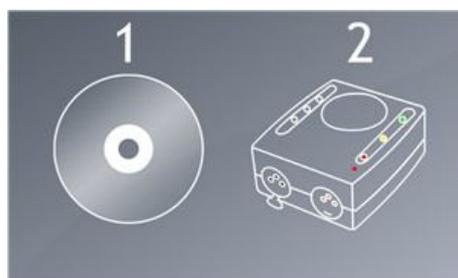


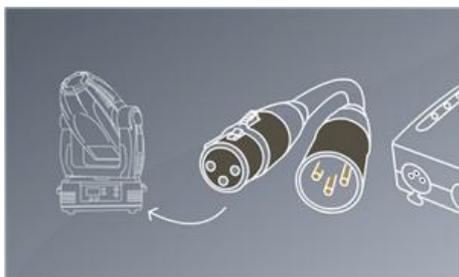
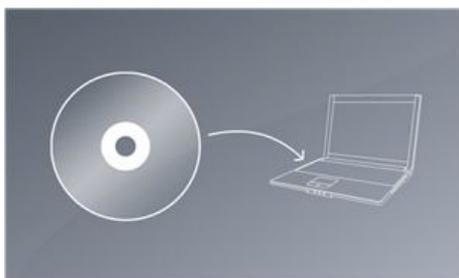
Editeur ScanLibrary



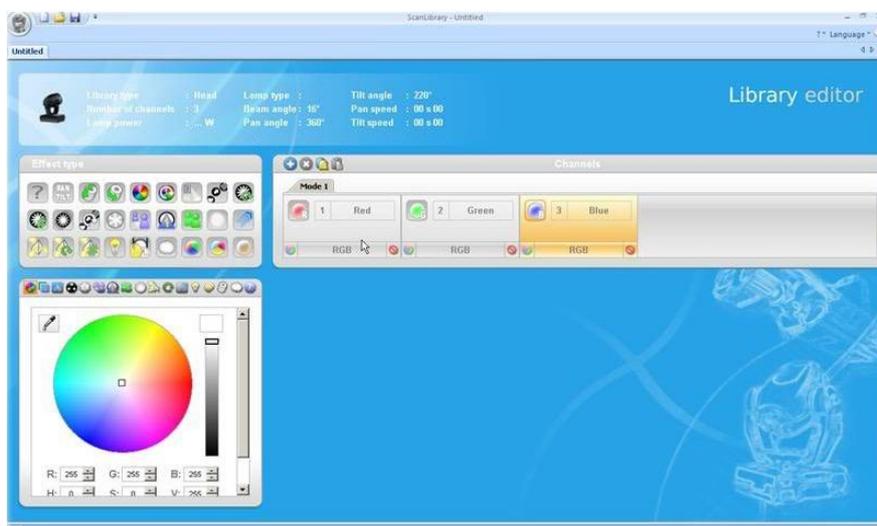
Configuration minimale

3. Installation de l'interface et du logiciel





4. Profils de projecteurs

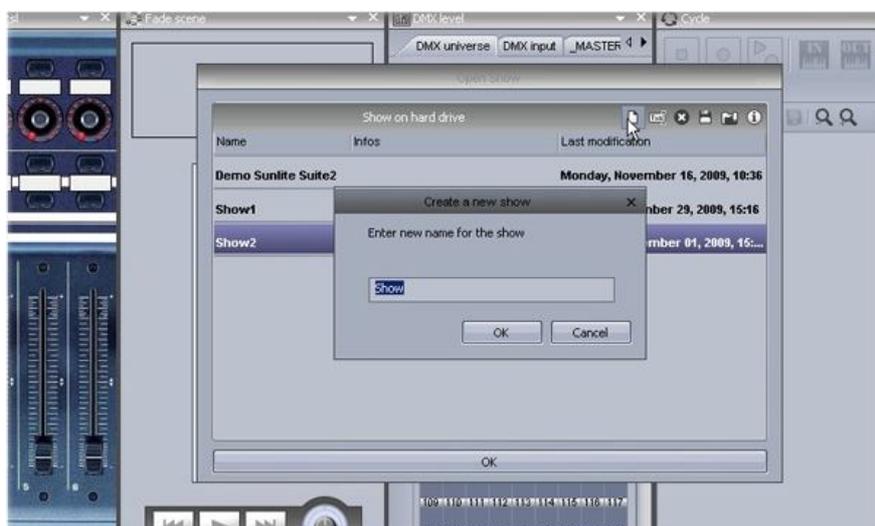
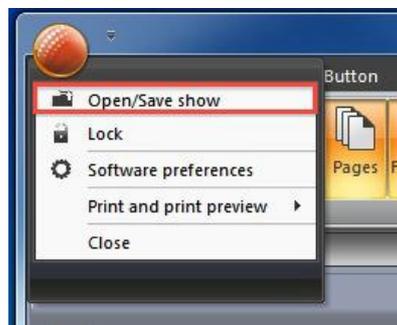


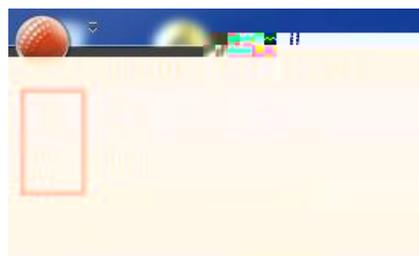
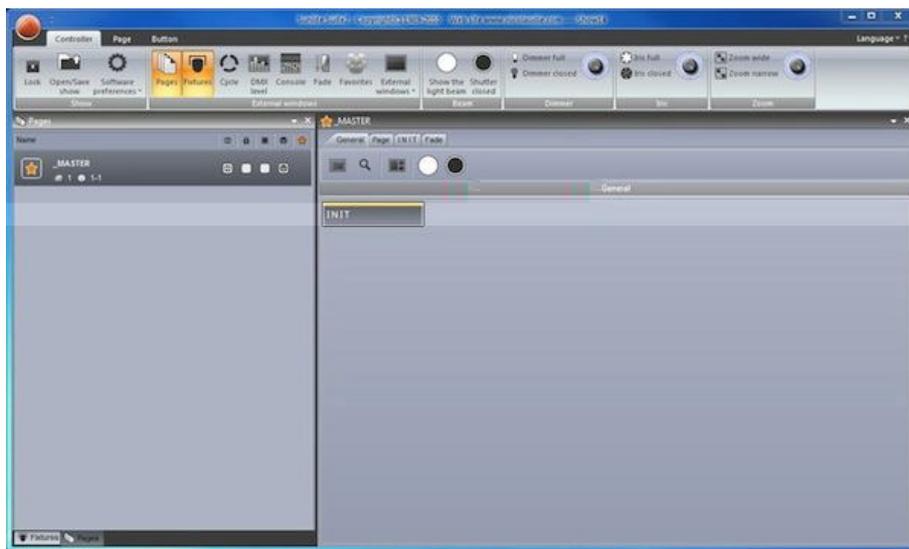


II Pour bien commencer

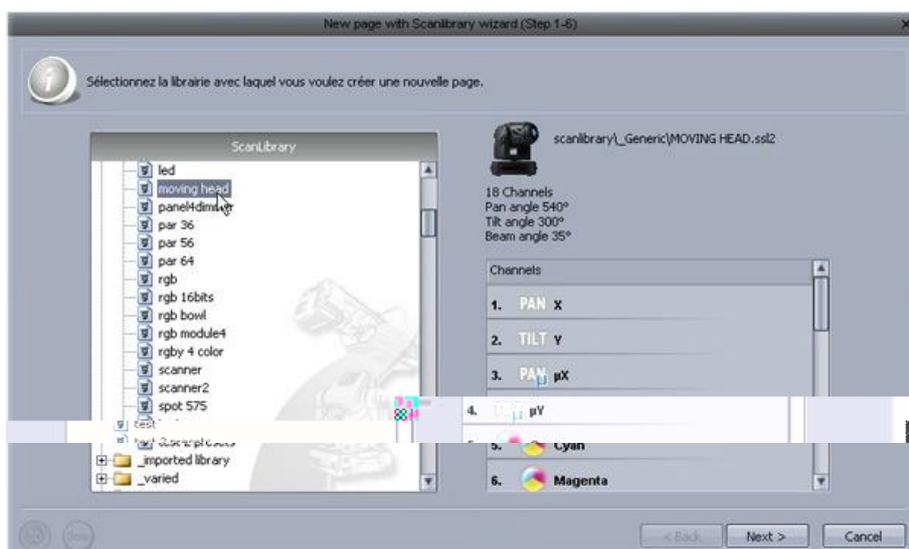
Le concept de Sunlite Suite 2

1. Création de votre premier show

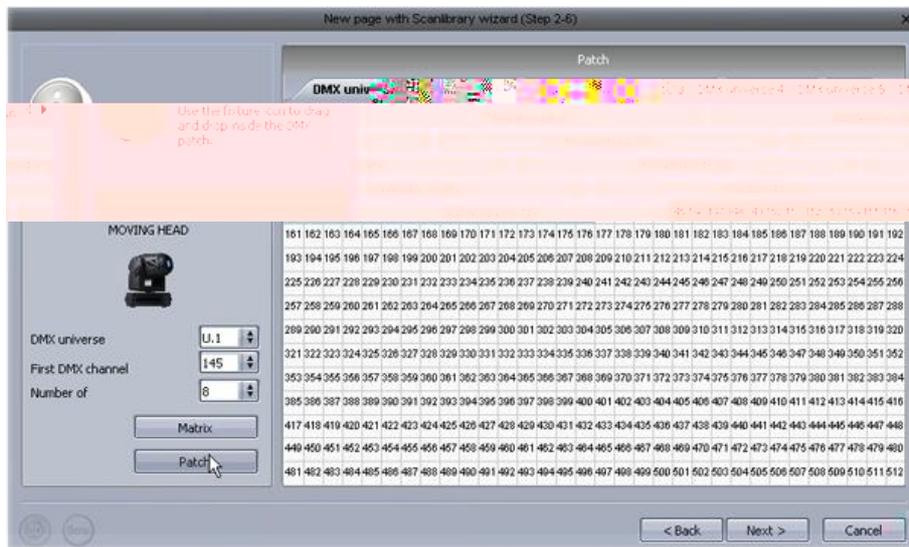




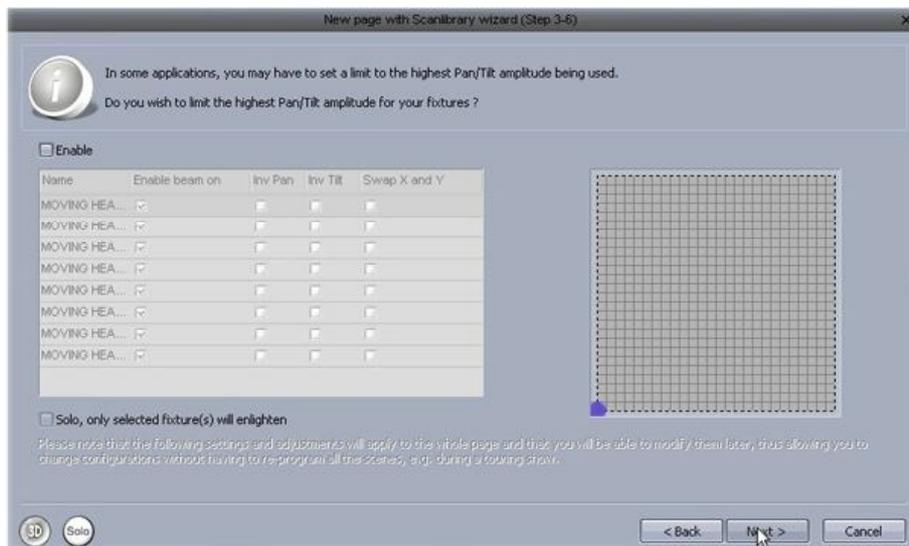
1ère étape



2ème étape



3ème étape



4ème étape



5ème étape

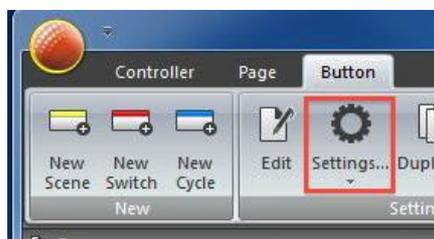


6ème étape



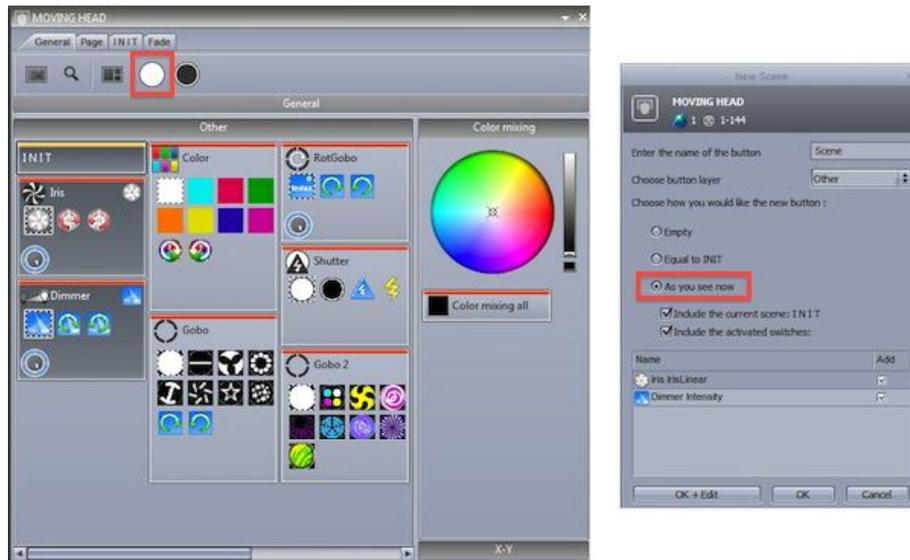
2. Création de votre première scène





3. Edition d'une scène avec EasyStep

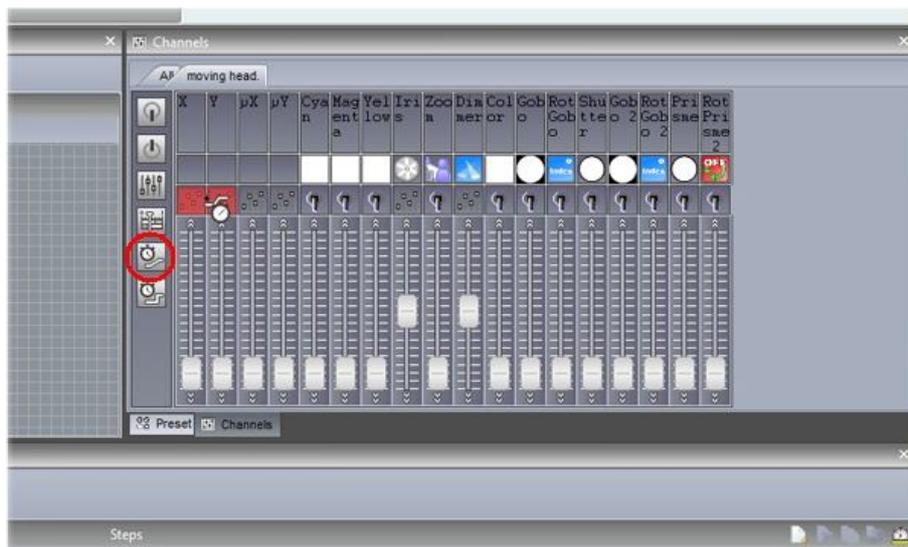
1. Allumez les faisceaux de vos appareils



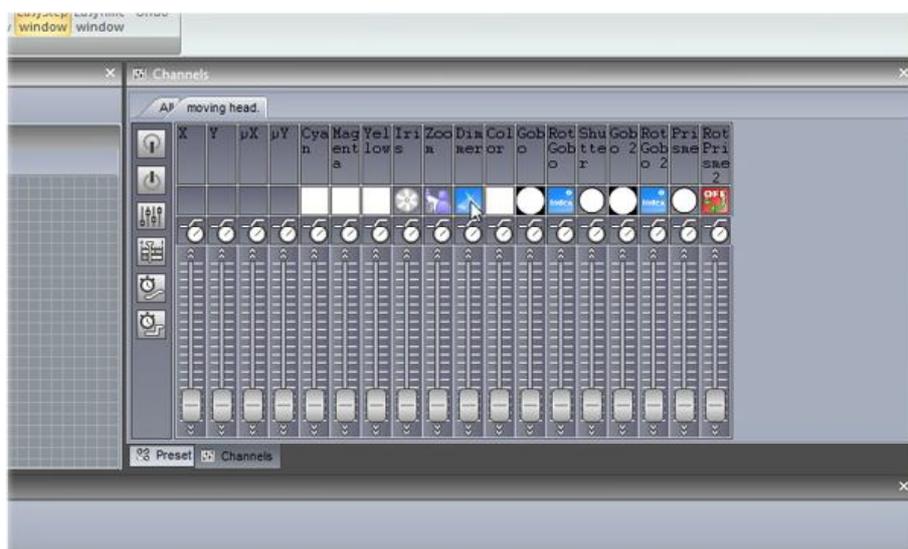
2. Sélectionnez les projecteurs à éditer



