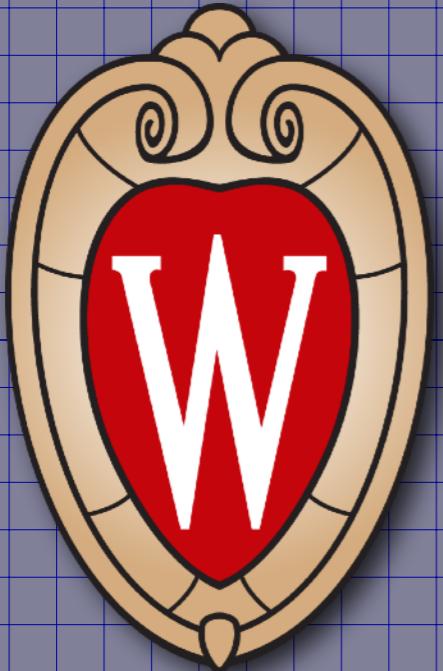


LXSeries Pro

University of Wisconsin Dance 140

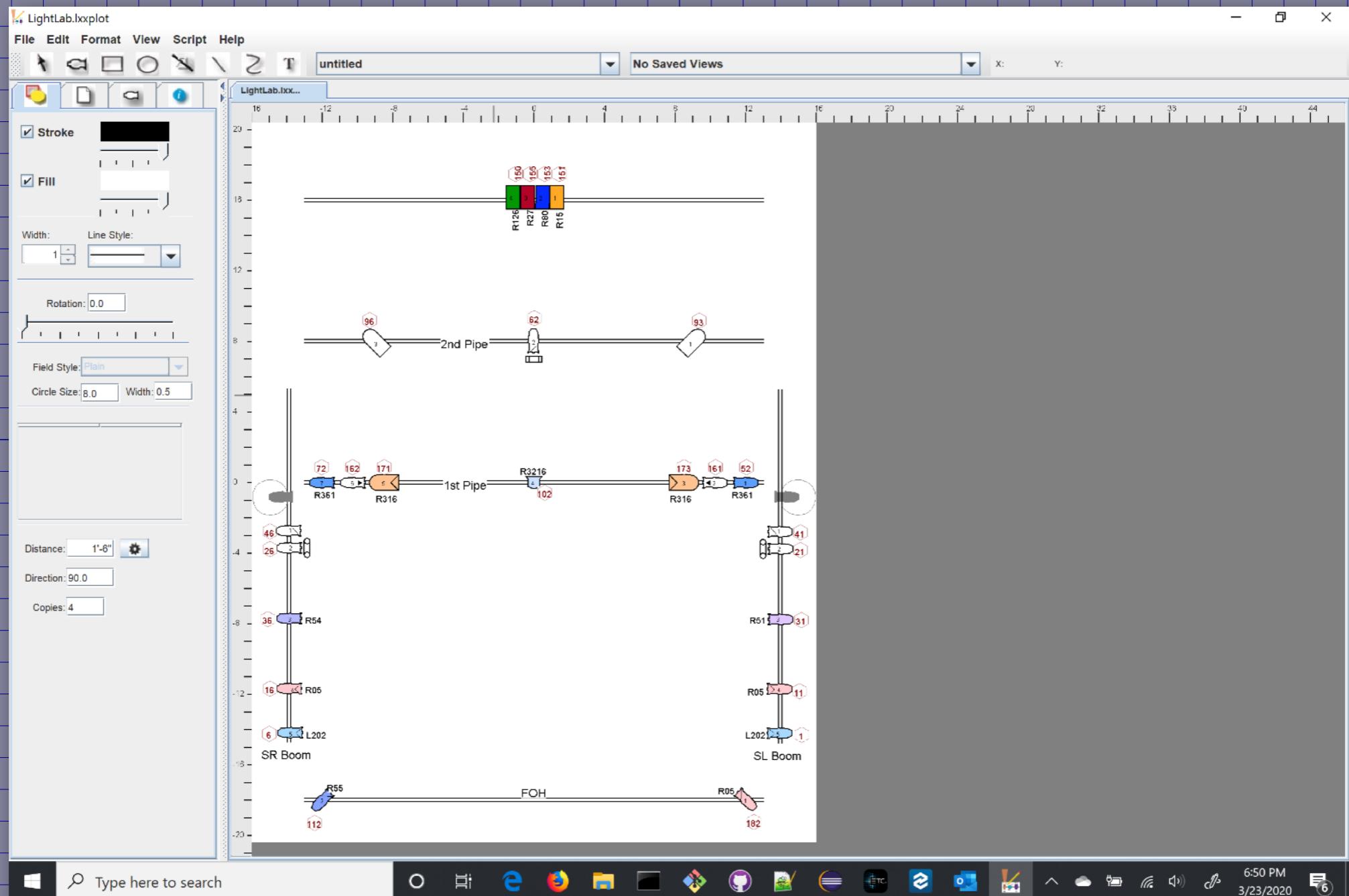


WISCONSIN
UNIVERSITY OF WISCONSIN-MADISON

Light Lab / Rendering Instructions

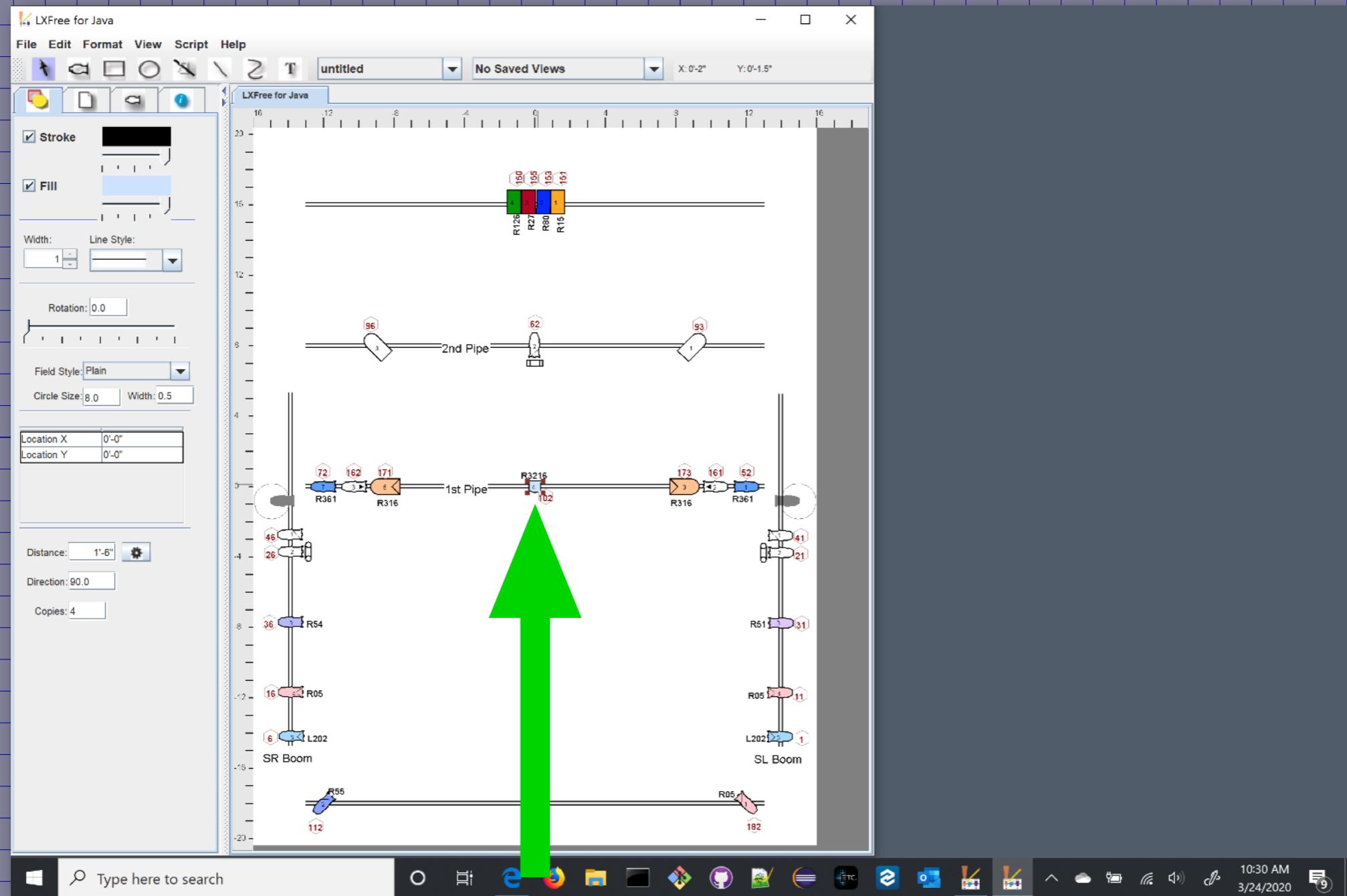
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When you open the LightLab.lxxplot file with LXFree for Java, it will look something like this.



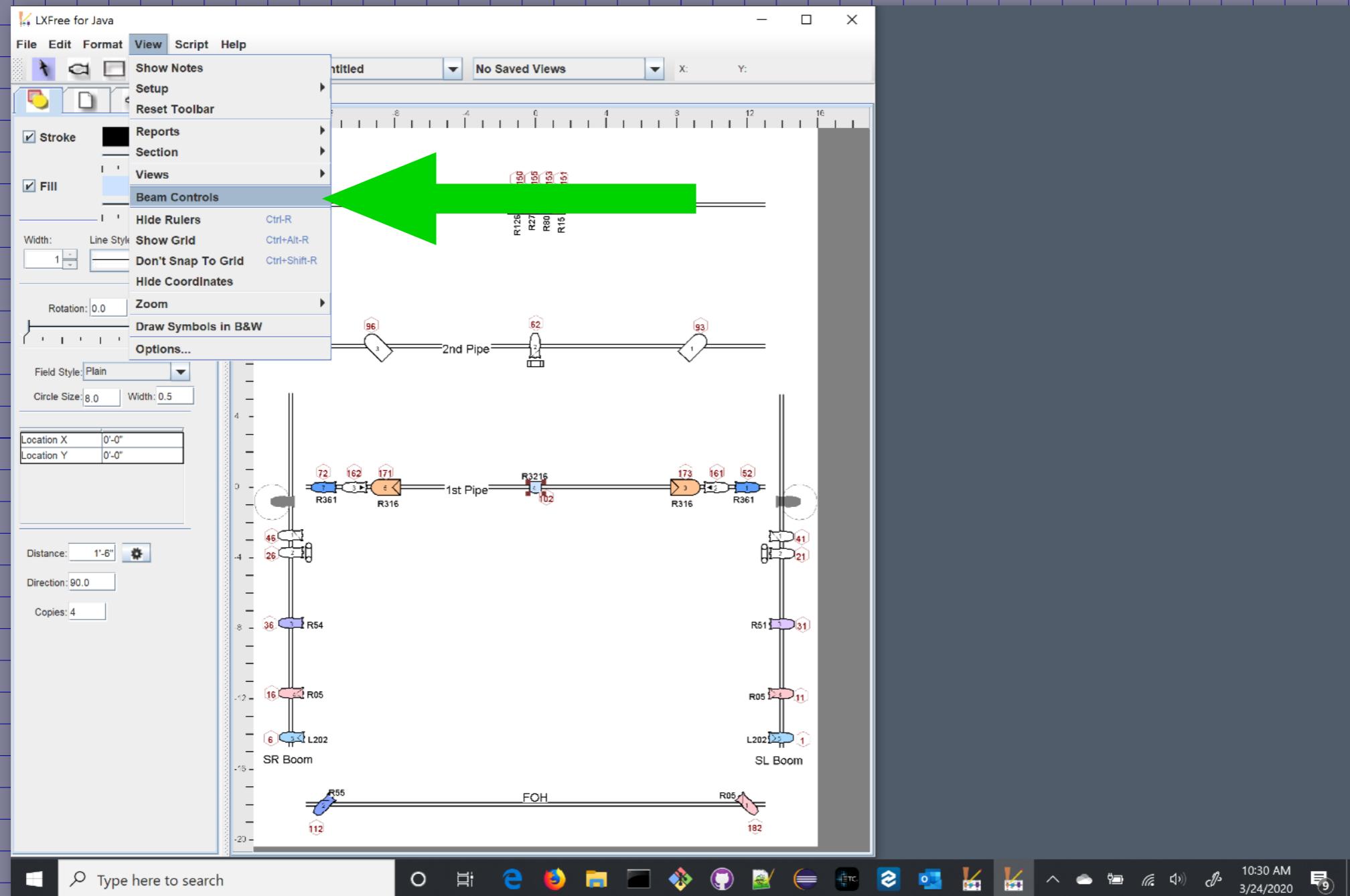
You might want to make the window smaller
to hide the unused (gray) space.