3. Assignez l'outil EasyStep aux canaux



4. Réglez vos appareils



5. Création d'un nouveau pas et prévisualisation



6. Ajout de temps de fondu/attente

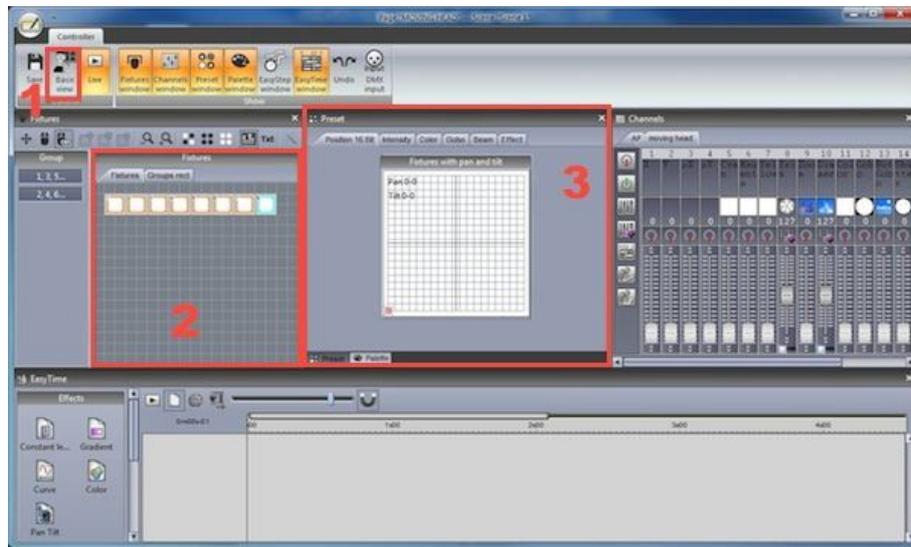


4. Edition d'une scène avec EasyTime

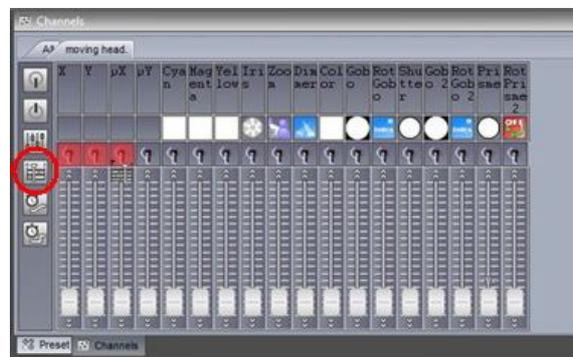
1. Allumez les faisceaux de vos appareils



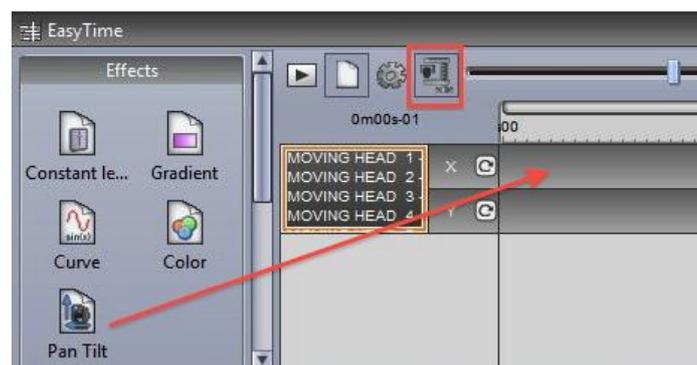
2. Sélectionnez les projecteurs à éditer



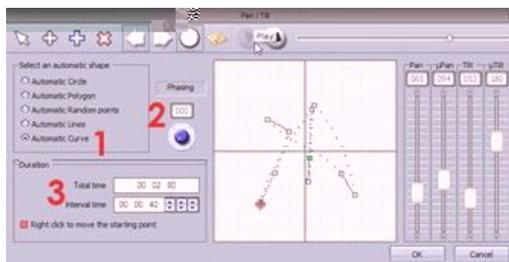
3. Assignez l'outil EasyTime aux canaux



4. Comprimez les canaux et assignez un effet

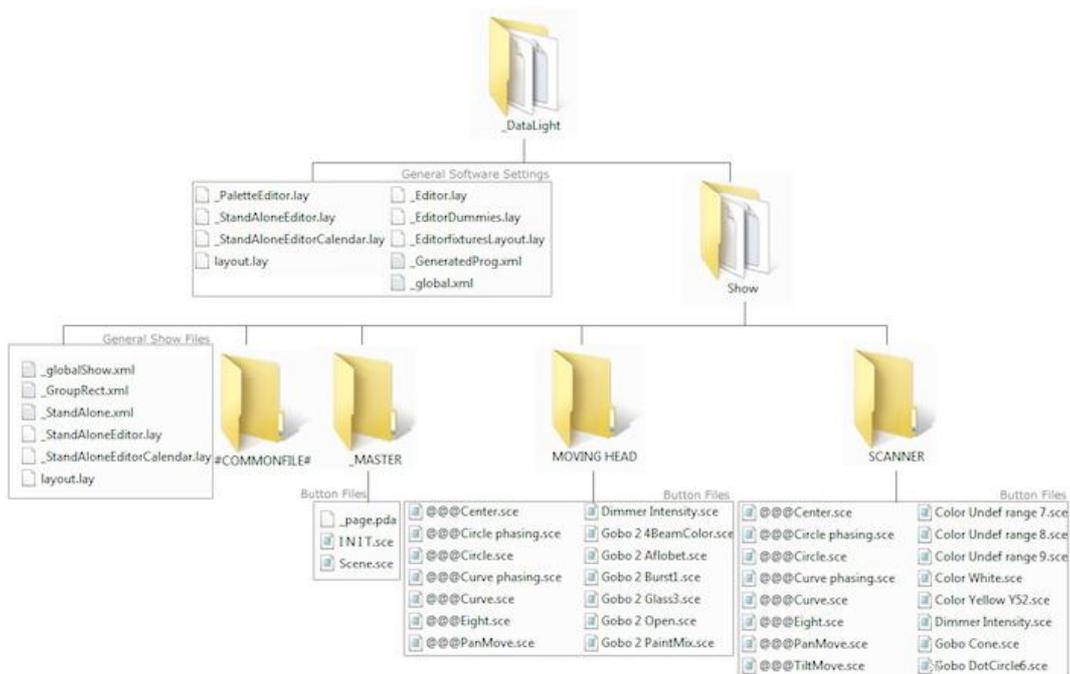


5. Edition de vos effets



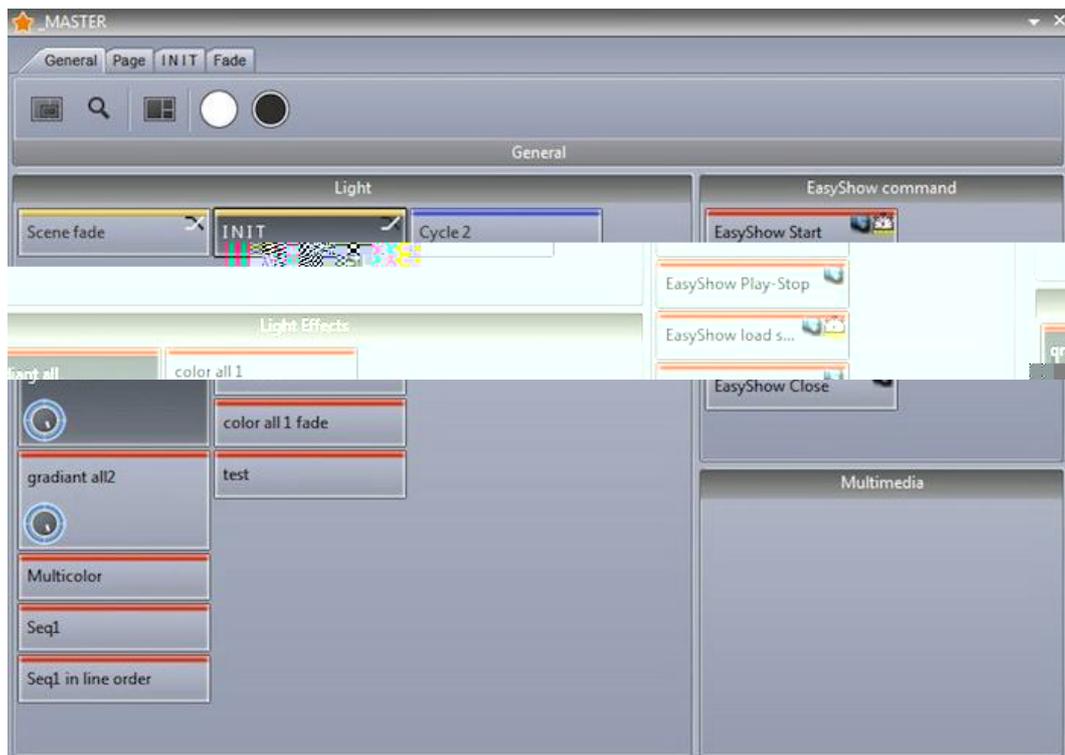
III Programmation

1. Structure du show



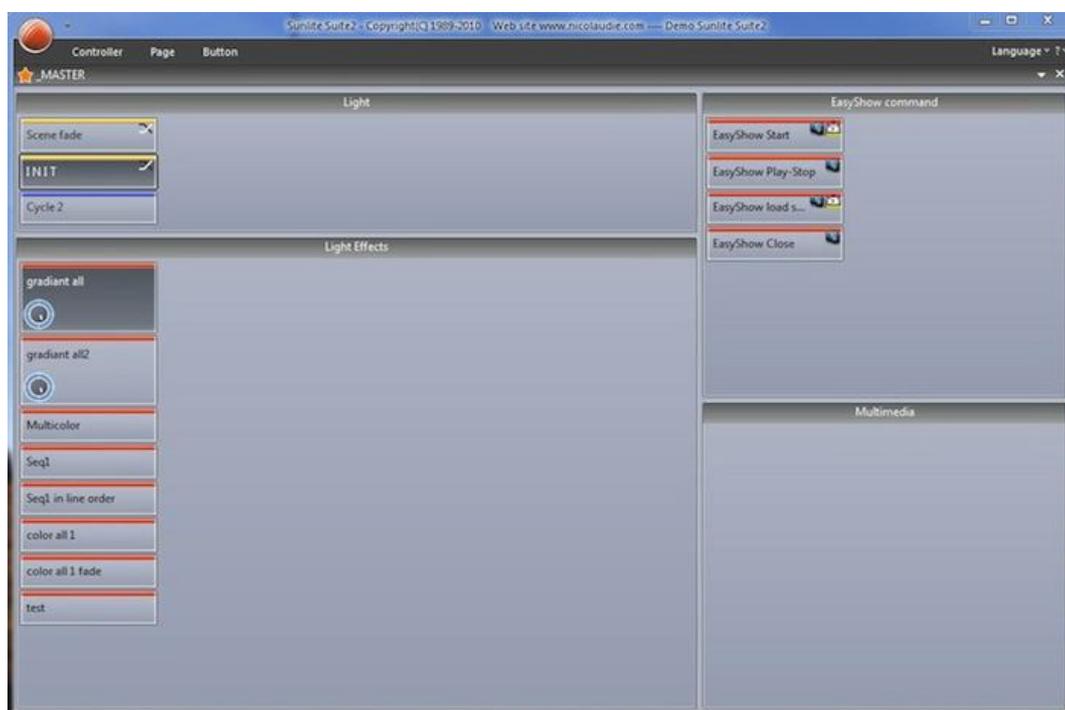
2. Création de la page MASTER

Qu'est-ce que la page MASTER ?



Programmation de la page MASTER



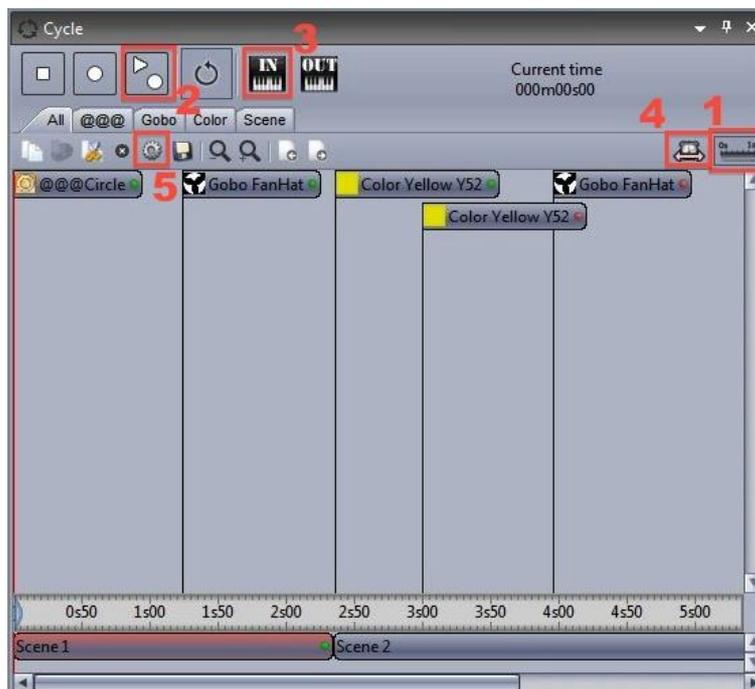


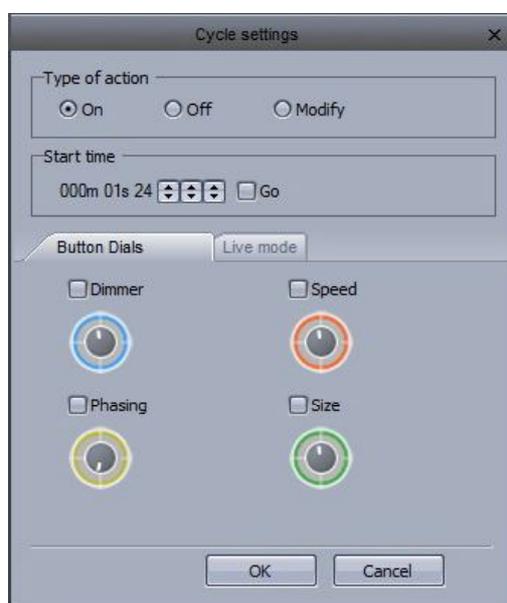
3. Création de cycles

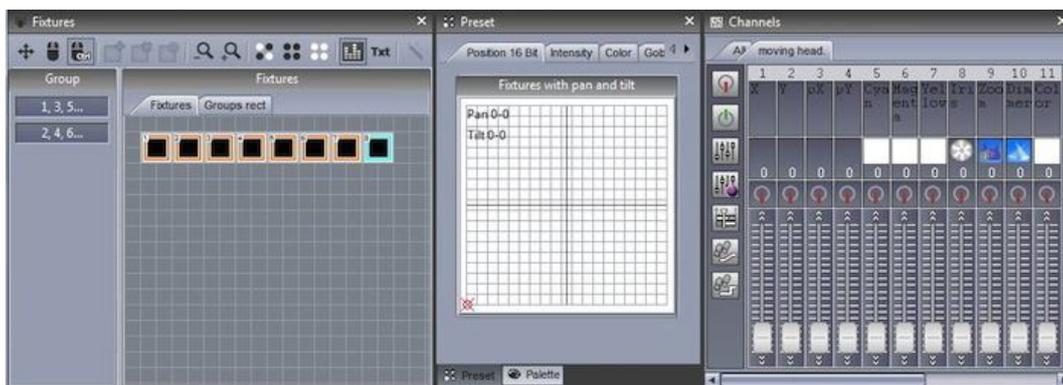
Qu'est-ce qu'un cycle ?