Click on the light in the center of the light plot drawing.

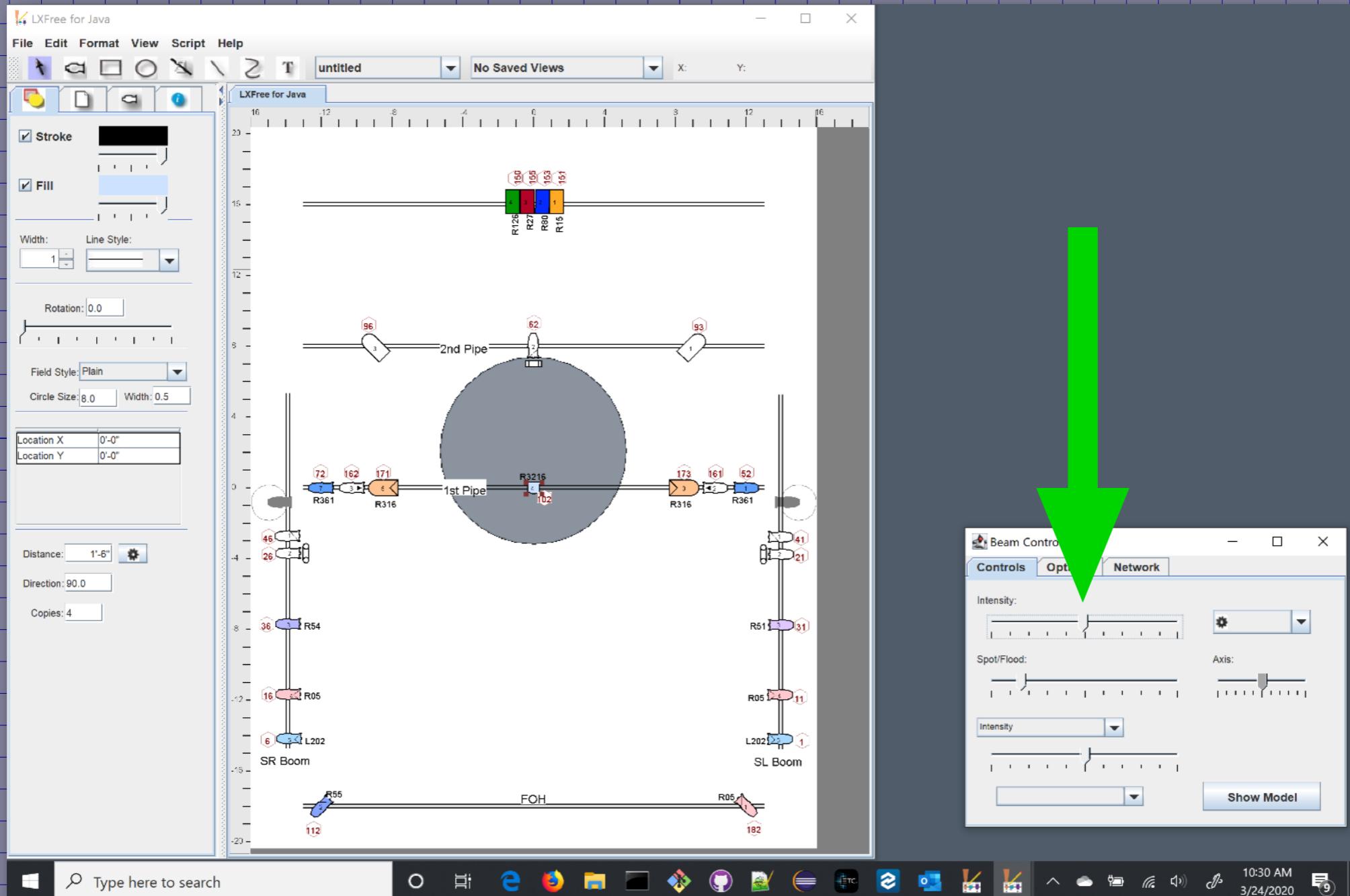


You should see 4 red “handles” when the light is selected.

From the View menu choose Beam Controls.

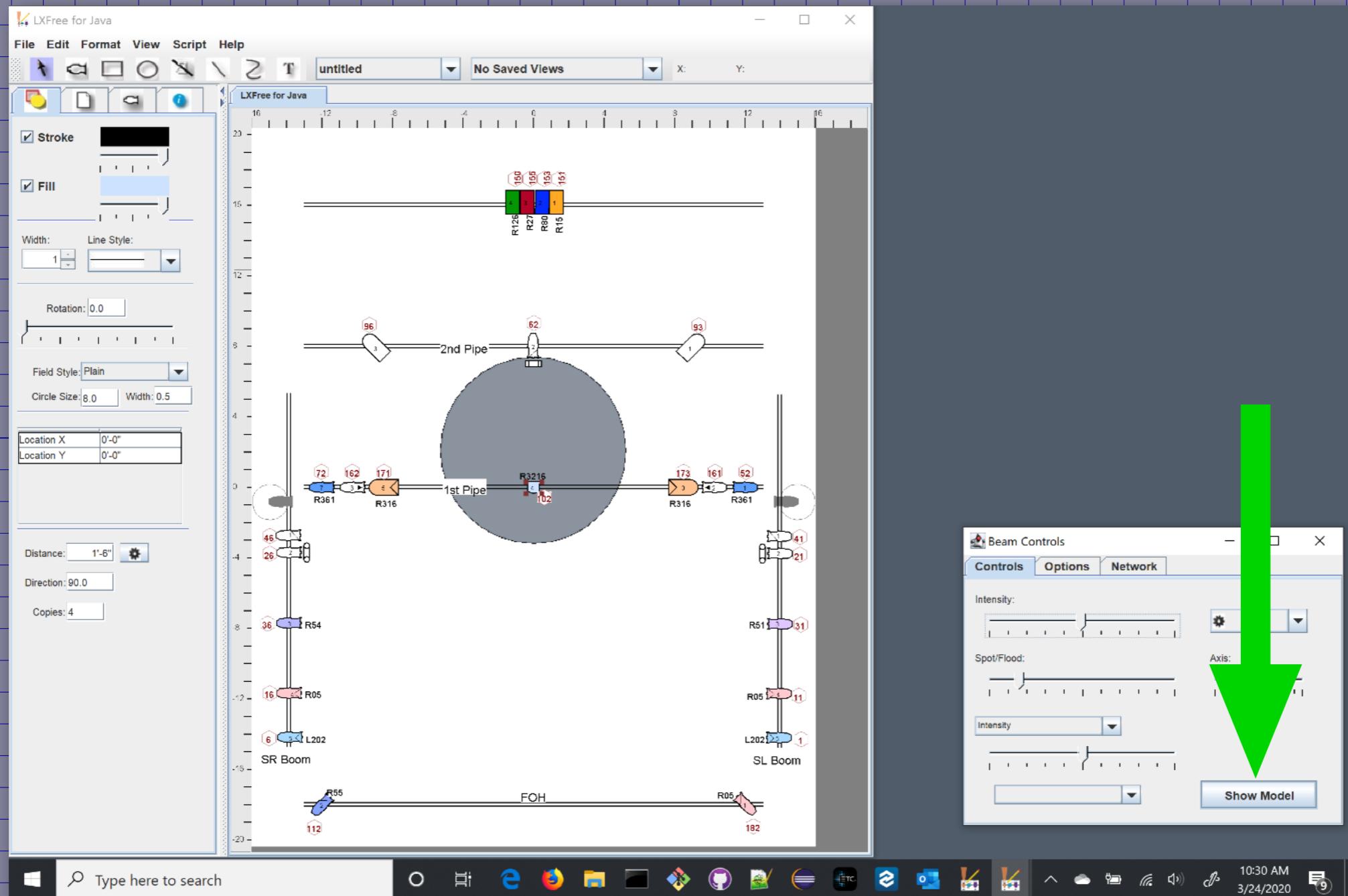


In the Beam Controls window Move the Intensity slider.



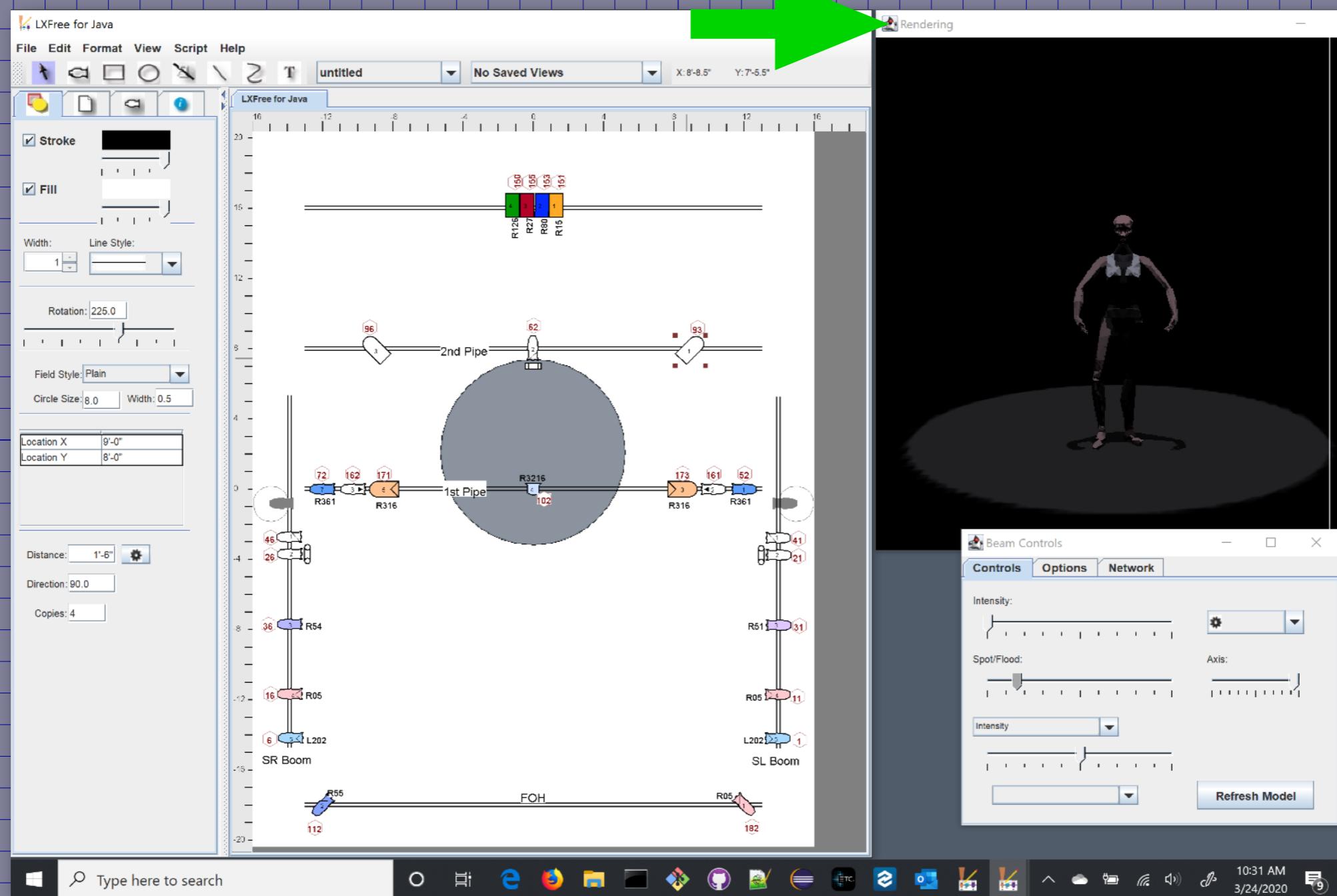
You should see an oval representing
the beam produced by the selected light.