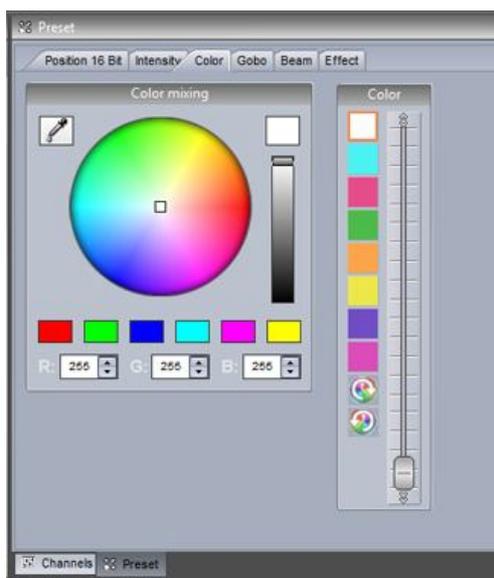
Enregistrement d'un cycle



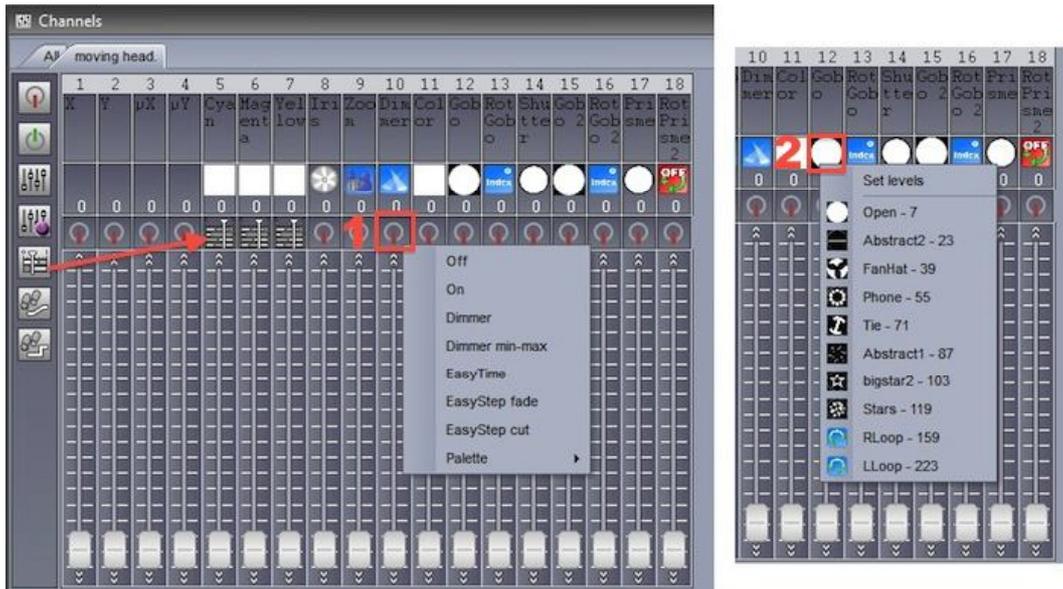
Paramètres des boutons d'un cycle**4. Editeur de boutons**Les canaux

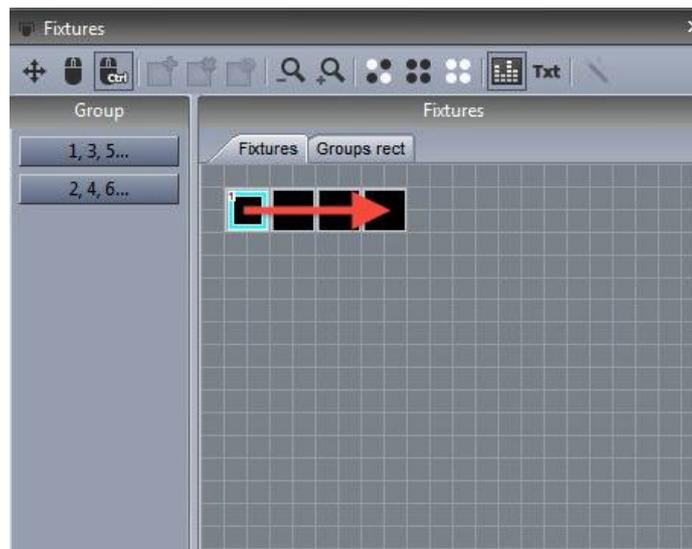


Onglet presets



Utilisation de la fenêtre canaux

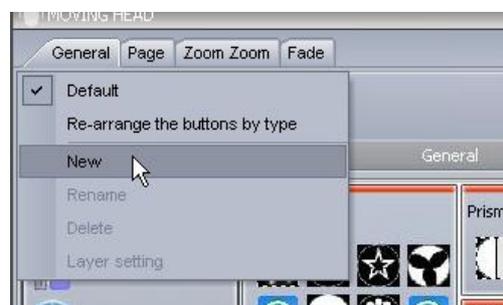


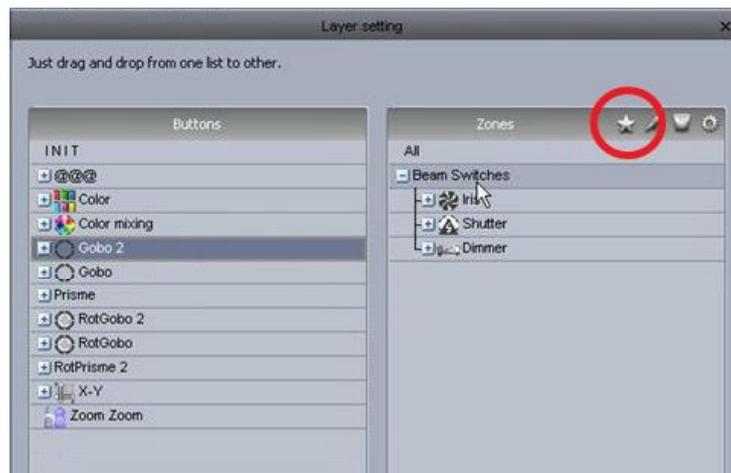


5. Positionnement des boutons

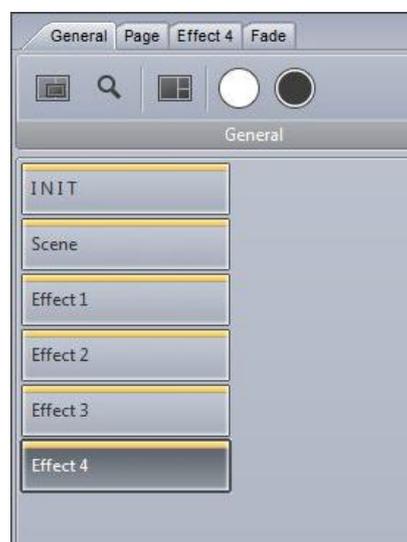


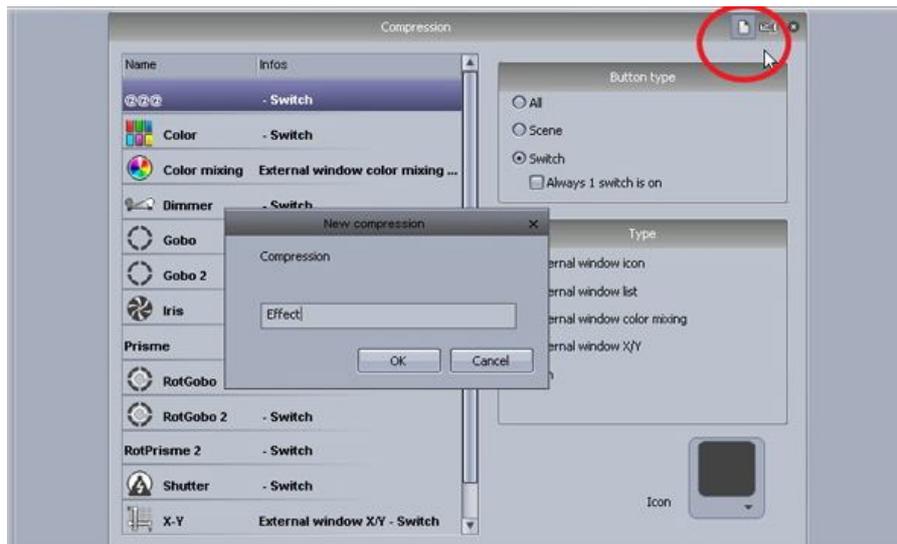
Vues personnalisées





Compression

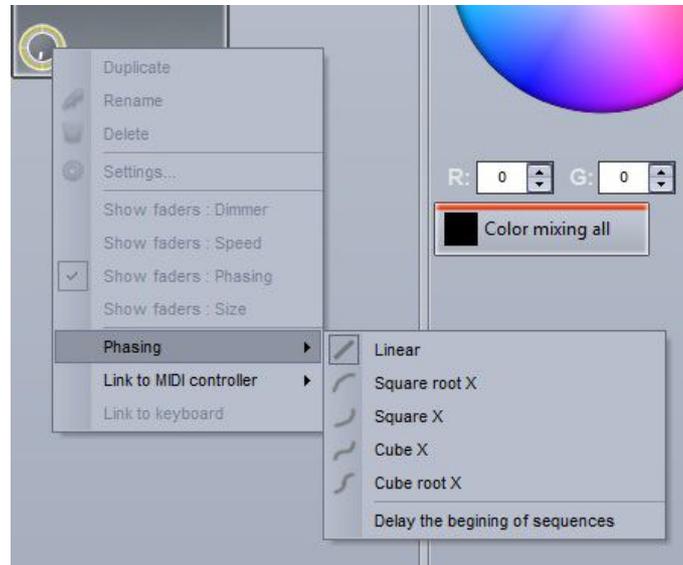




6. Les boites de dialogues des boutons



Déphasage avancé (débutants attention !)



Pas de déphasage



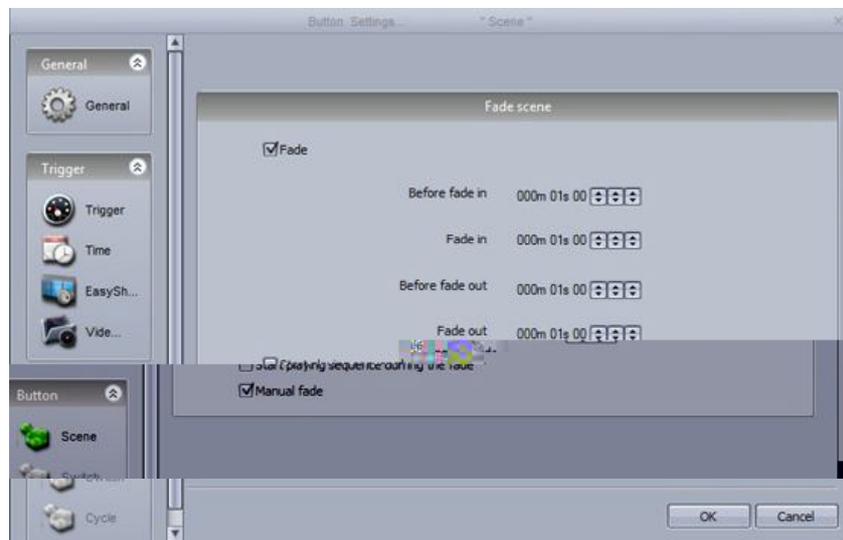
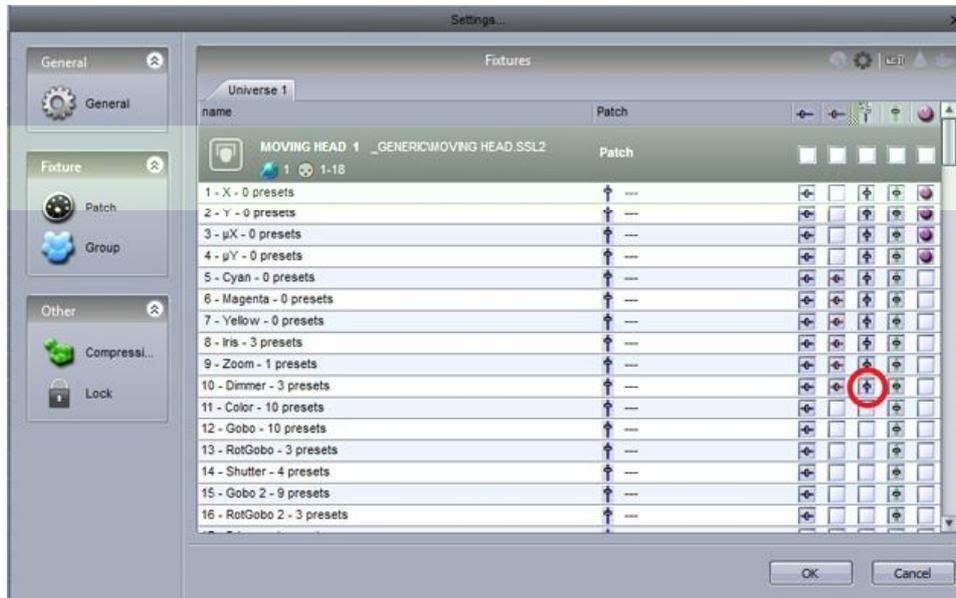
Déphasage linéaire

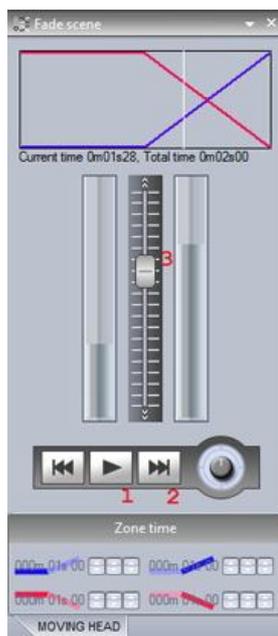


Déphasage non linéaire

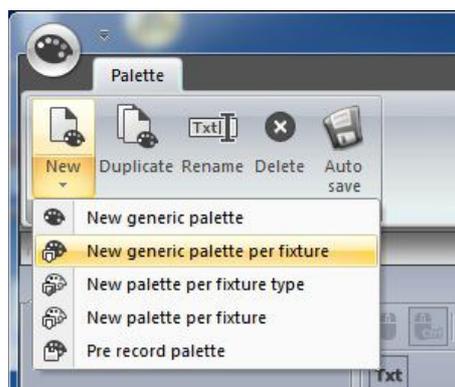


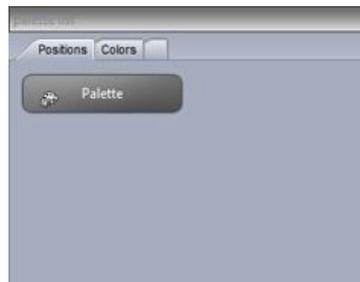
7. Fondu de scènes

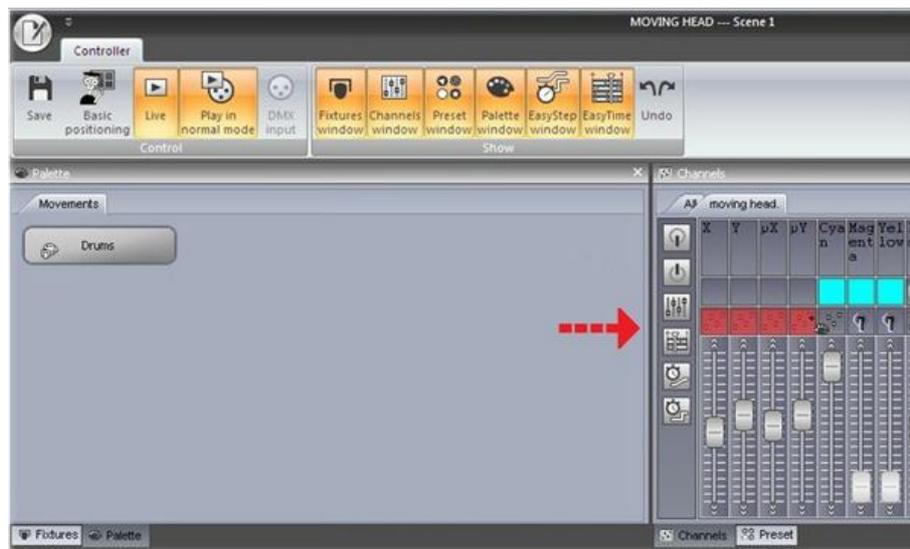




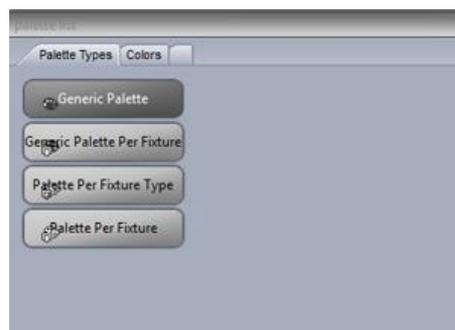
8. Les palettes





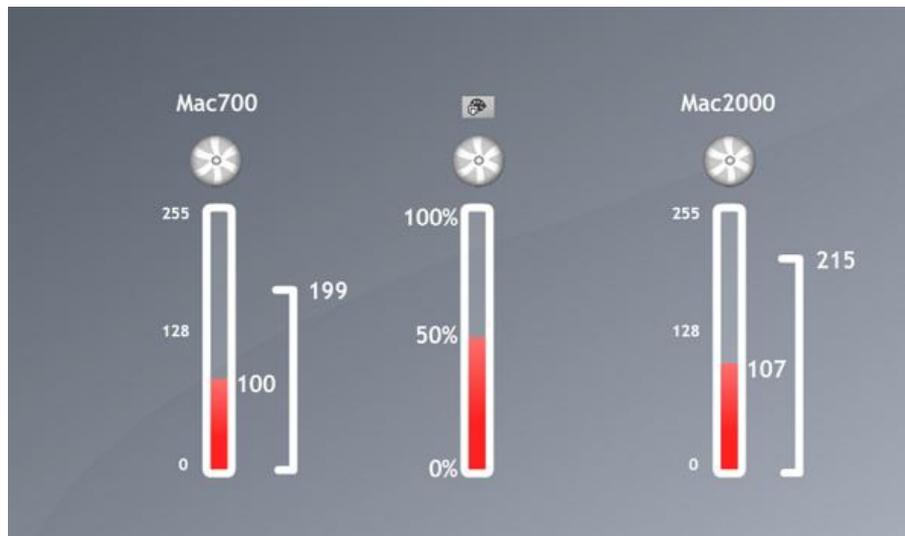


9. Les types de palettes (mode avancé)



Palettes standards et génériques

Exemple de palette générique

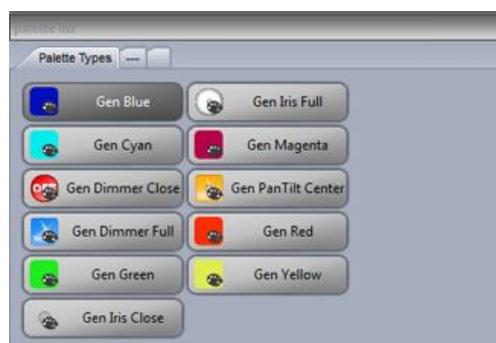


2ème exemple de palette générique

Palettes par appareil et type d'appareil

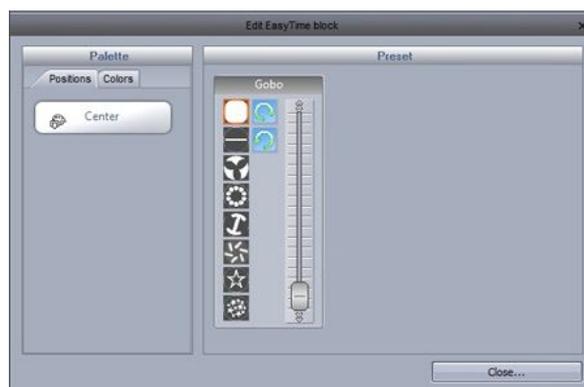
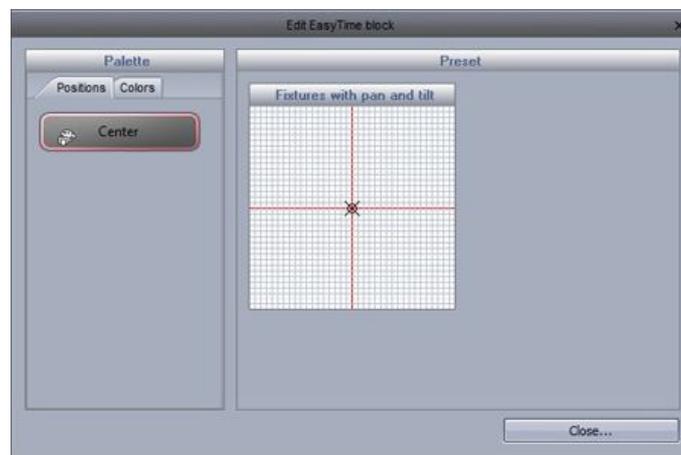
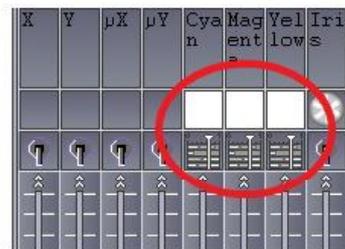
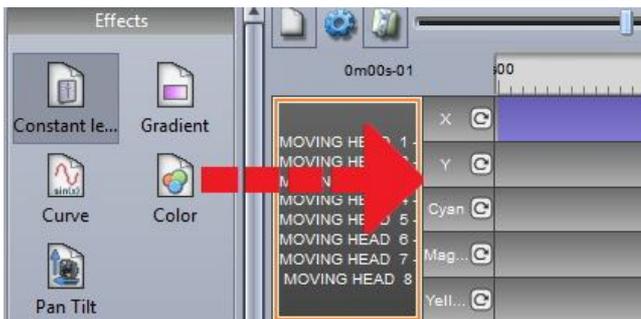
Palettes génériques

Palettes pré-enregistrées

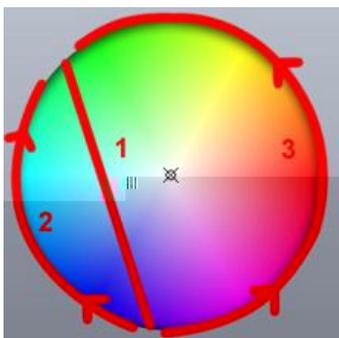
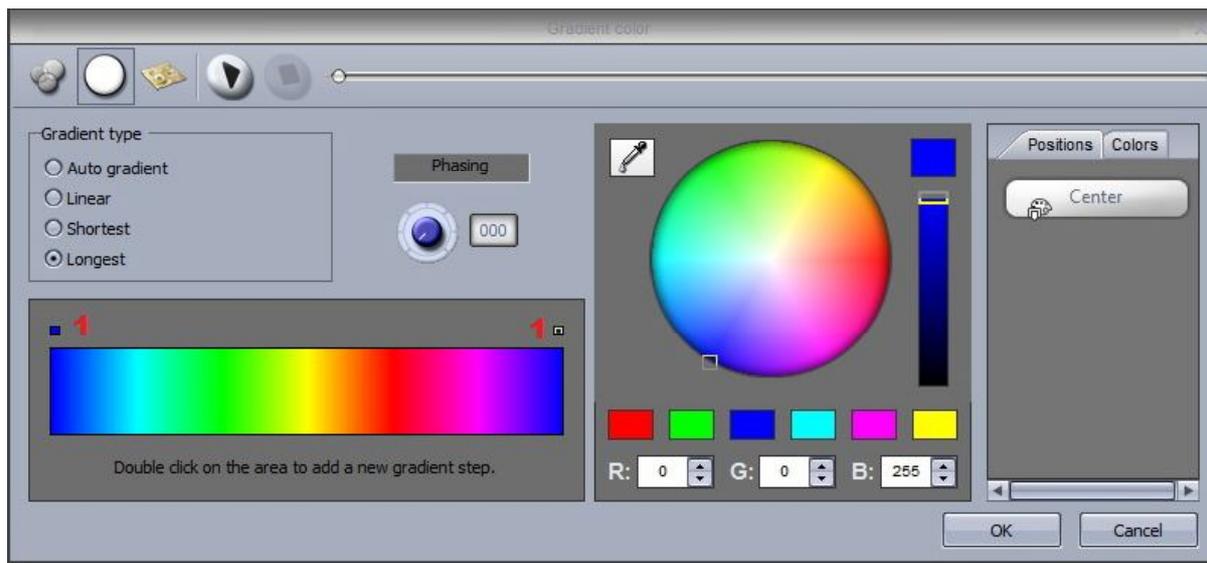


IV Les effets EasyTime

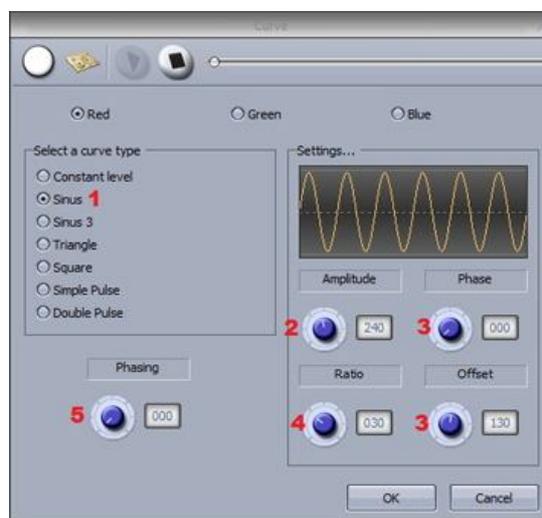
1. Niveaux statiques



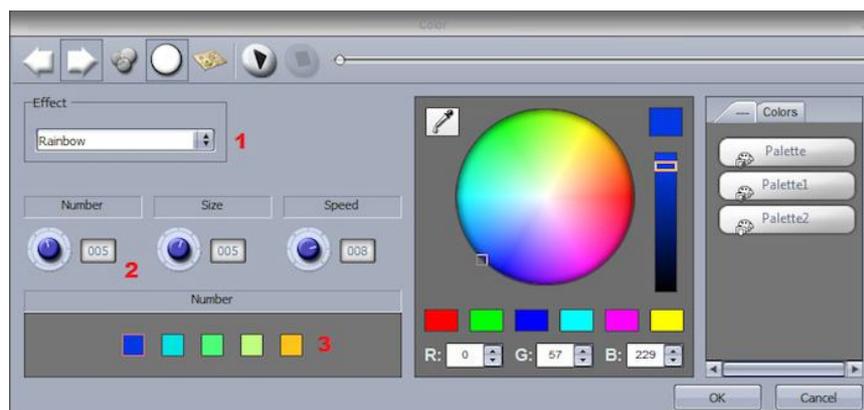
2. Les gradients



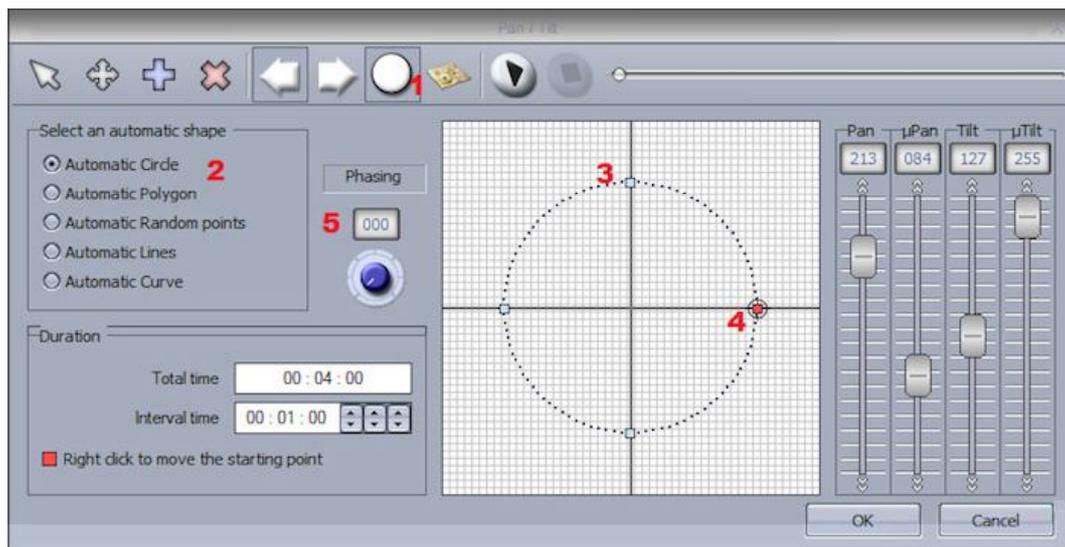
3. Les courbes



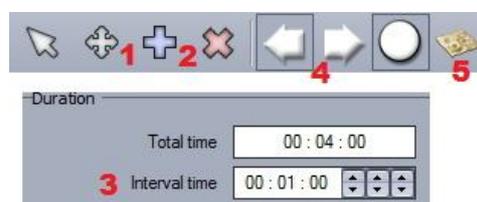
4. Les couleurs



5. Les effets Pan/Tilt



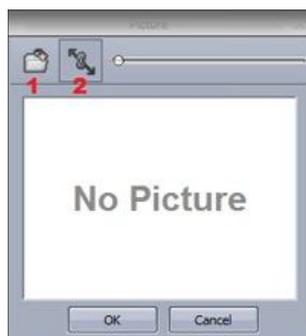
Autres fonctions



6. Les matrices



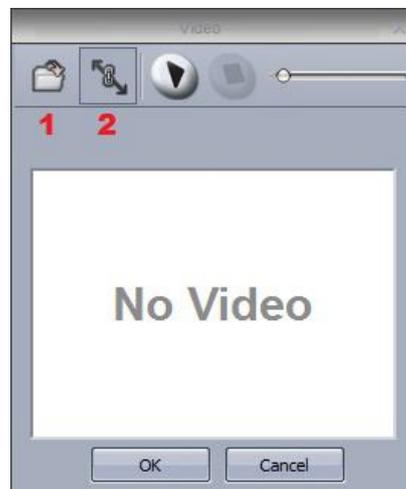
7. Les images



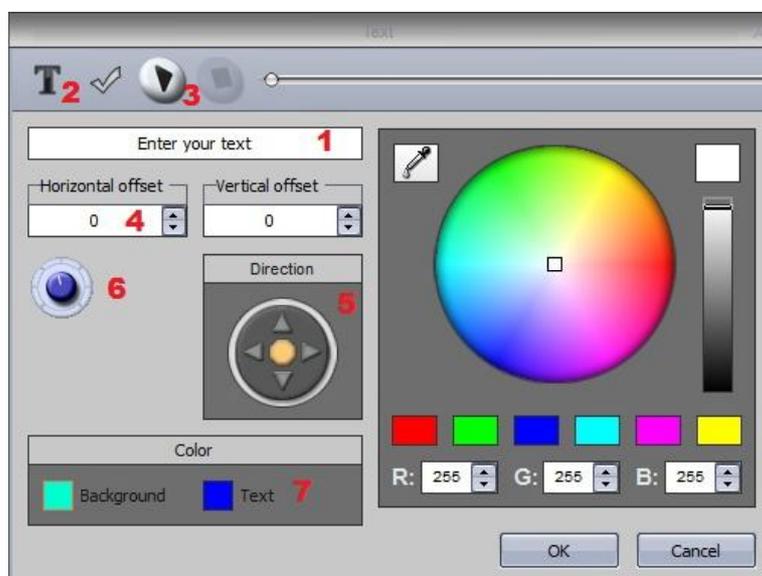
8. Les GIF animés



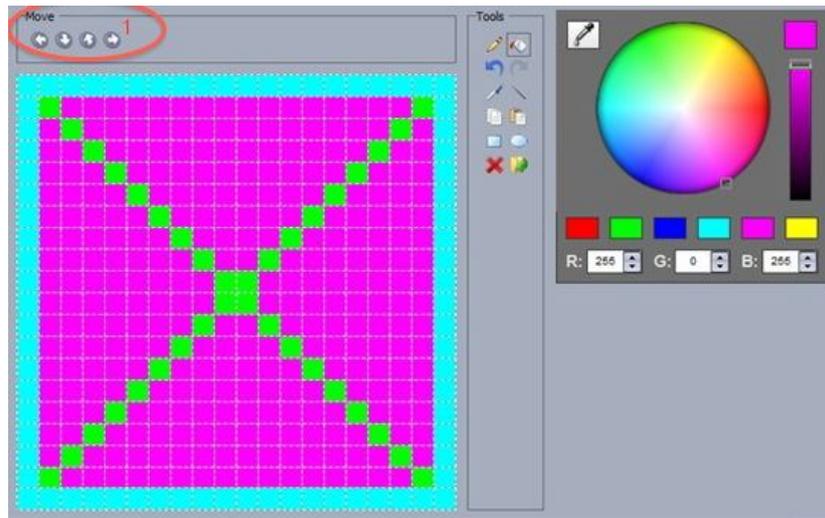
9. Les vidéos



10. Les défilements de texte



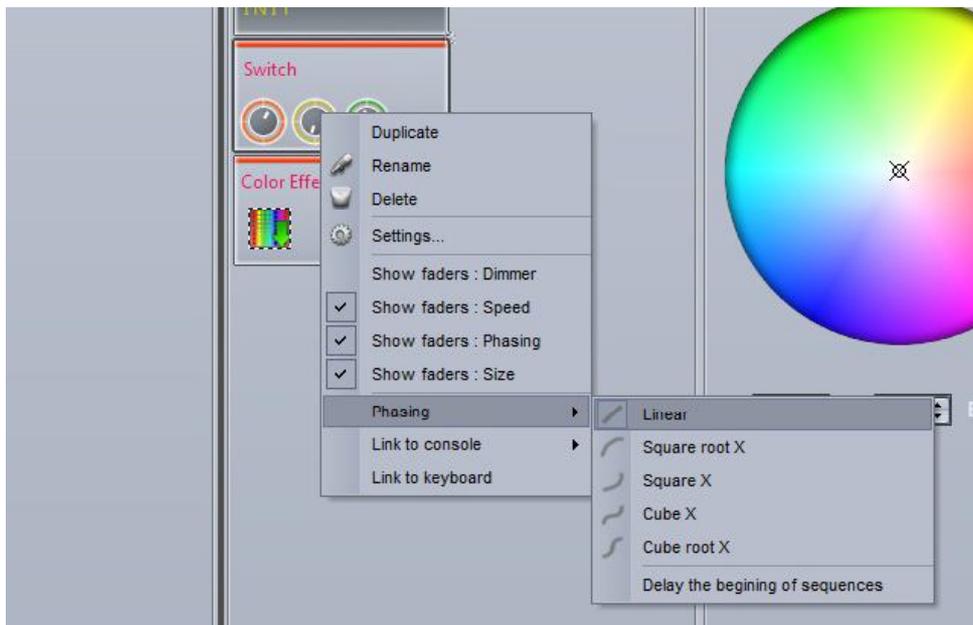
11. Color Manager



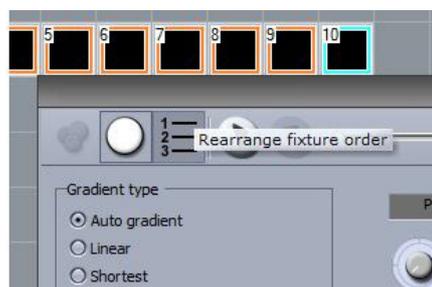
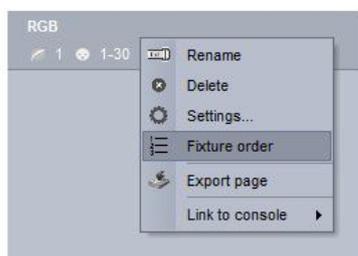
#	Fade Time	Hold Time
1	00m00s00 ²	00m01s00
2	00m00s00	00m01s00
3	00m00s00	00m01s00
4	00m00s00	00m01s00
5	00m00s00	00m01s00
6	00m00s00	00m01s00
7	00m00s00	00m01s00