Click the Show Model button.



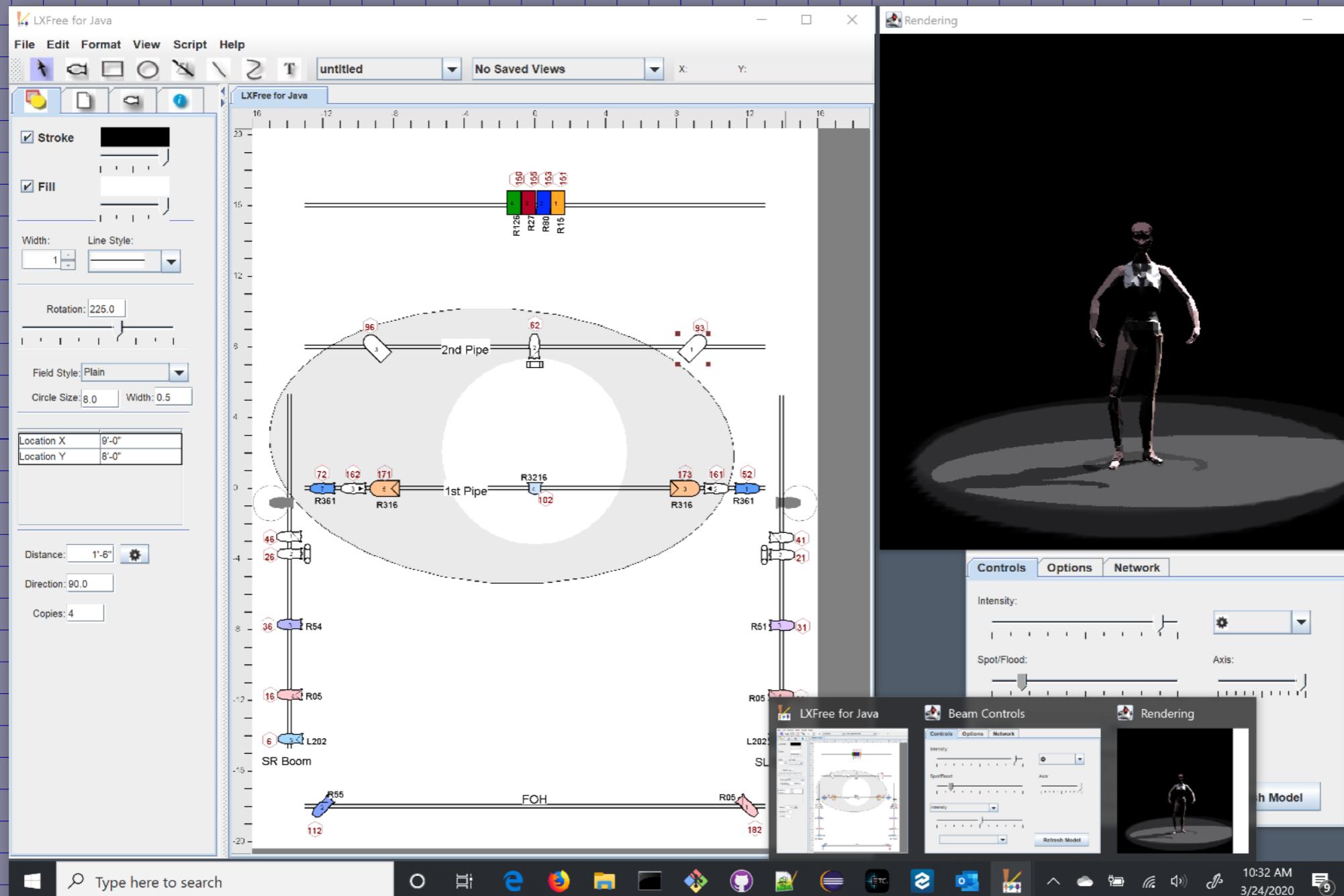
It may take a moment for the rendering to initialize
And for an image to appear.

Position the **Rendering** window so that
All three windows can be seen on your screen .

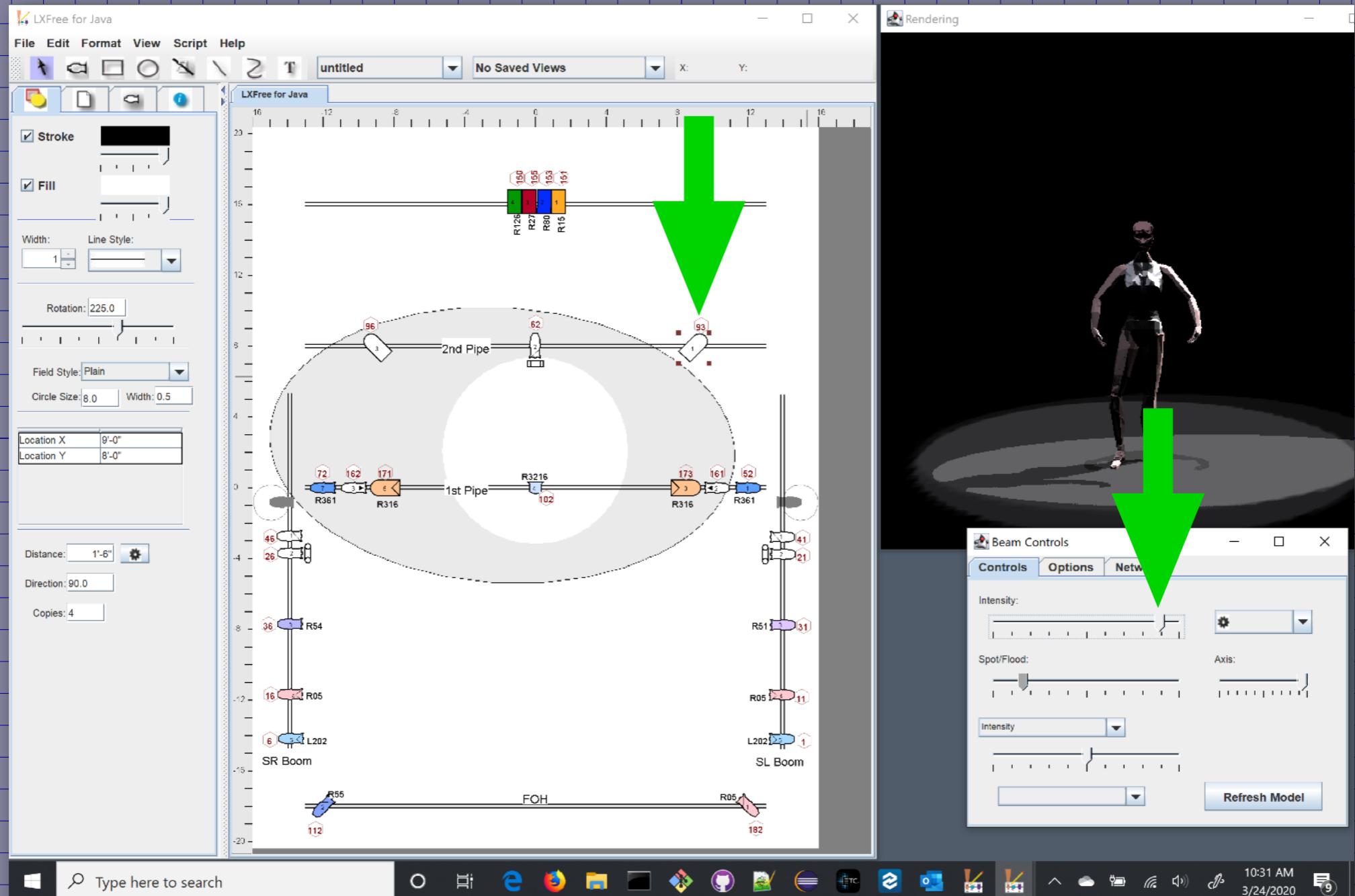


Note that it may take a moment for the rendering to initialize
and for an image to appear when you first open the window.

If you can't see all three windows,
you can switch between them by clicking the
LXFree for Java icon in the task bar .

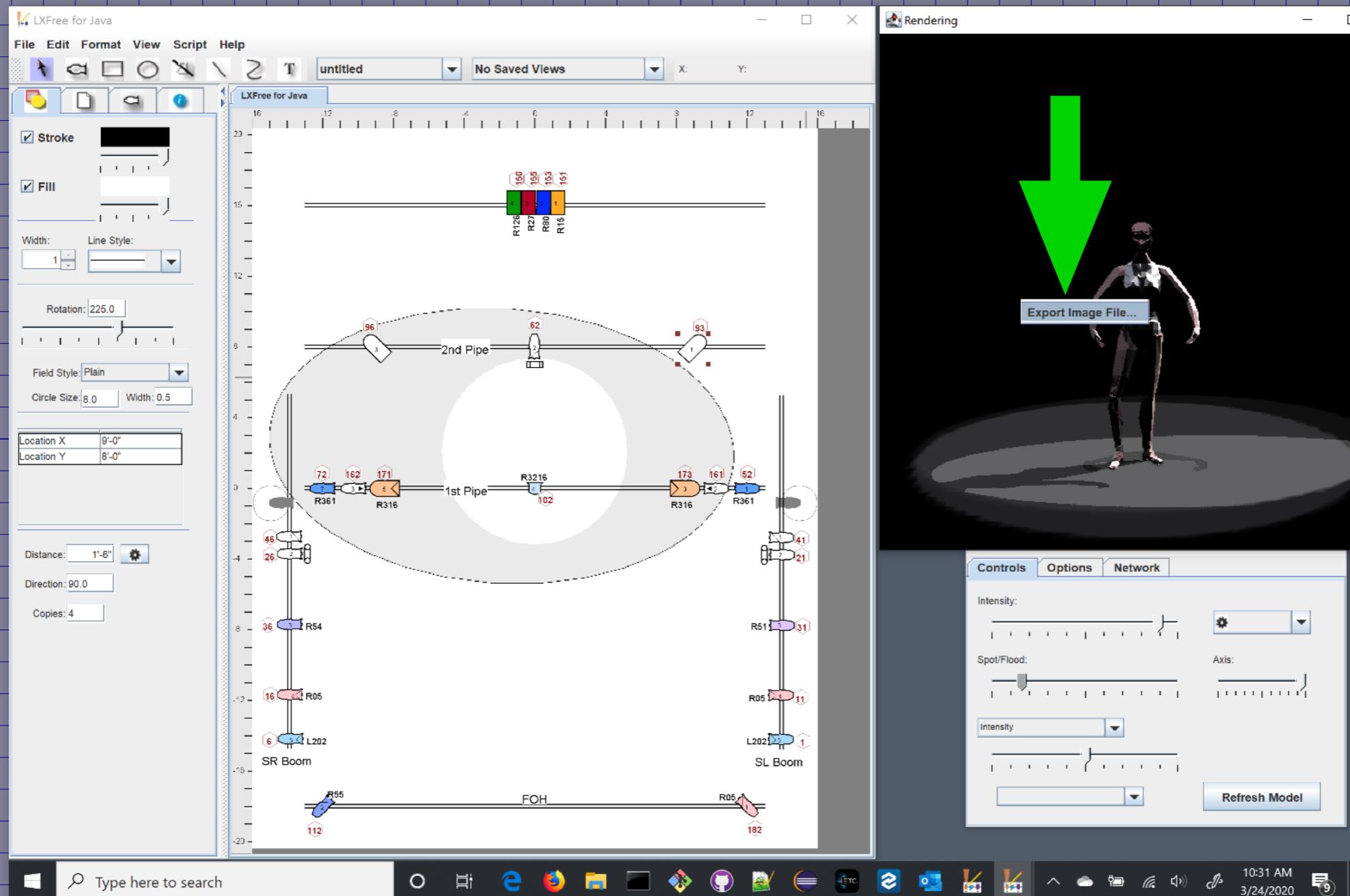


Click on the plot drawing to select another light.
Then, use the intensity slider to turn it on.