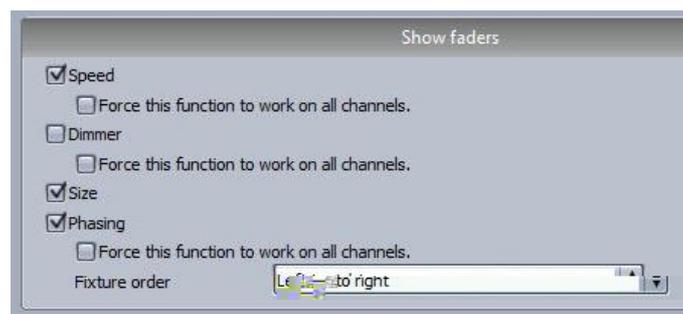
12. Le Phasing





Fixture Order

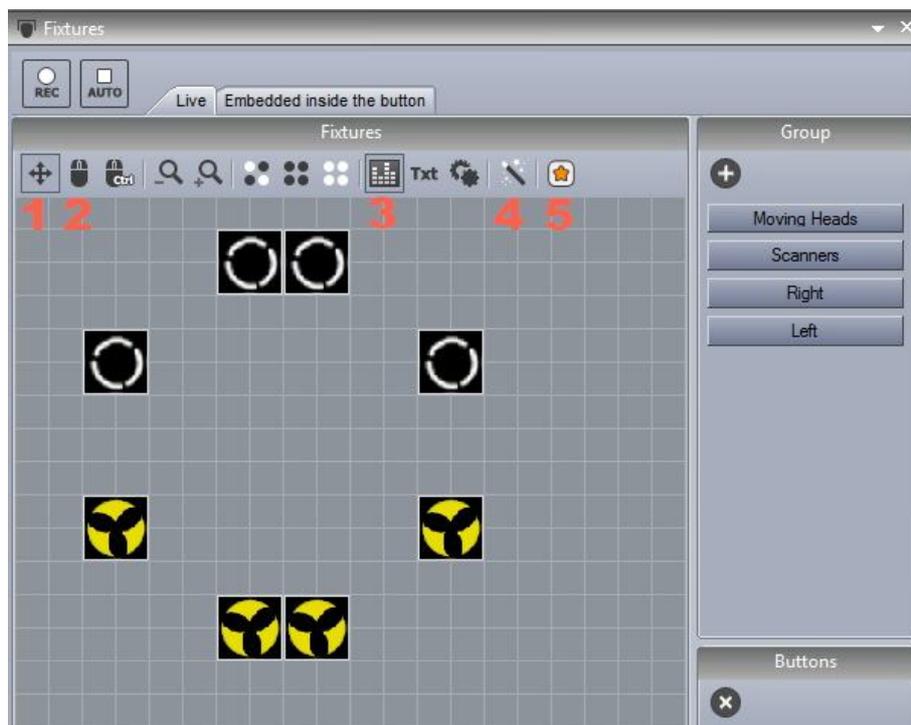


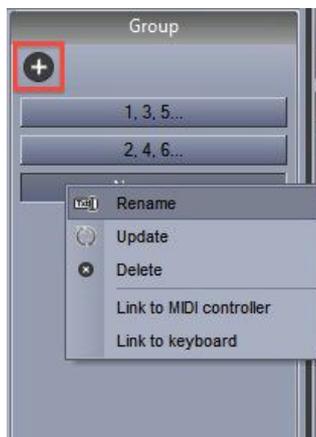
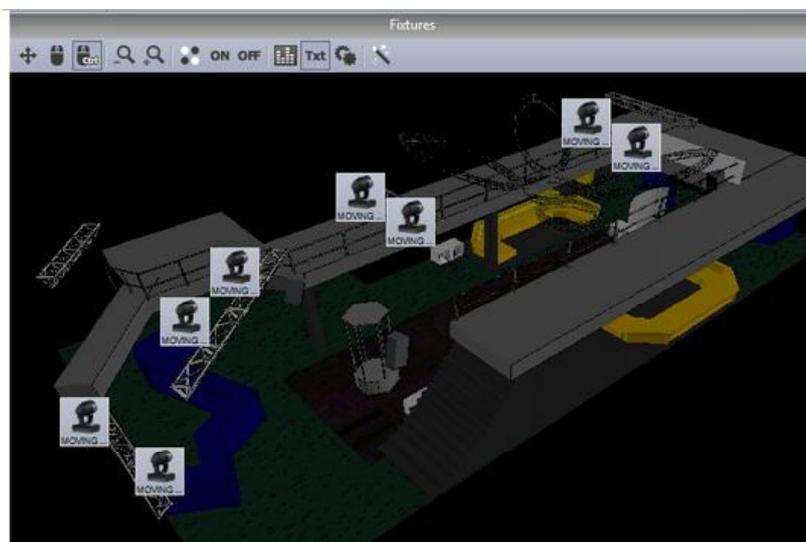
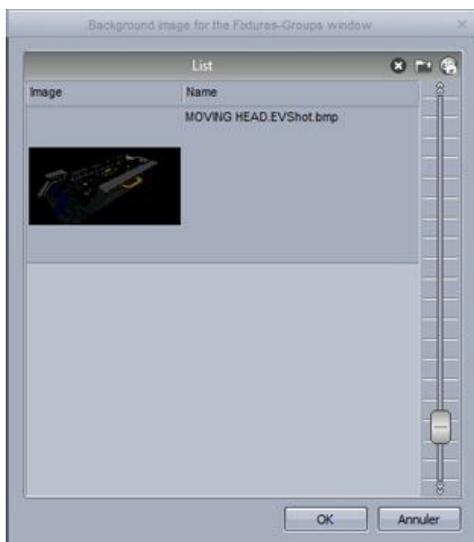


V Gestion des projecteurs

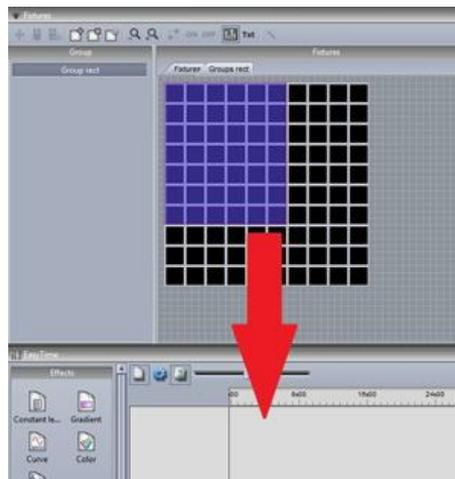
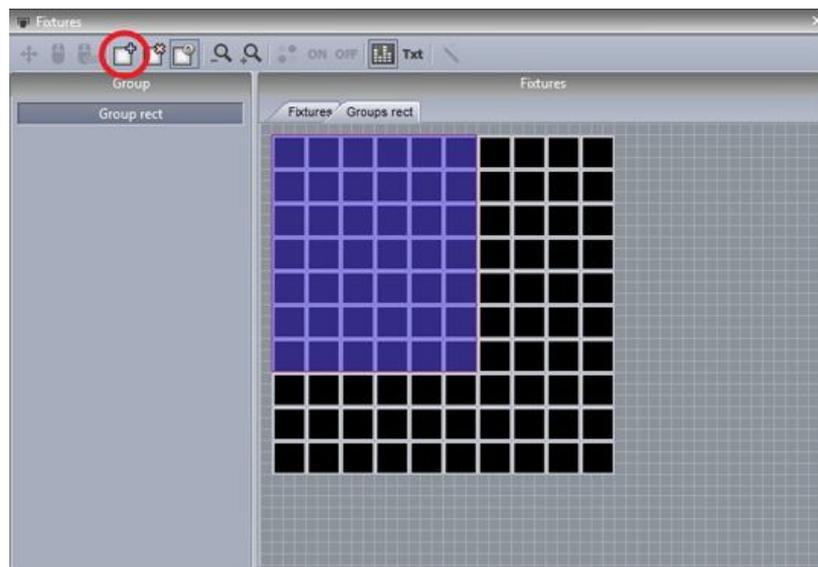
1. Les groupes

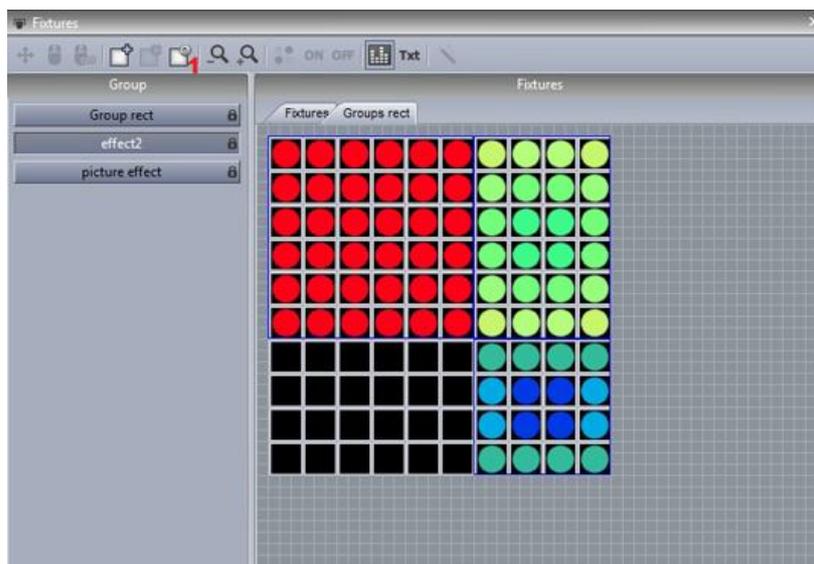
Sélection de projecteurs



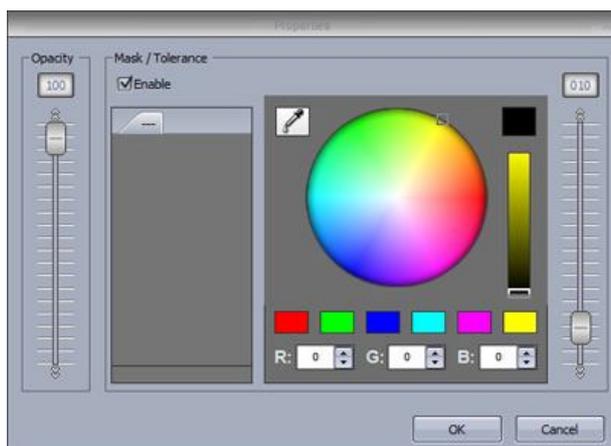
Groupement des projecteursImage de fond

2. Les Rects



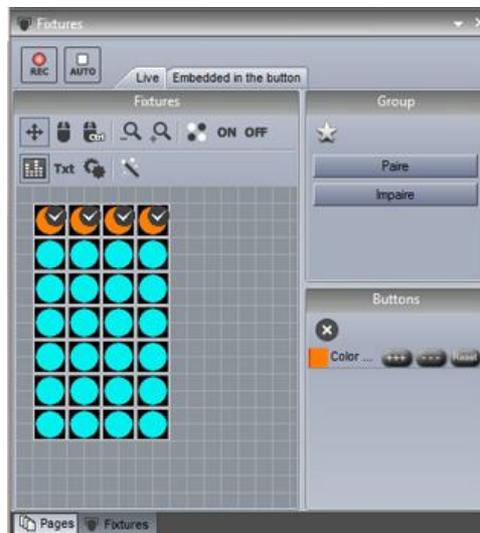


Calques de Rects



3. Gestion Live des projecteurs avec les groupes

Contrôle live avec les groupes

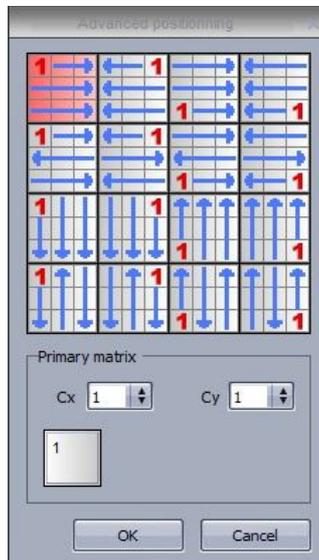
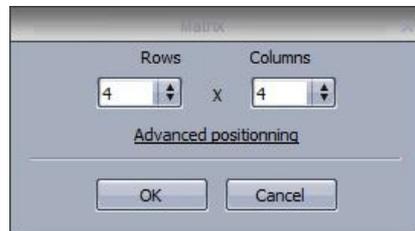
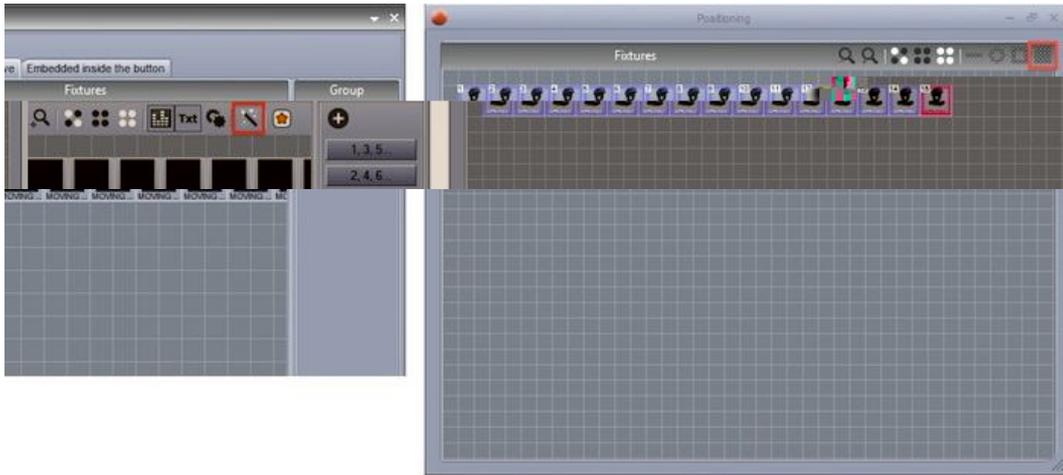


Imbriqué dans le bouton



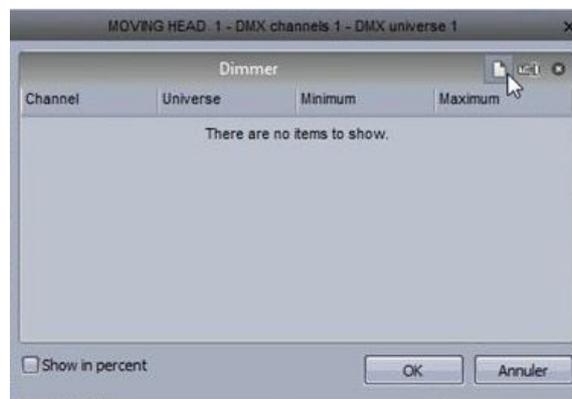
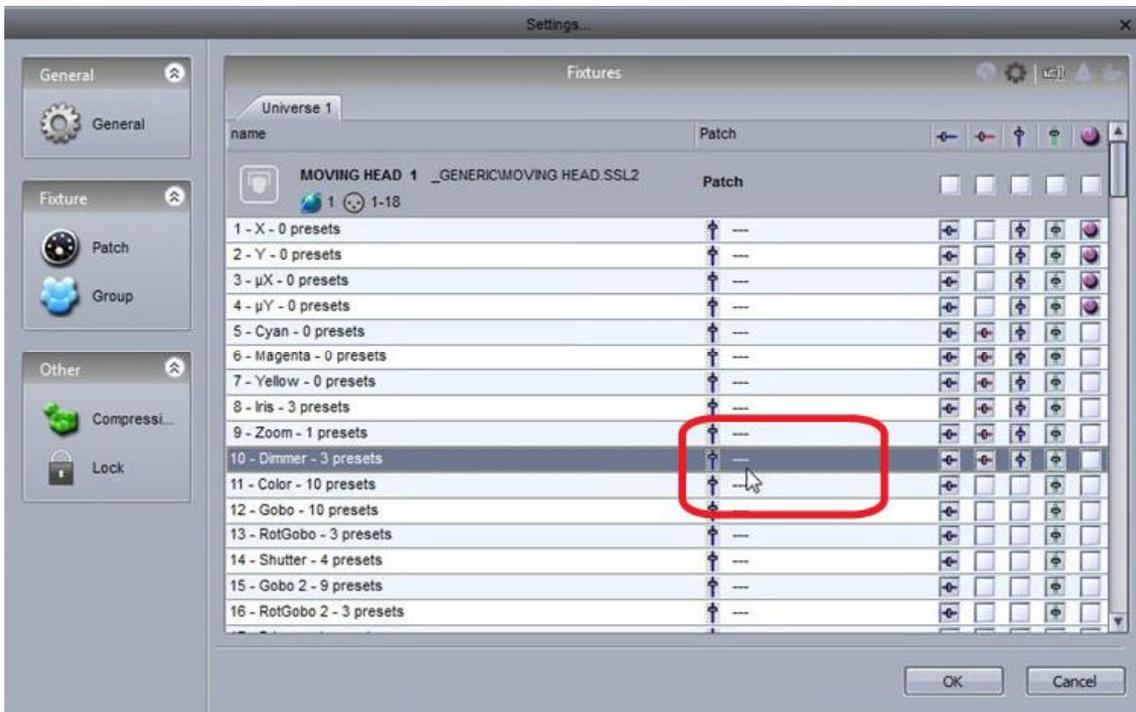
4. Positionnement avancé