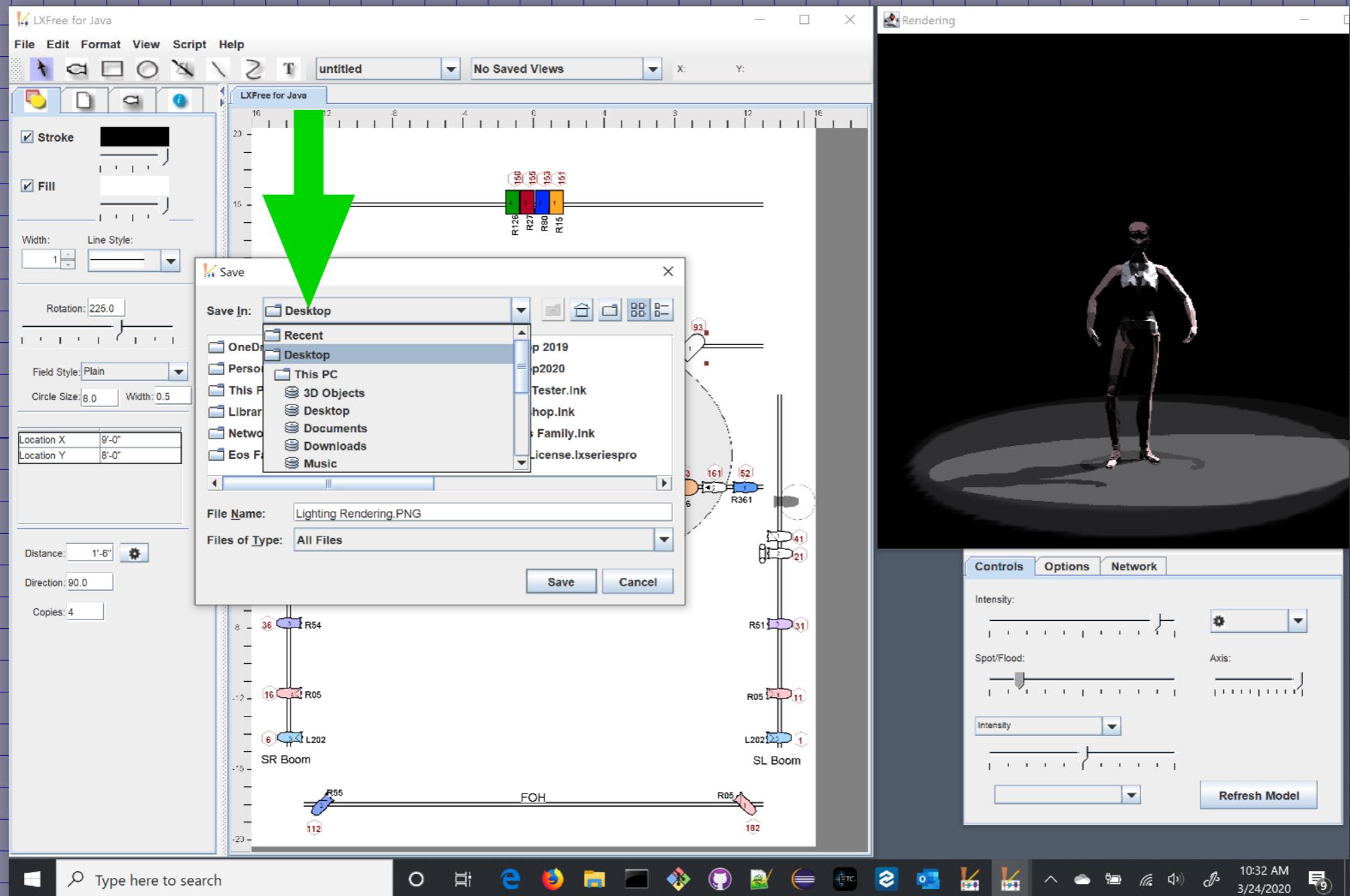
You can play with the brightness
and the rendering will update.

To save your rendered image,
Right-click in the Rendering window.



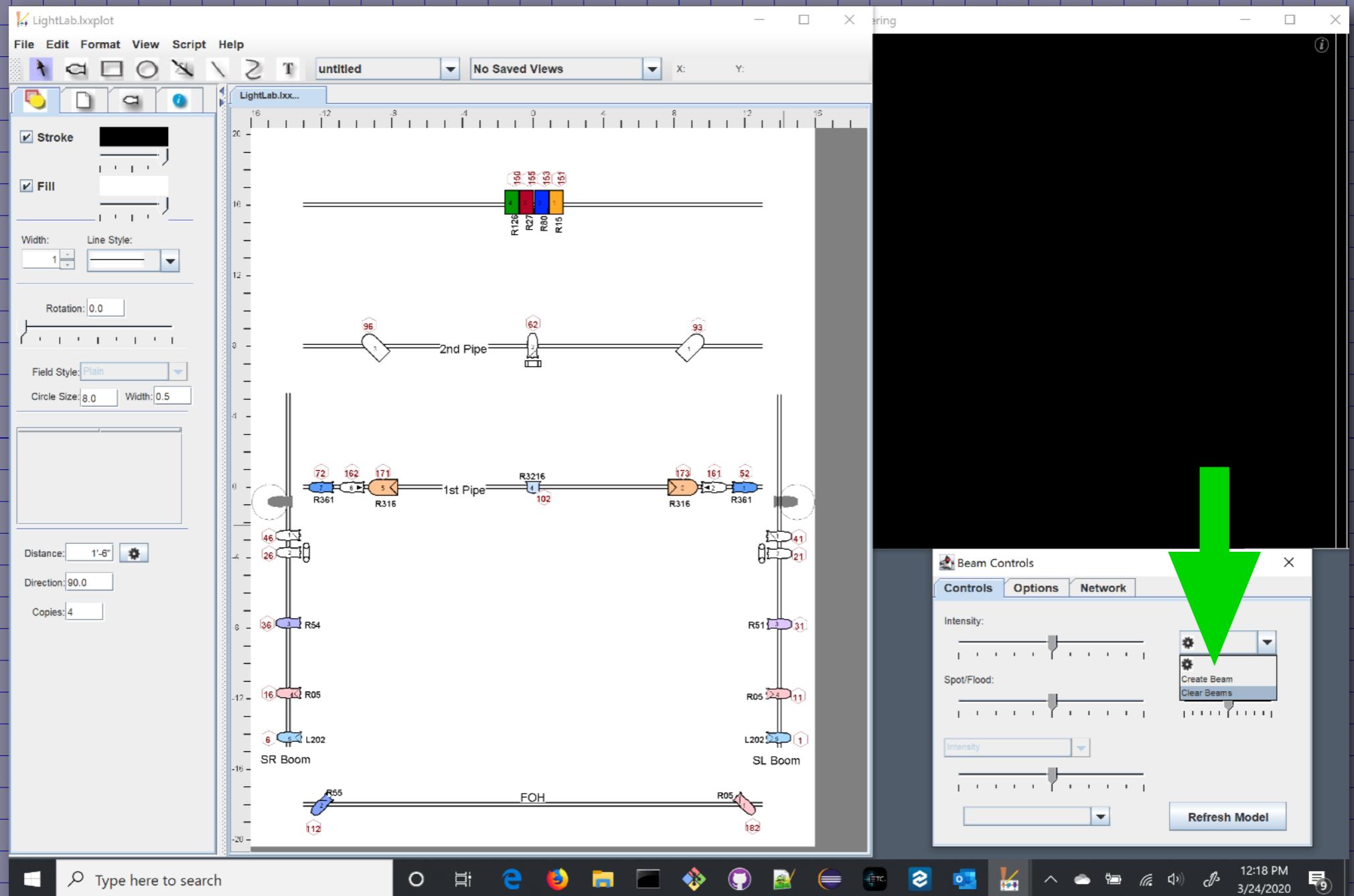
A menu pops up (currently it has a single item).
Choose "Export Image File..."

You'll want to save your final image to a location such as your Desktop where you can find it.



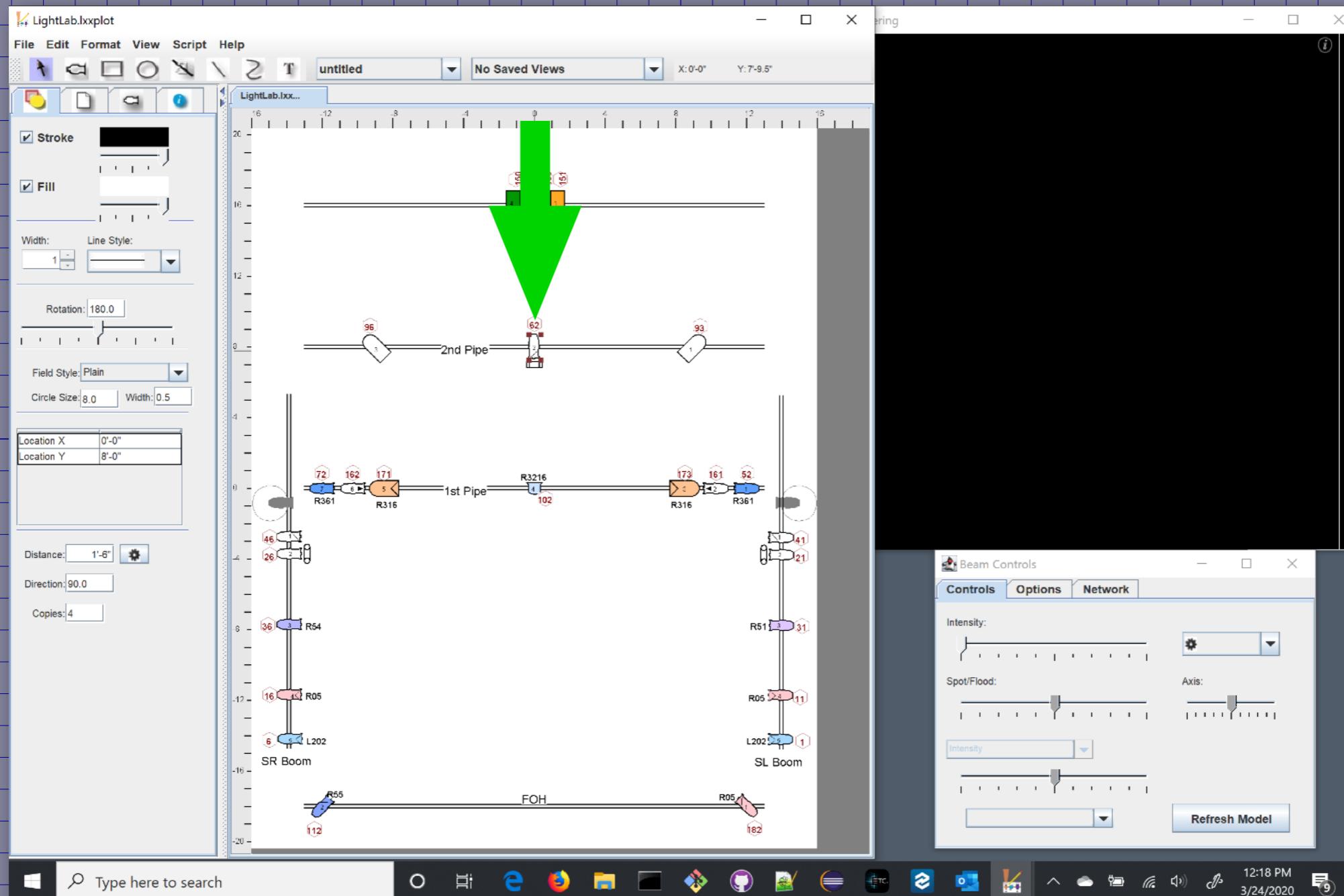
The exported file is in PNG format.