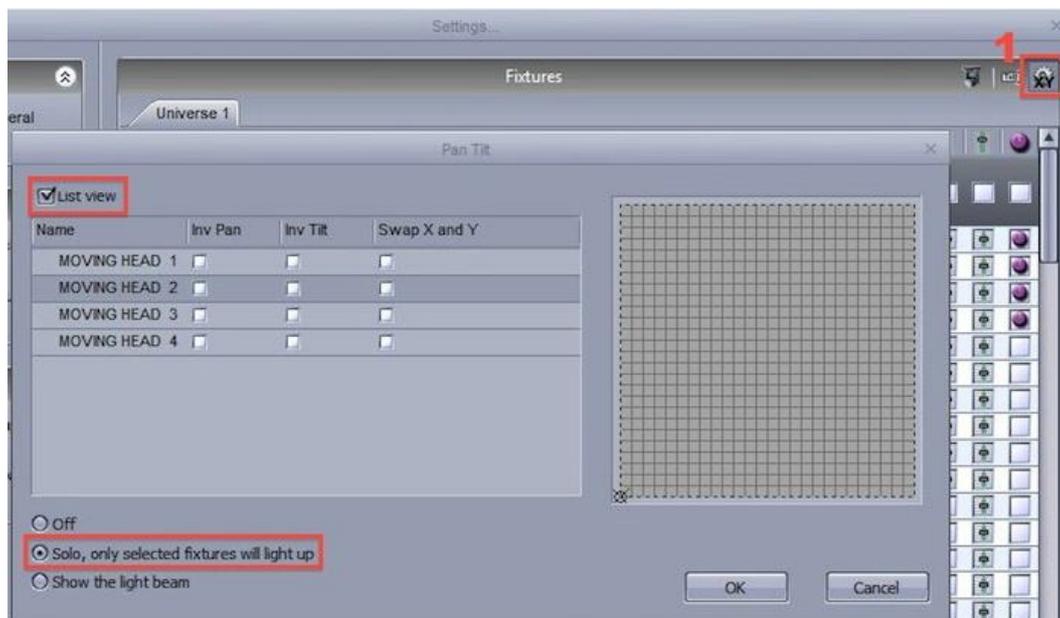
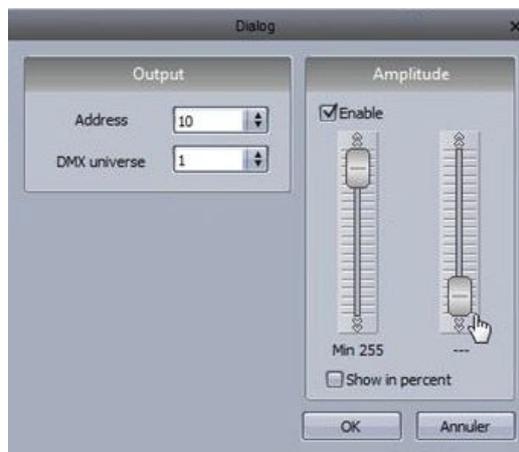
Positionnement avancé



5. Patch avancé

Patch avancé



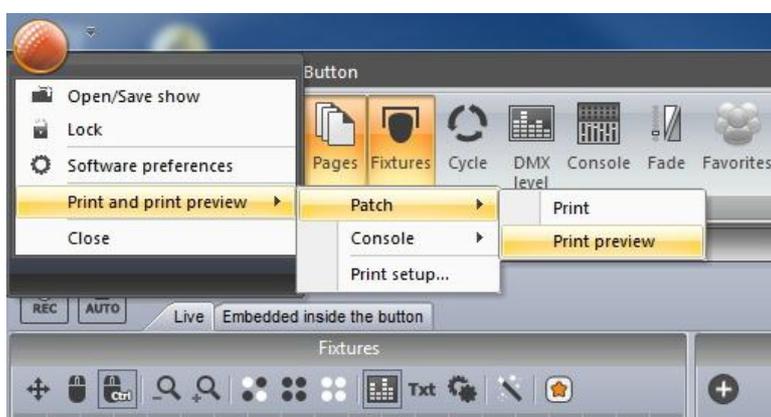


6. Plusieurs univers DMX



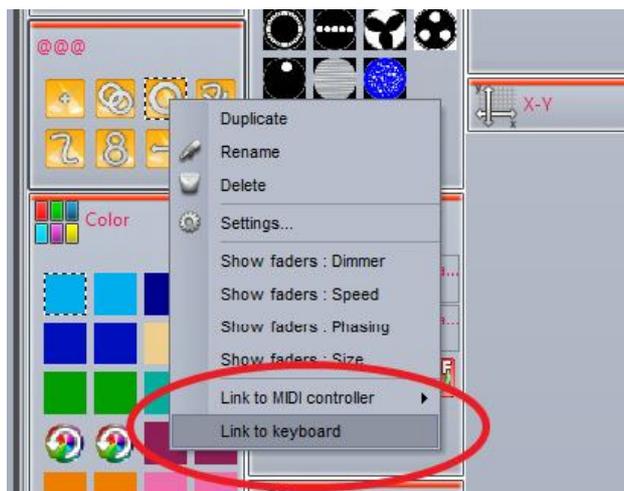
Art-Net

7. Impression du patch

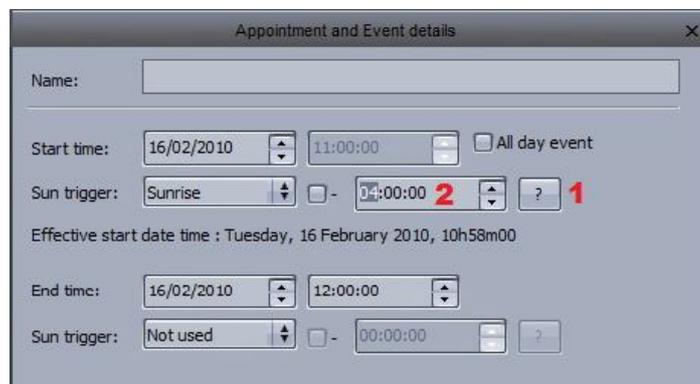
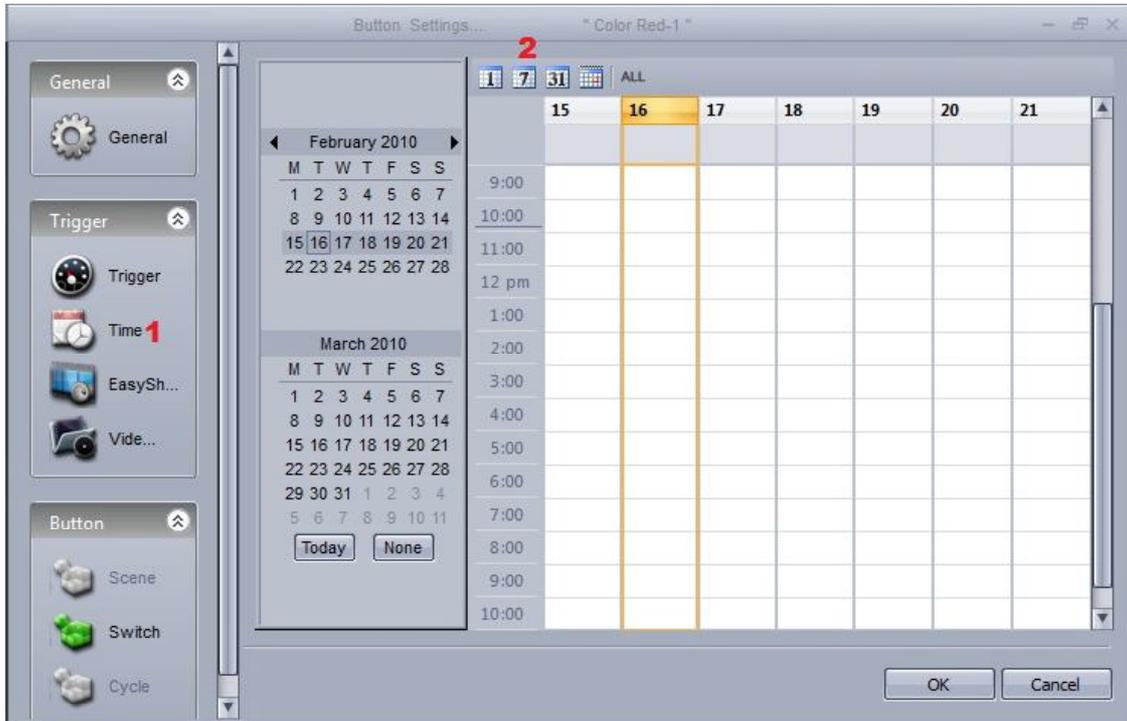


VI Déclenchements et contrôles externes

1. Clavier



2. Heure et date



Appointment recurrence

Appointment recurrence

Start time: 11:00

Sun trigger: **Sunset** 00:00:00

Effective start date time : Tuesday, 16 February 2010, 17h11m00

End time: 12:00

Sun trigger: Not used 00:00:00

Duration: 1 hour

Recurrence pattern

Daily

Weekly

Monthly

Yearly

Recur every 1 Week(s) on

Monday Tuesday Wednesday Thursday

Friday **Saturday** Sunday

Range of recurrence

Start time: 16/05/2010

No end date

End after 10 occurrences

End by 16/09/2010

OK Cancel Remove recurrence

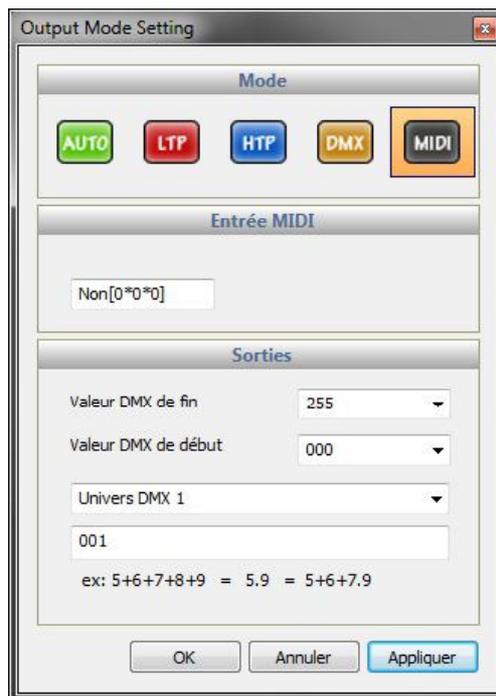
Trigger

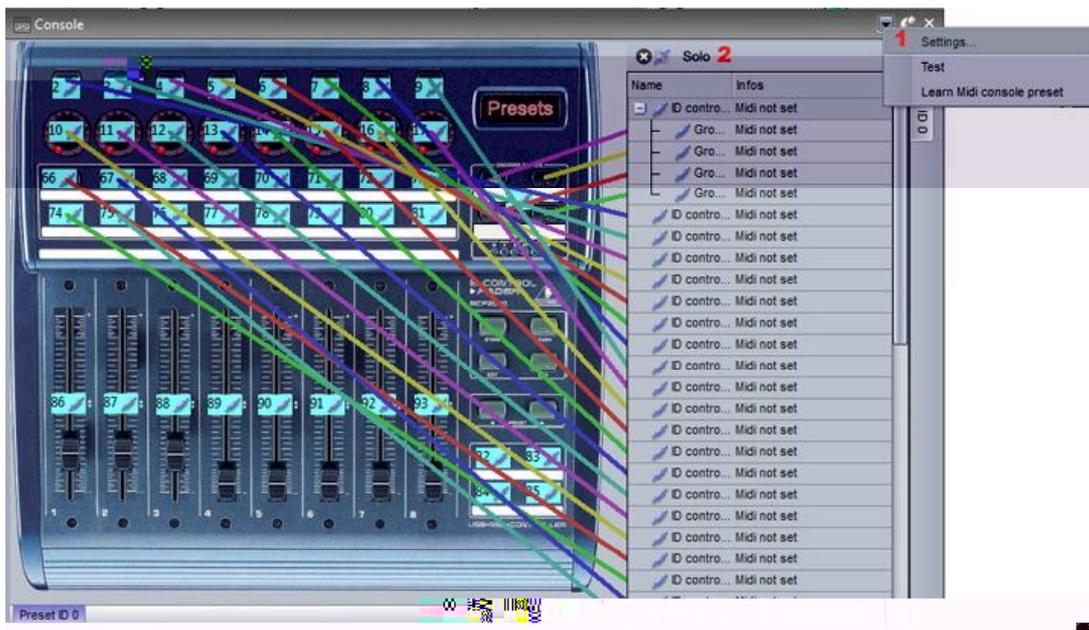
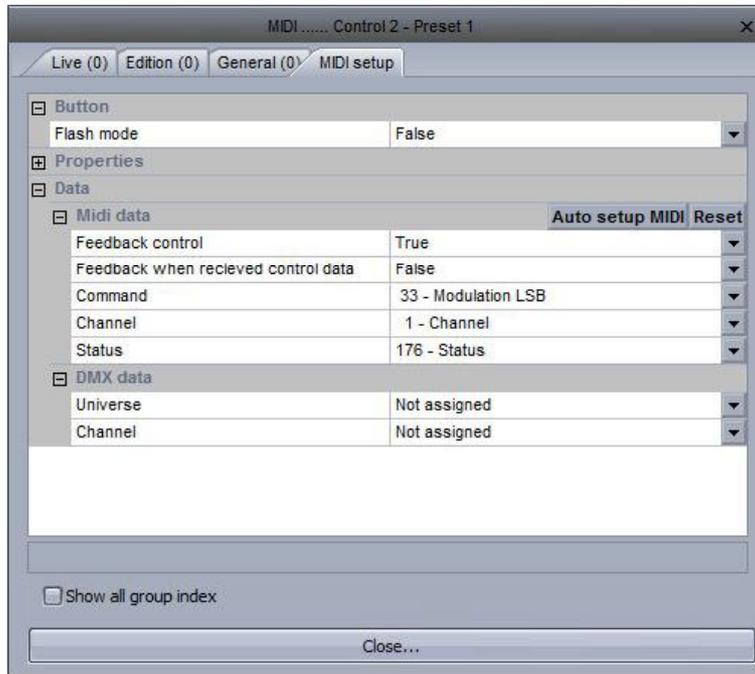
Set the button on

Set the button off

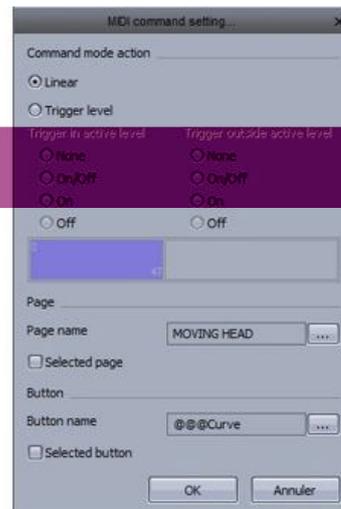
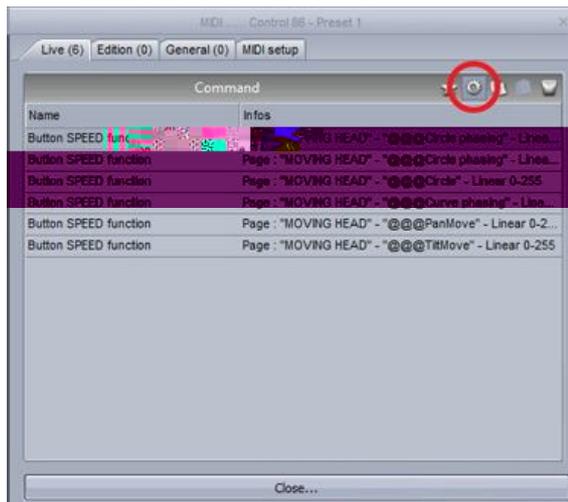
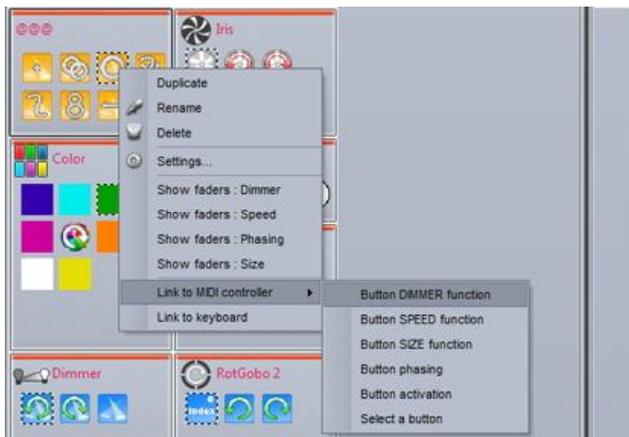
Switch on/off state each trigger time