Try different lights.



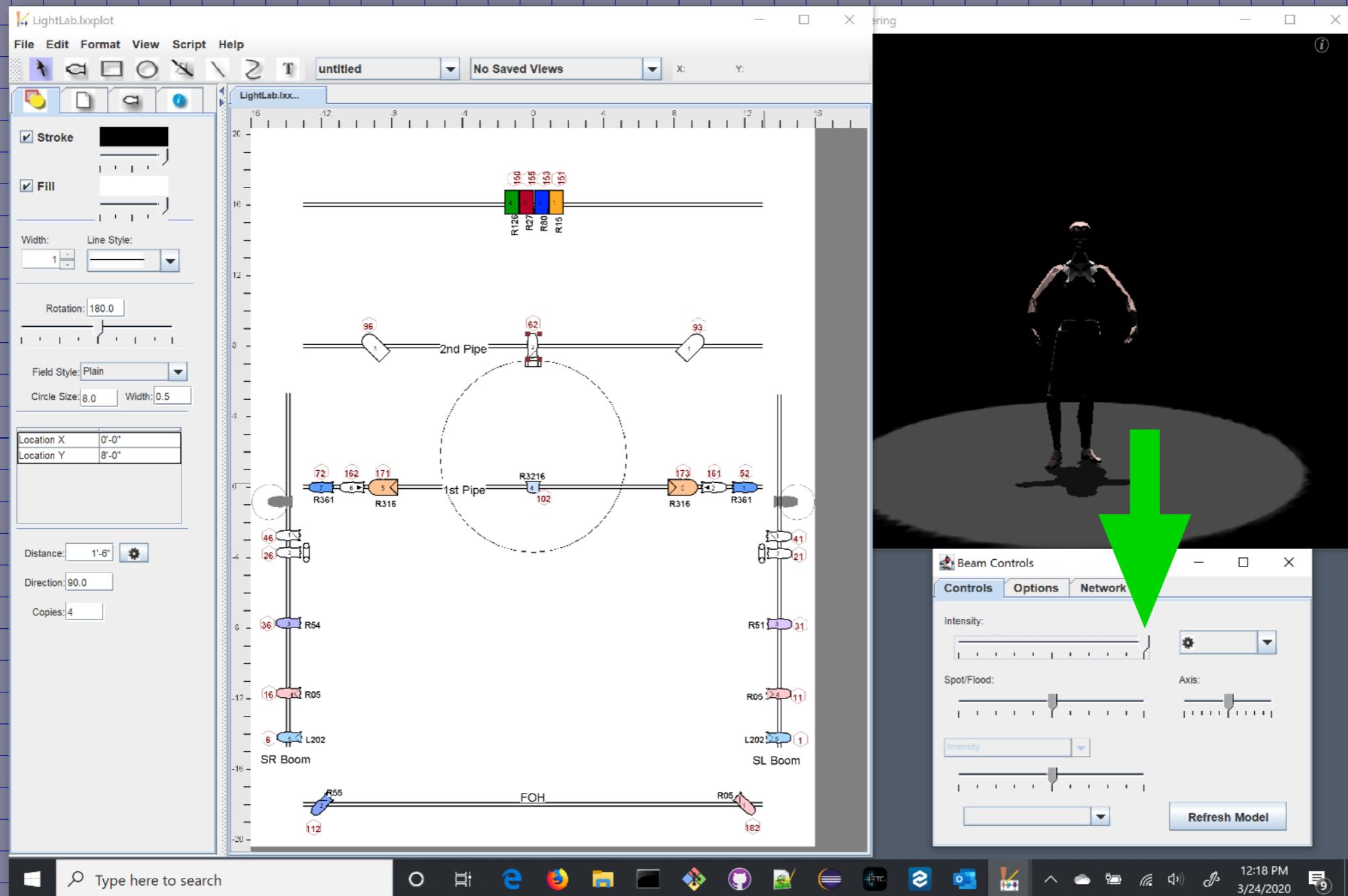
You can clear all the visible beams at once
with the “Clear Beams” command.

Some lights have color changers which allow you to scroll colors in front of the light.

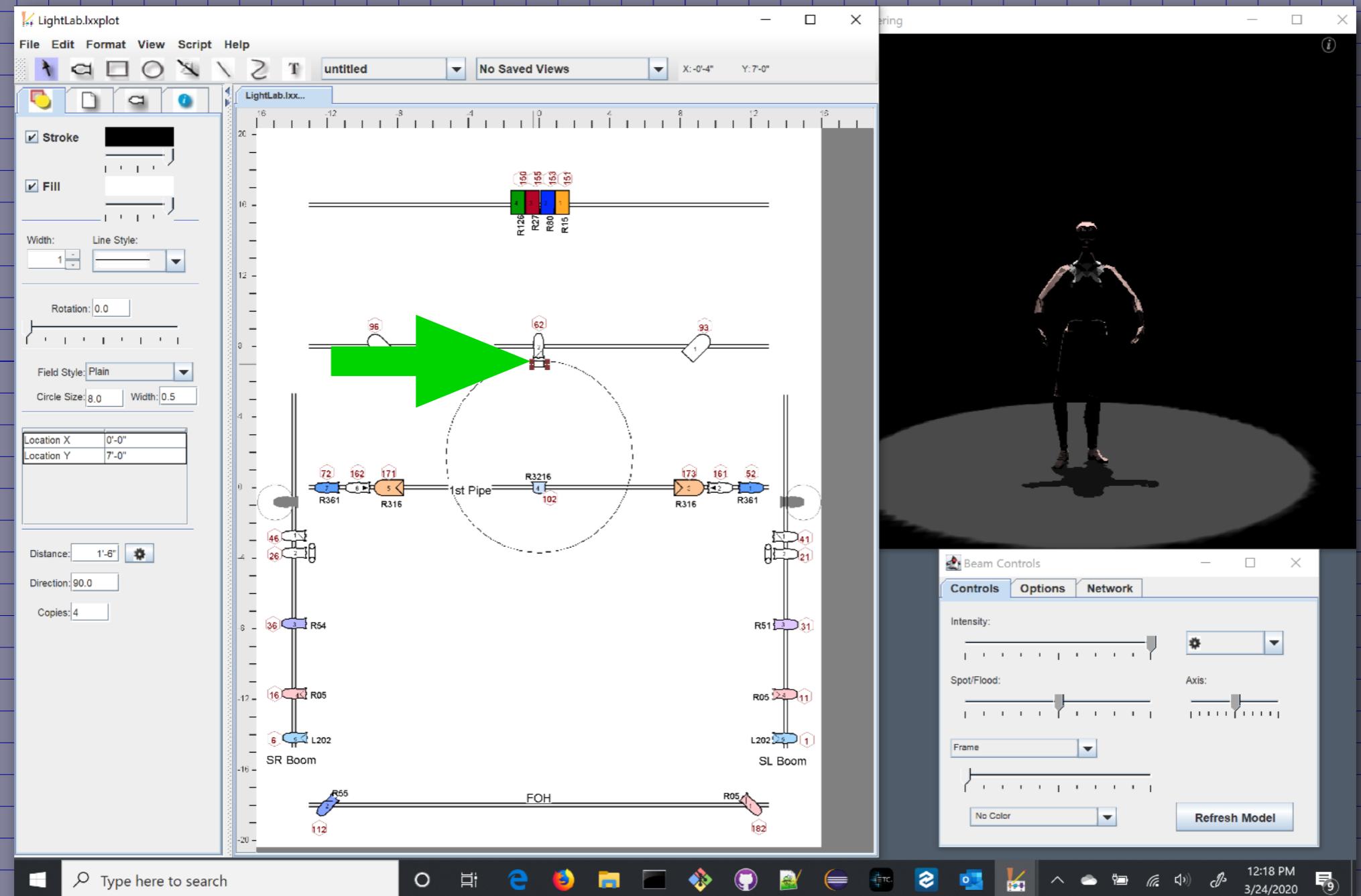


Select the center light on the “2nd Pipe”.
(click on it to select it)

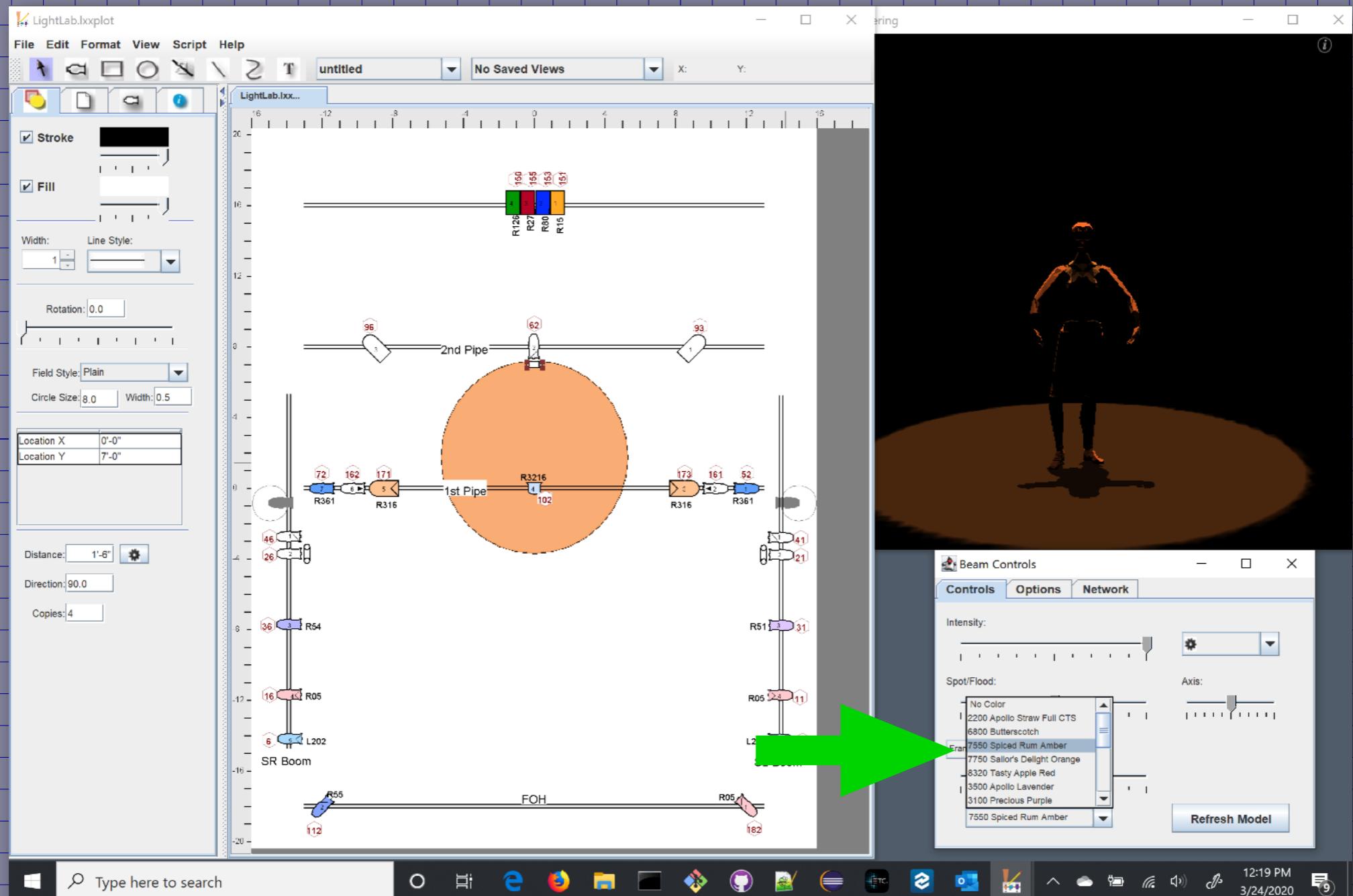
Turn the backlight all the way to 100% with the Beam Controls window's Intensity slider.



Click to select the color changer symbol that is just
In front of the backlight.

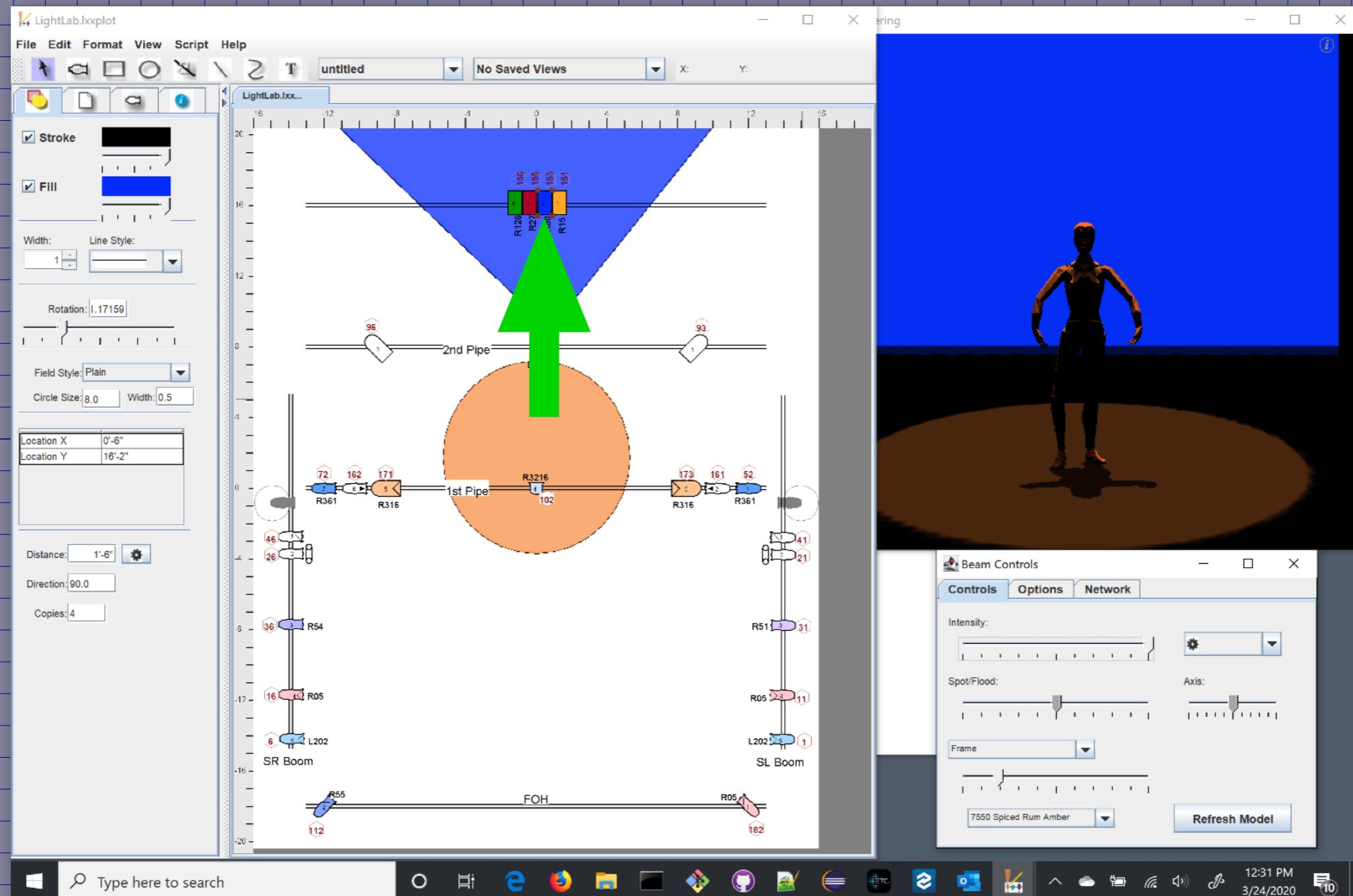


The popup menu in the lower left of the Beam Controls window shows the list of colors.



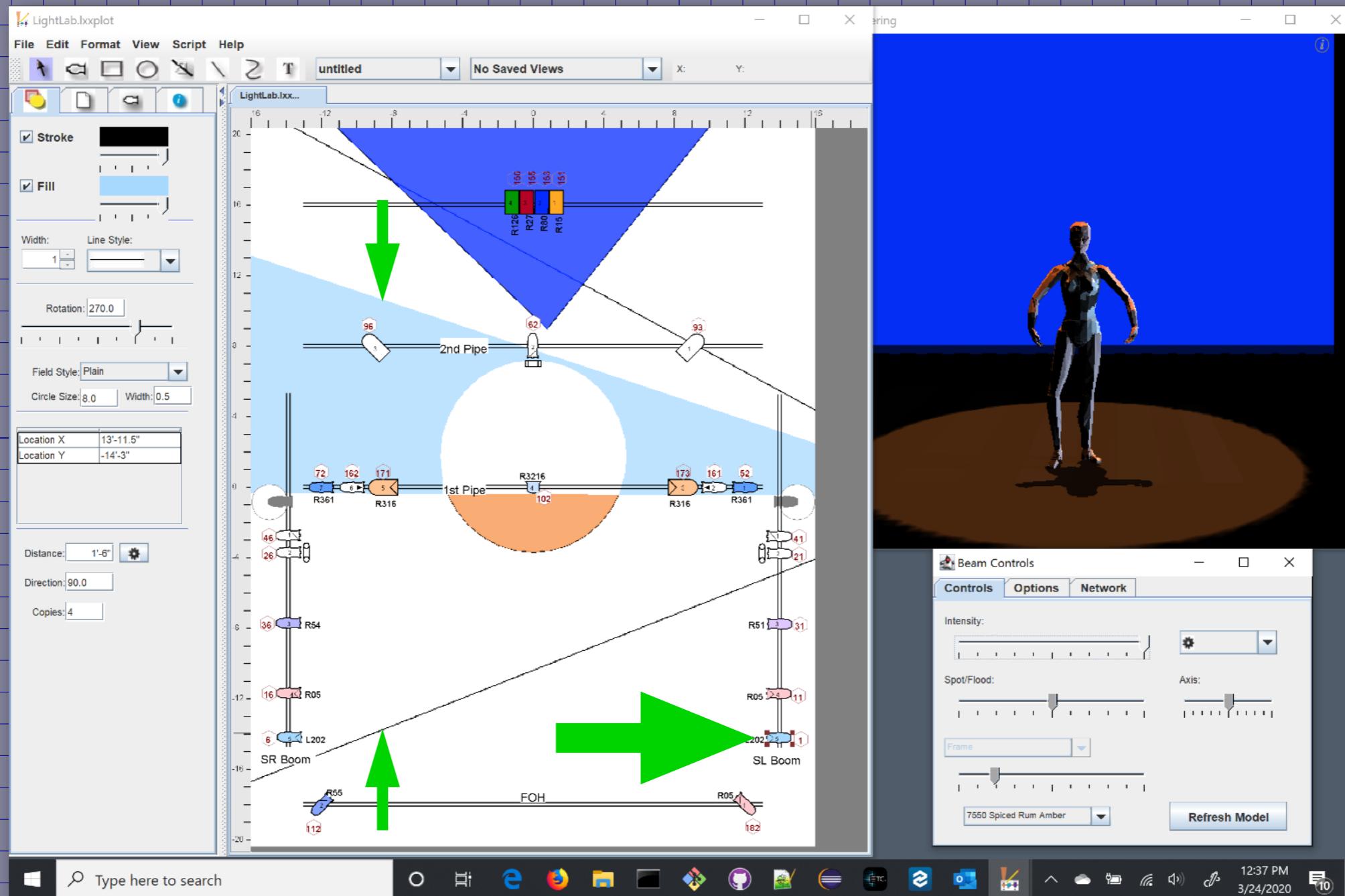
Select a color from the list.
(You can always go back to "No Color")

The four lights upstage are pointed at the background.
They will appear as triangular beams on the plot.



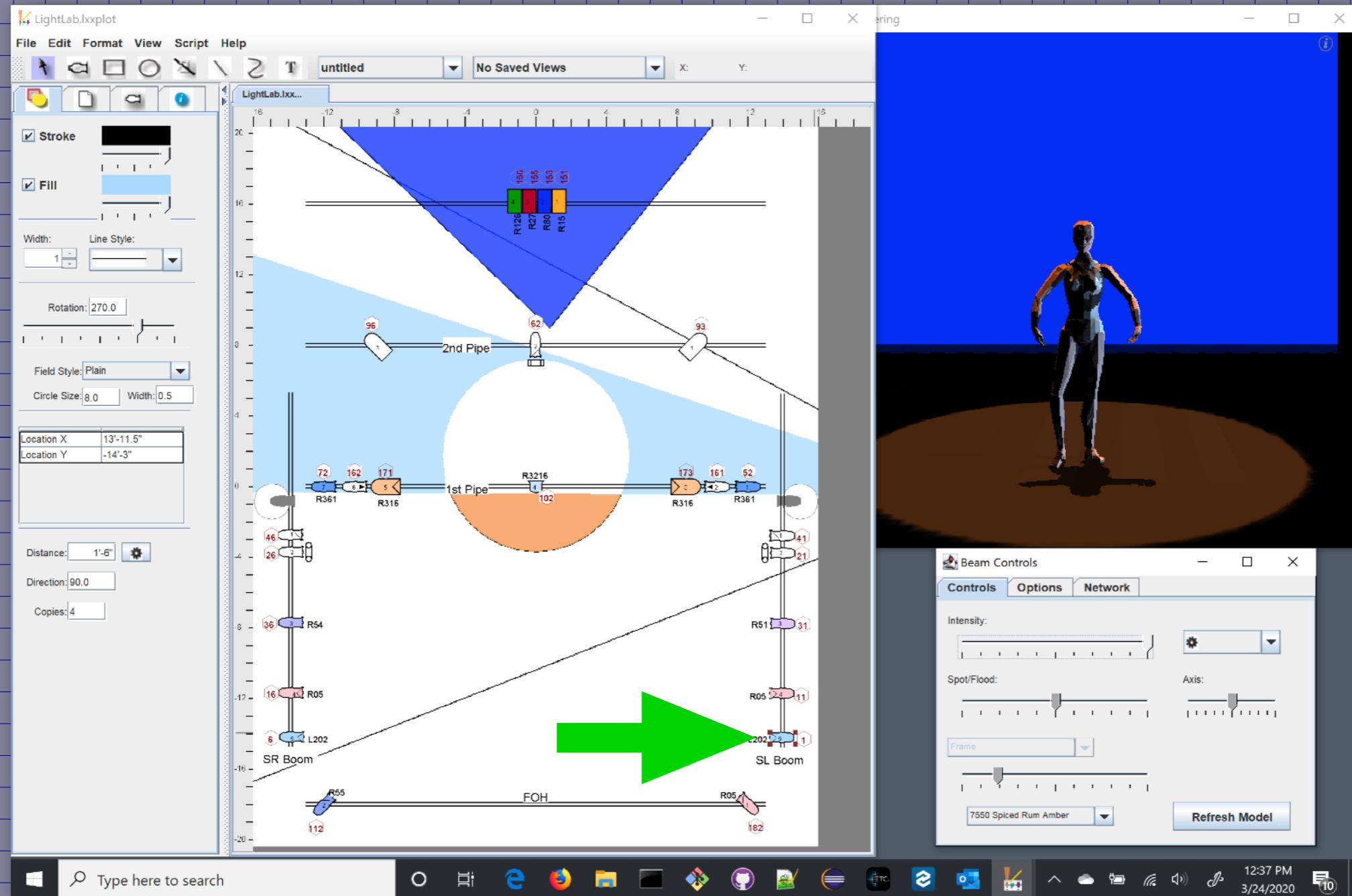
The Blue Cyc light is selected and its intensity is at 100%.