3. Console (MIDI, DMX, EasyRemote)

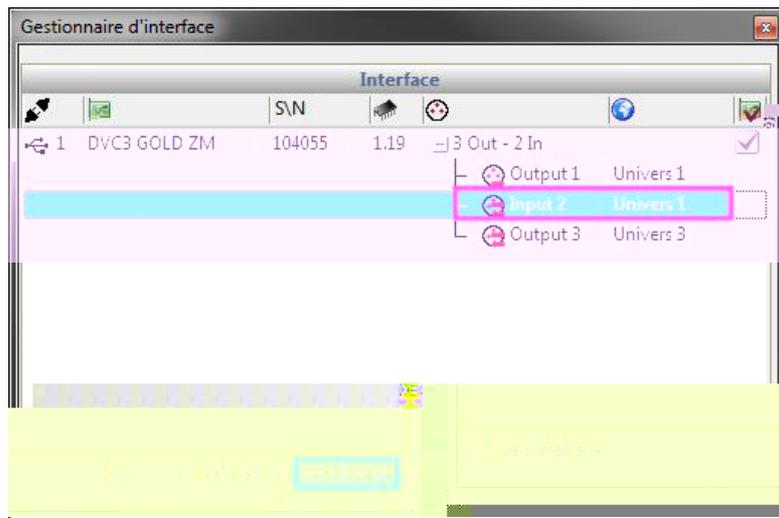




Assigner une commande MIDI à un bouton



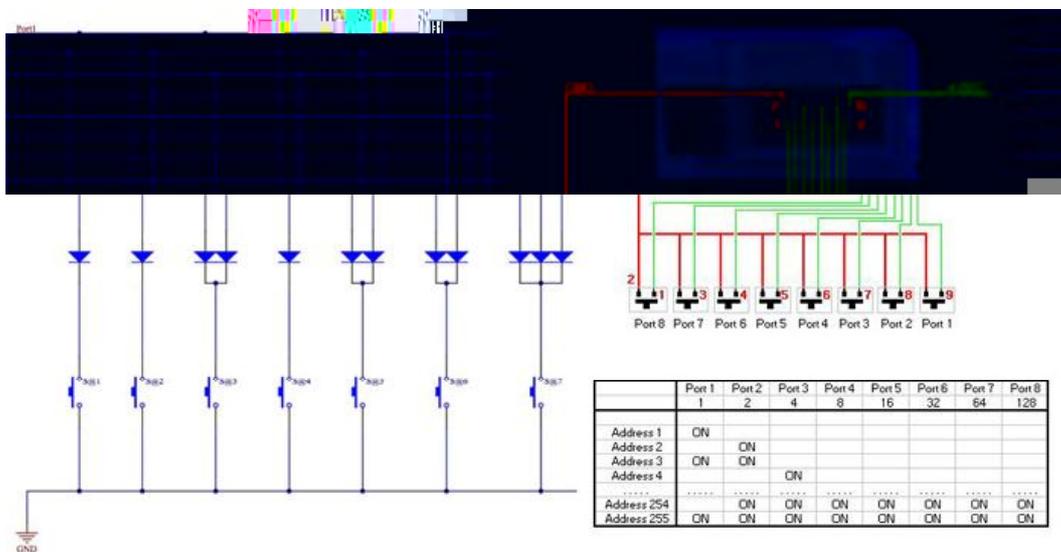
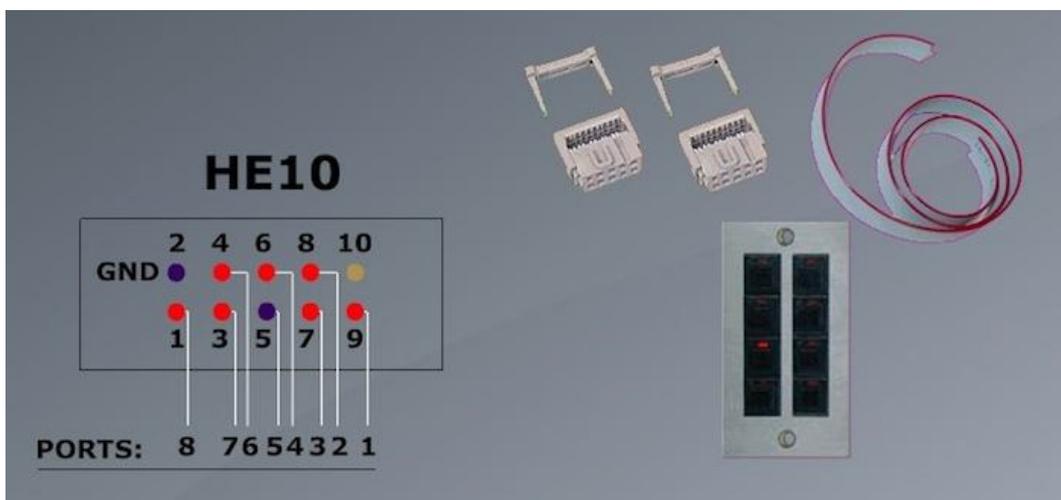
4. DMX

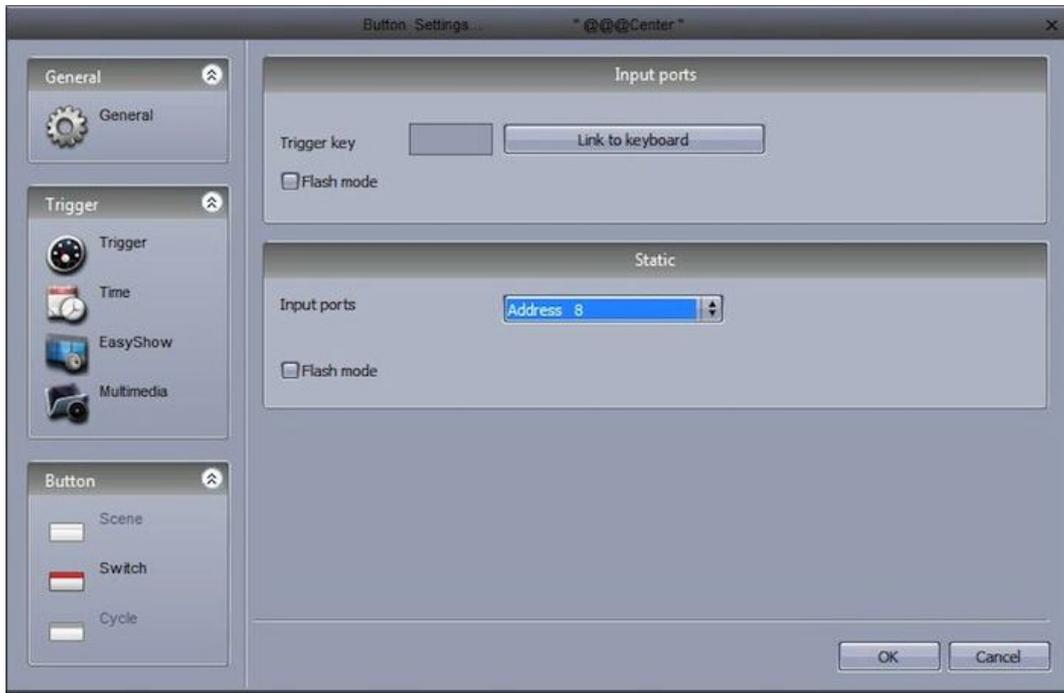


Patch DMX direct

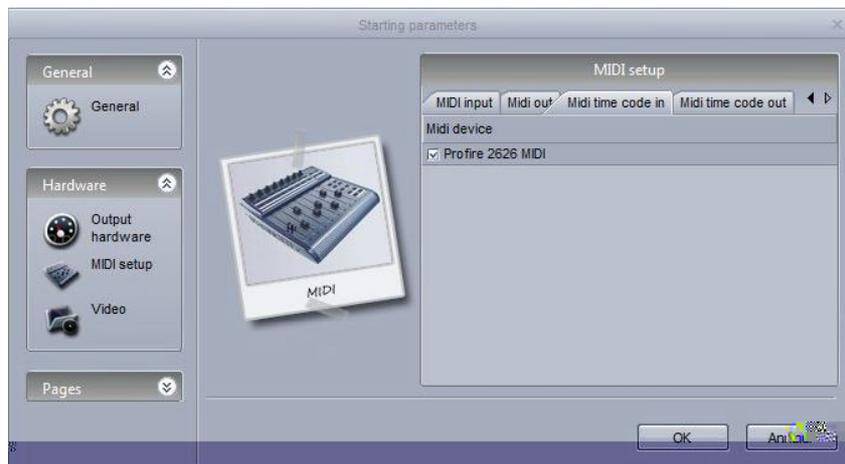


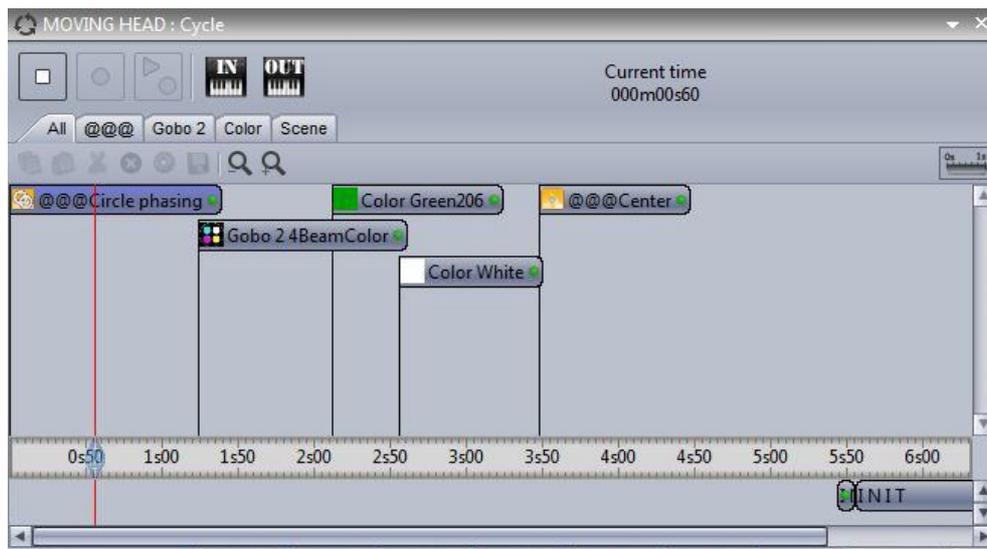
5. Ports d'entrée



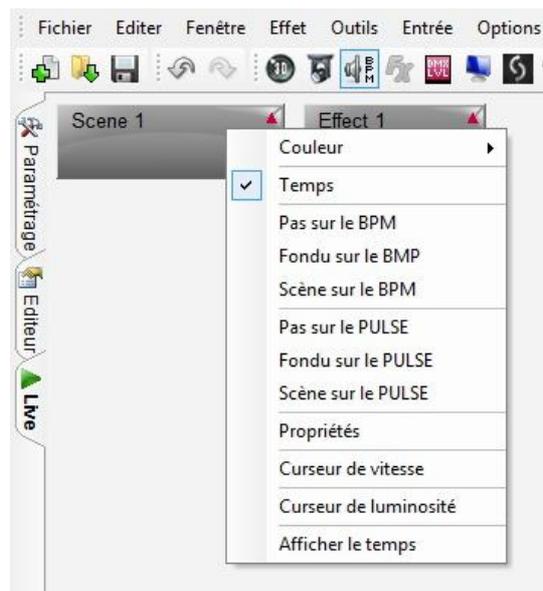


6. MIDI Time Code (MTC)

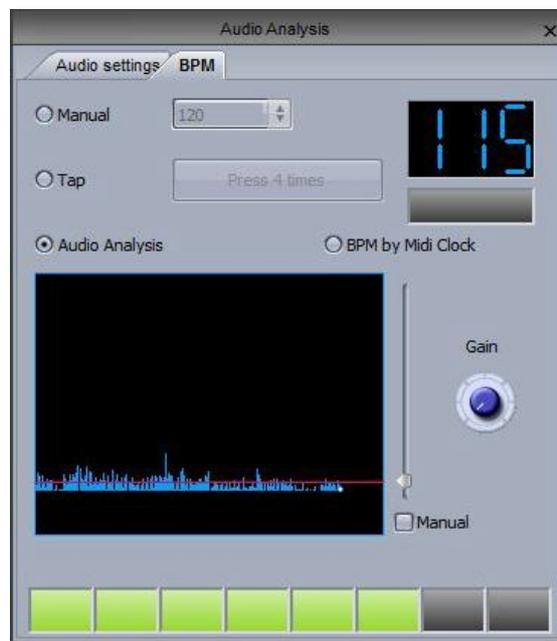




7. Audio



Analyse audio



8. Clavier OLED



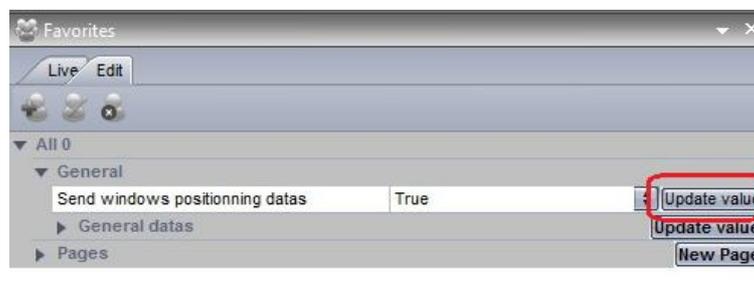
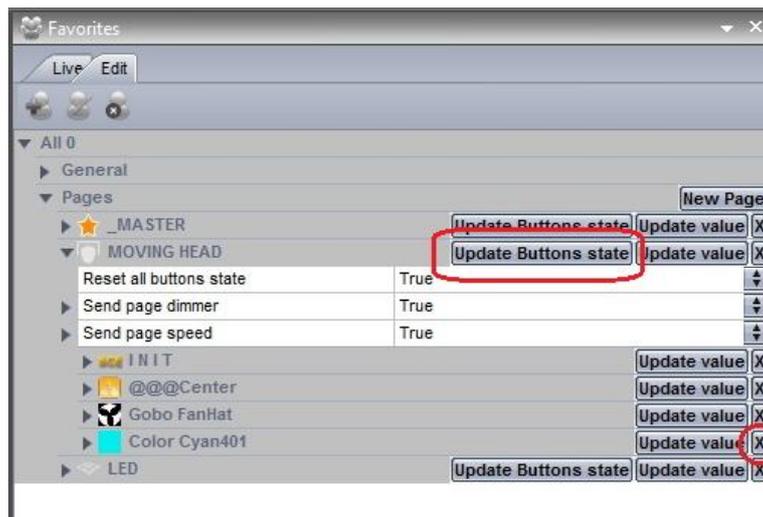
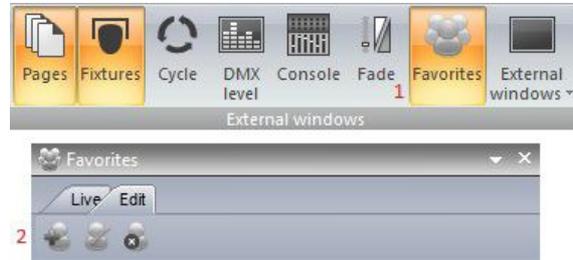


VII Autres fonctionnalités

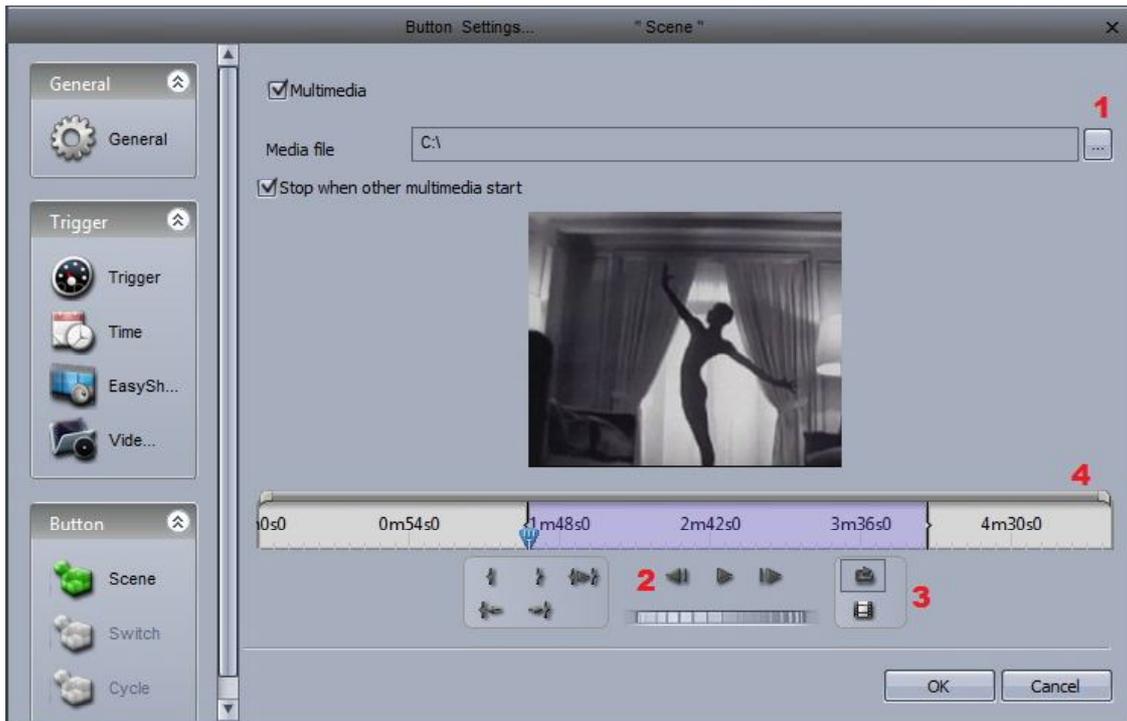
1. Les privilèges d'accès



2. Les favoris

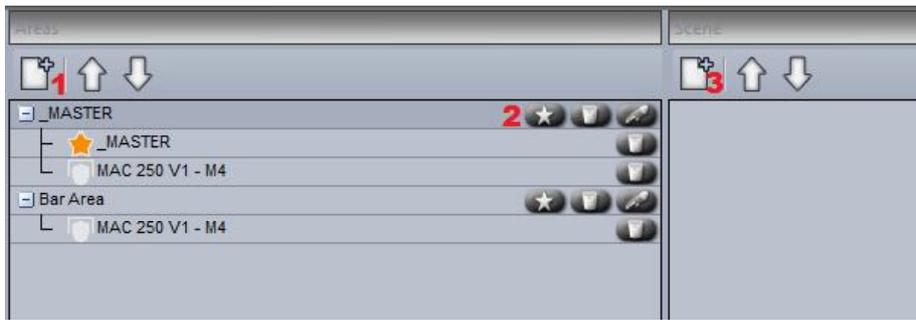


3. Multimedia

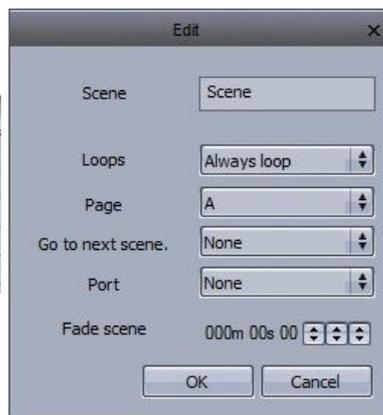
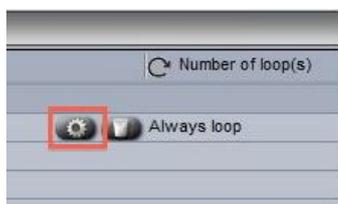
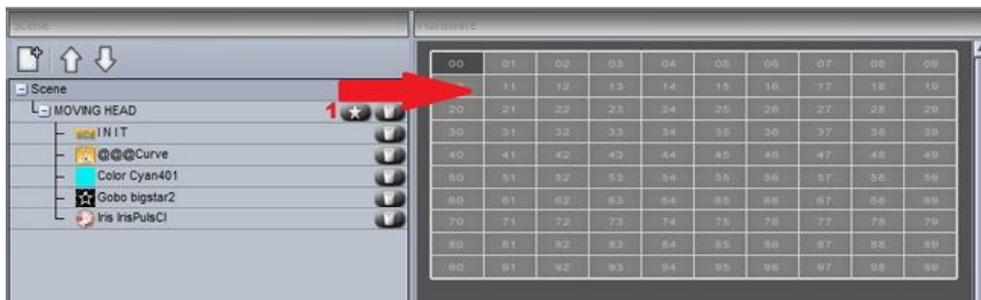