The lower sidelights (shins & mids) will also be displayed as triangular beams rather than ovals.



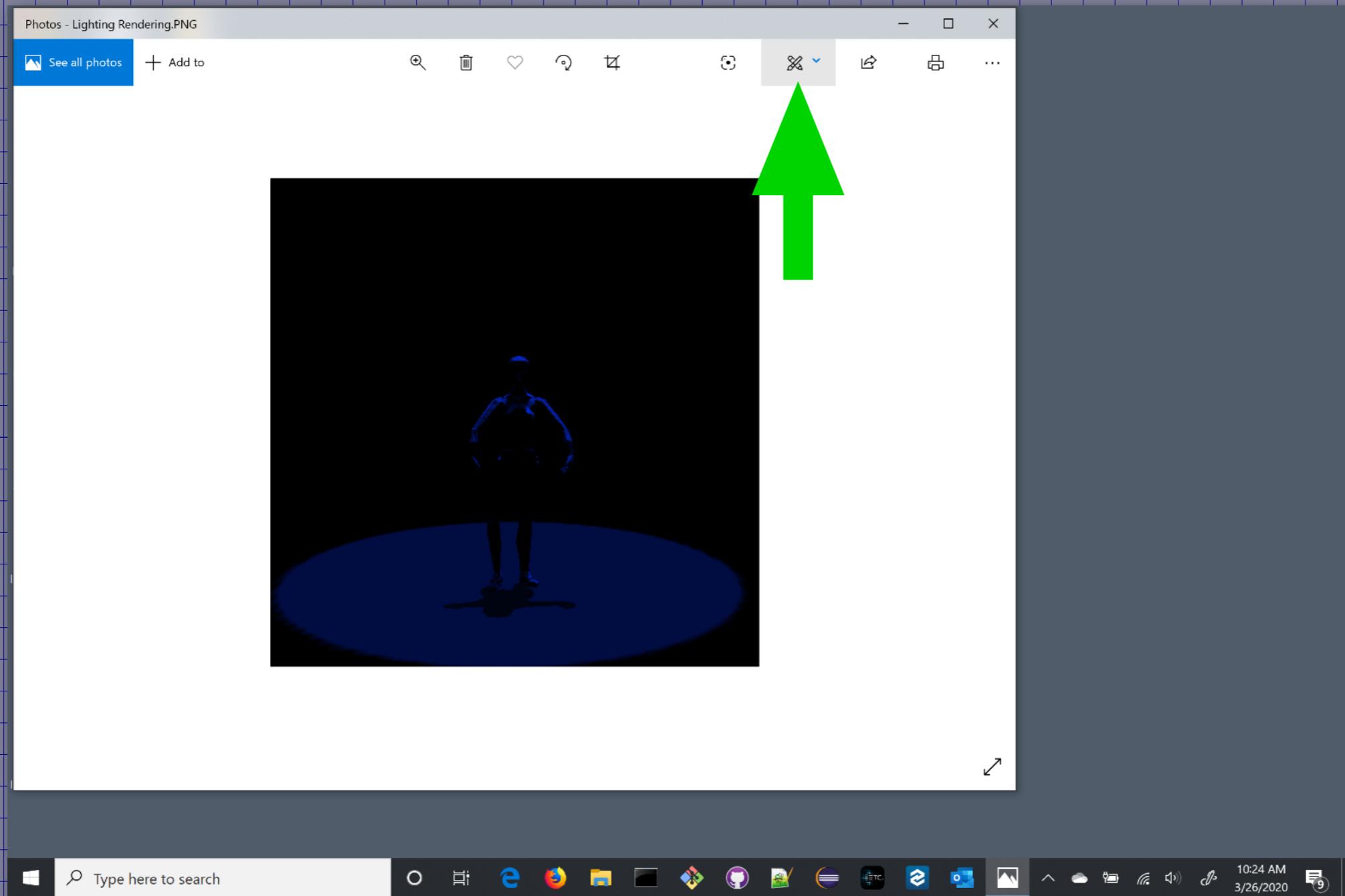
You can see the full extent of the beam of the SL shin.
And, how it has been narrowed using shutters.

The lights on the boom are mapped in 3D to their “real” locations so the beam of the shin is shown coming from offstage.



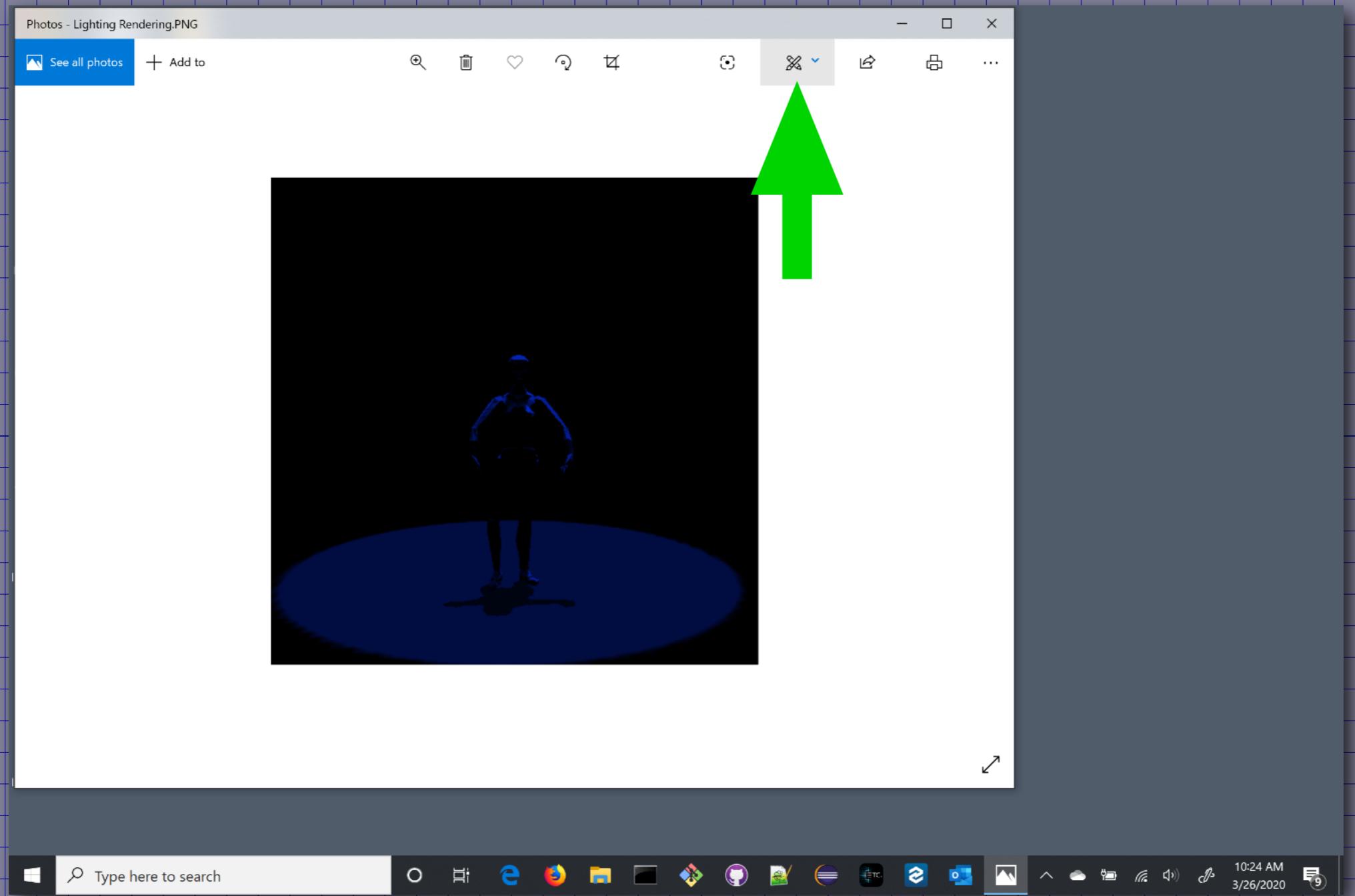
This is common with booms which are drawn flat on the plot even though in actual use they are standing up from the floor.

The rendering attempts to approximate reality taking into account the brightness of the fixture and transmission of the gel color.



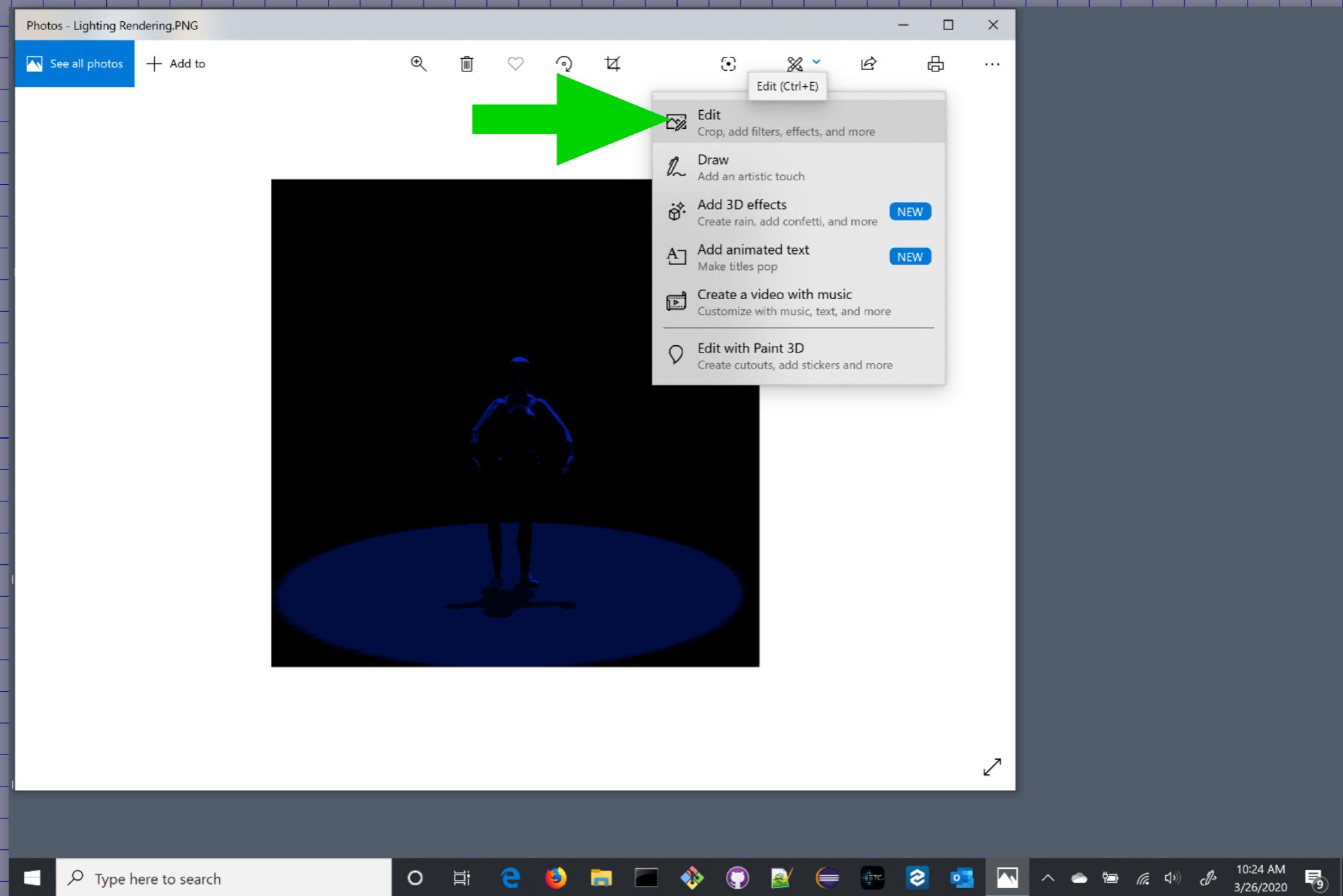
You can open the rendered PNG file and adjust the lightness to brighten the image.