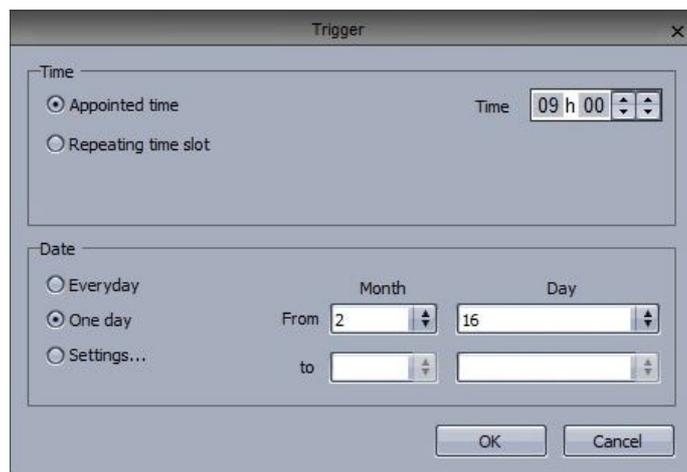
4. Mode autonome



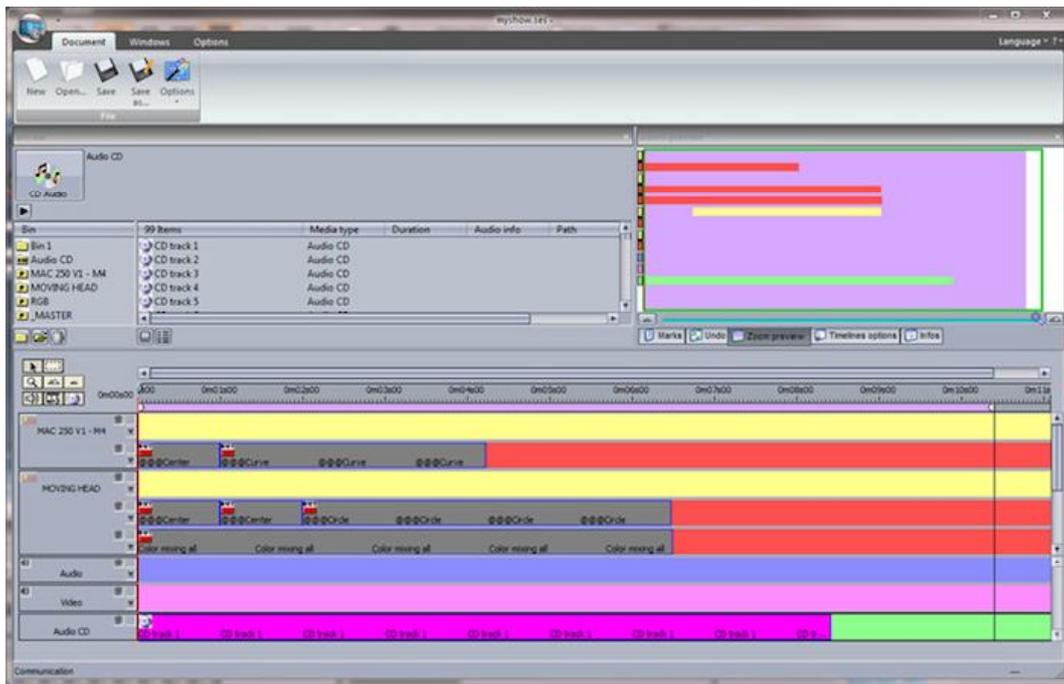


Création d'une scène pour le mode autonome

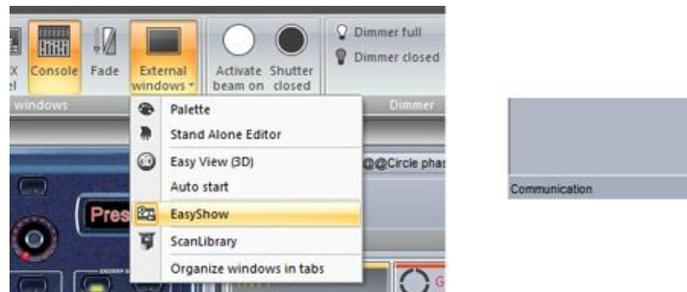


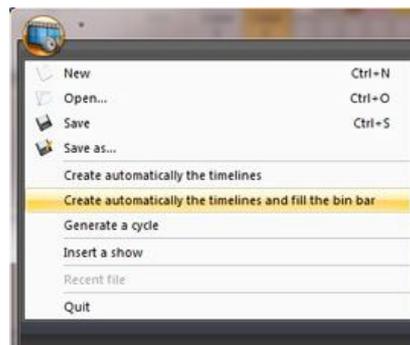
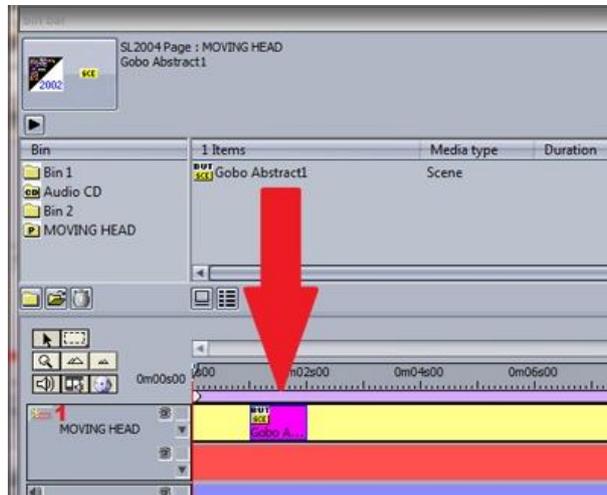
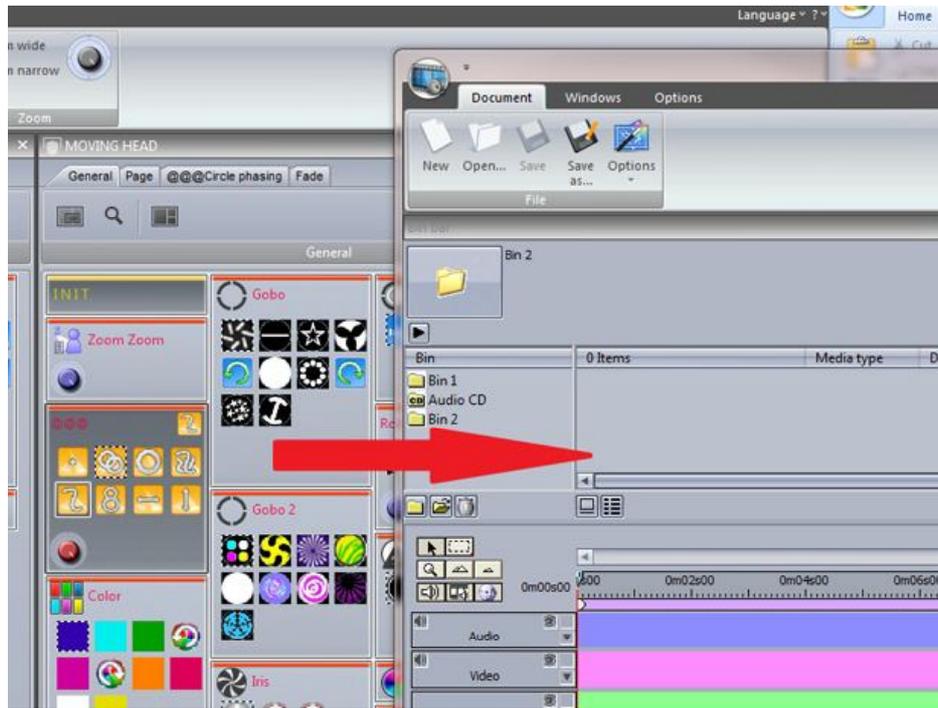


VIII Easy Show

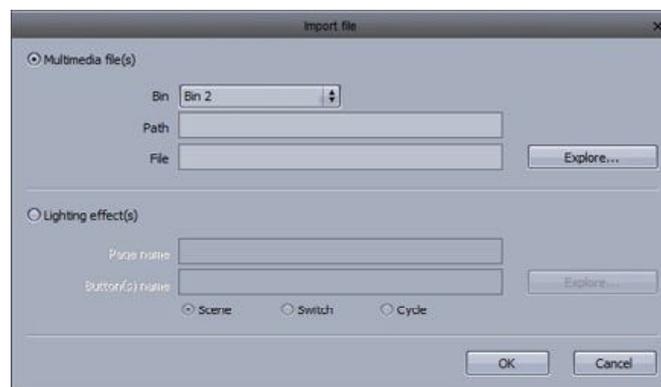


1. Démarrage

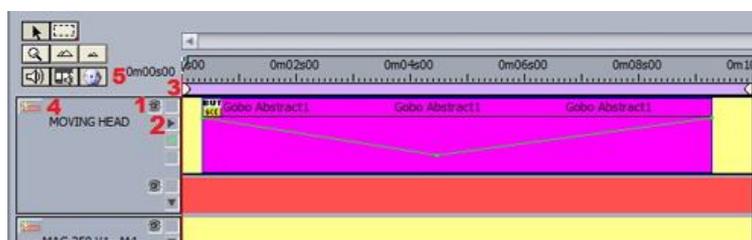


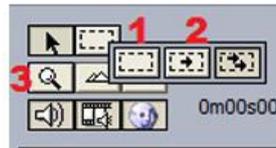


2. Création manuelle des timelines

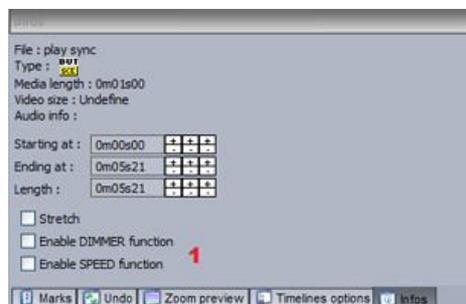


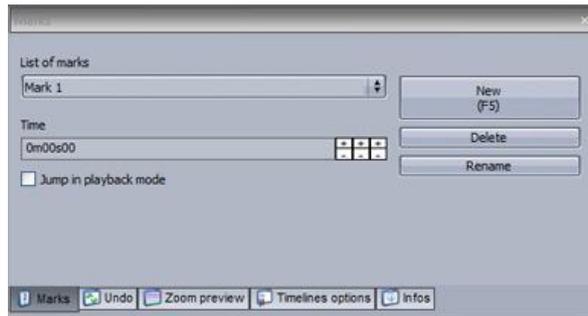
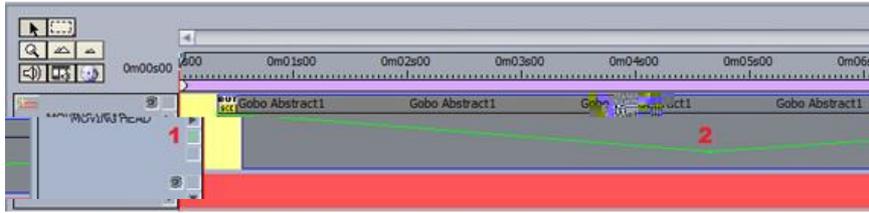
3. Options des timelines



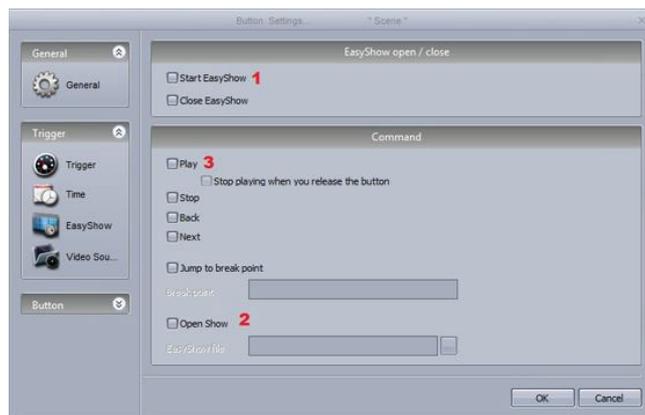


4. Options diverses

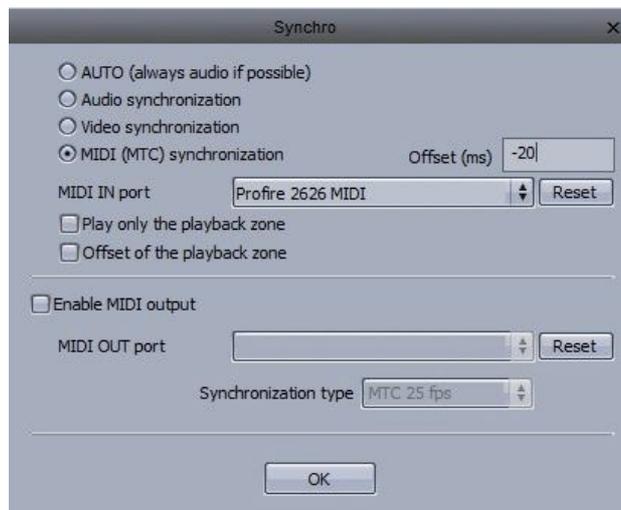




5. Déclenchements

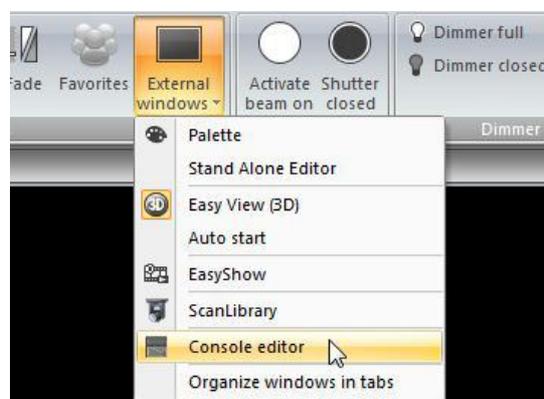


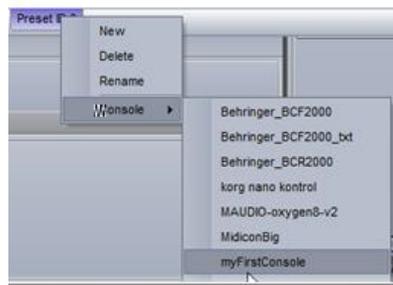
6. Options de synchronisation



IX Autres logiciels

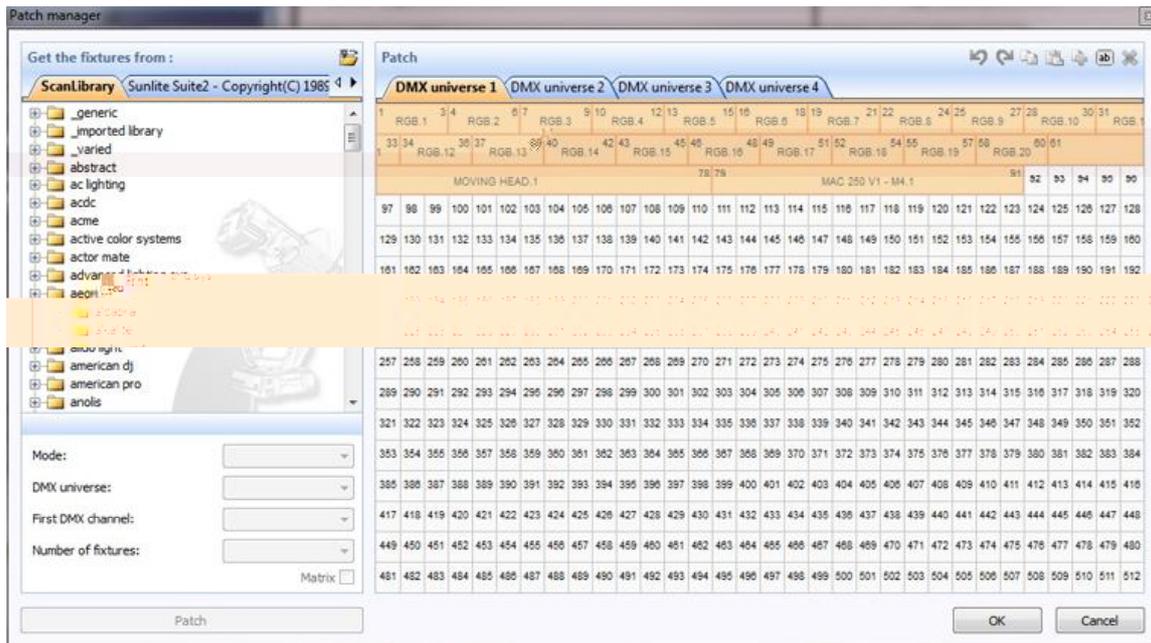
1. Éditeur de console





2. Visualisation 3D





3. Éditeur ScanLibrary