Double-click the rendered PNG file.

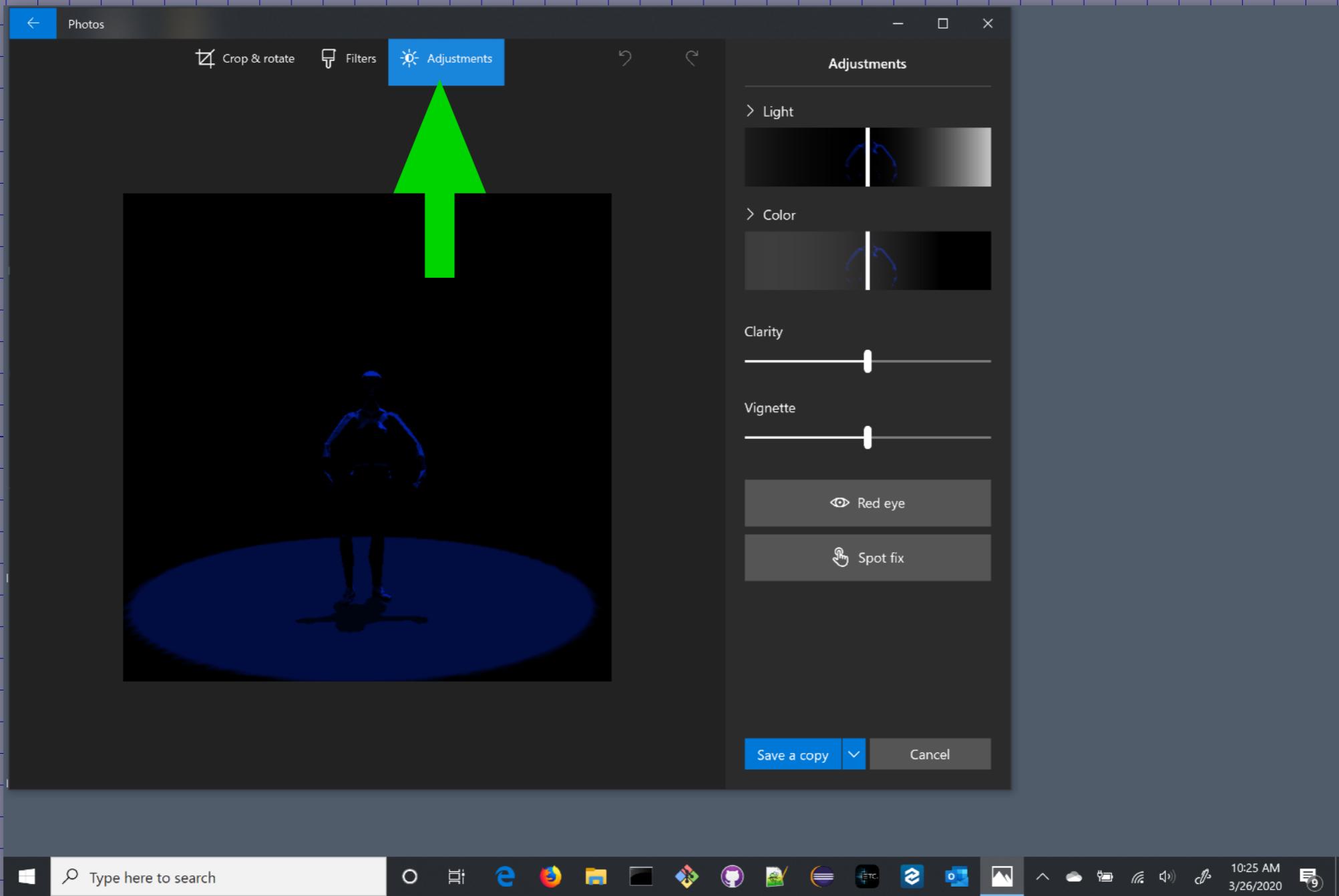


Click the edit button in the Photos app.

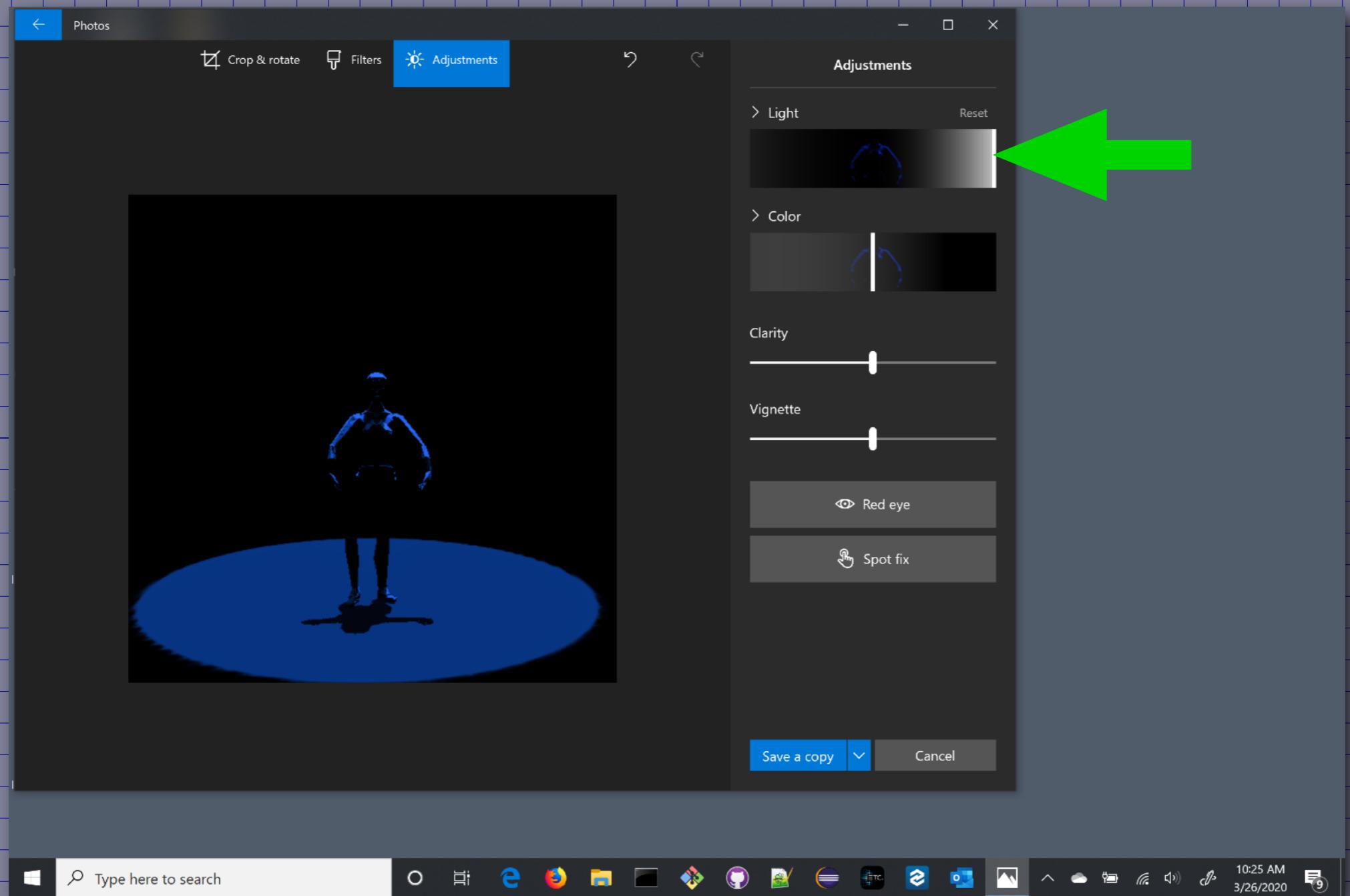
Choose “Edit” from the menu that pops up.



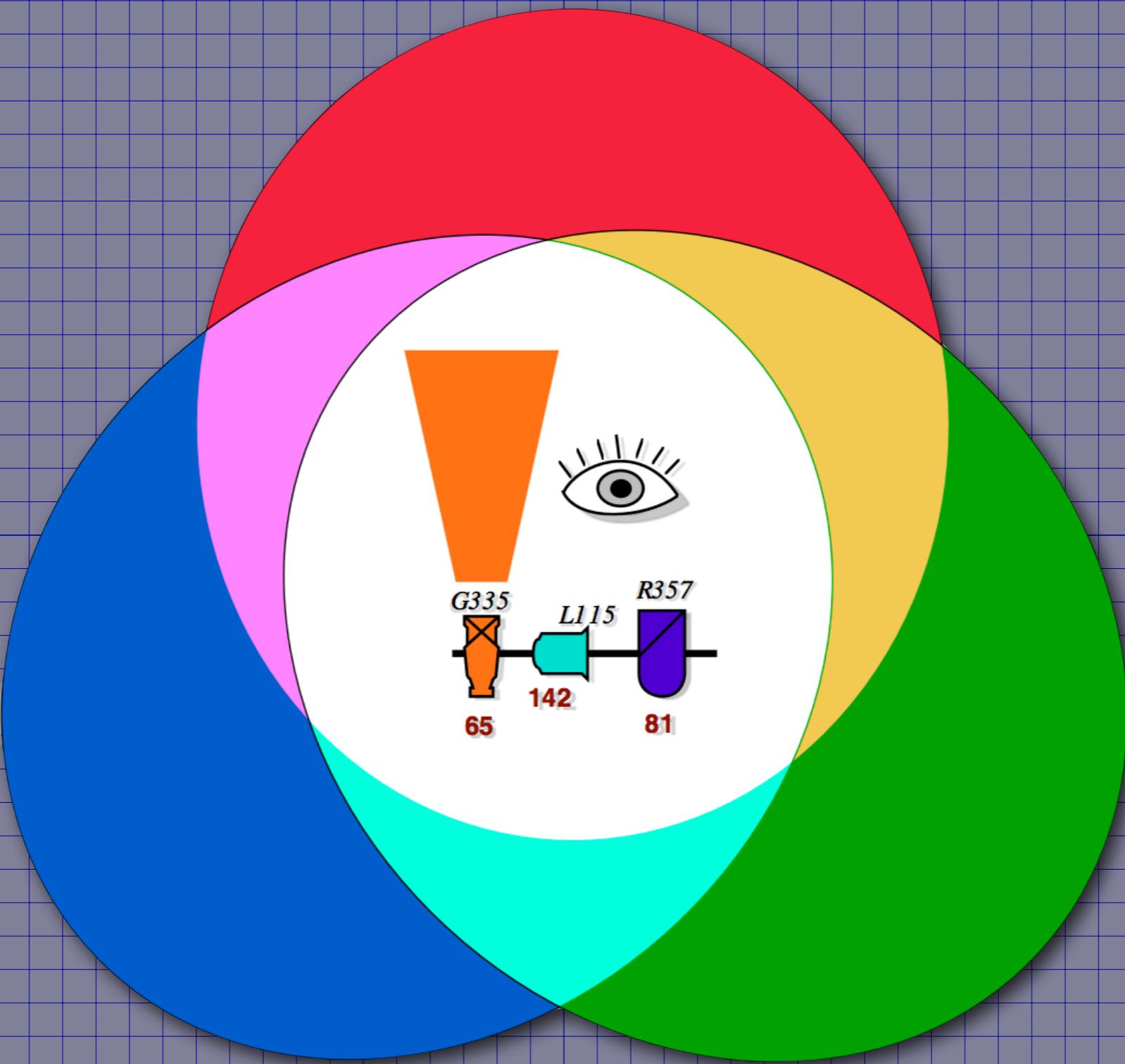
Click the “Adjustments” tab.



Move the “Light” control to brighten the image.



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claudeheintzdesign@gmail.com

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