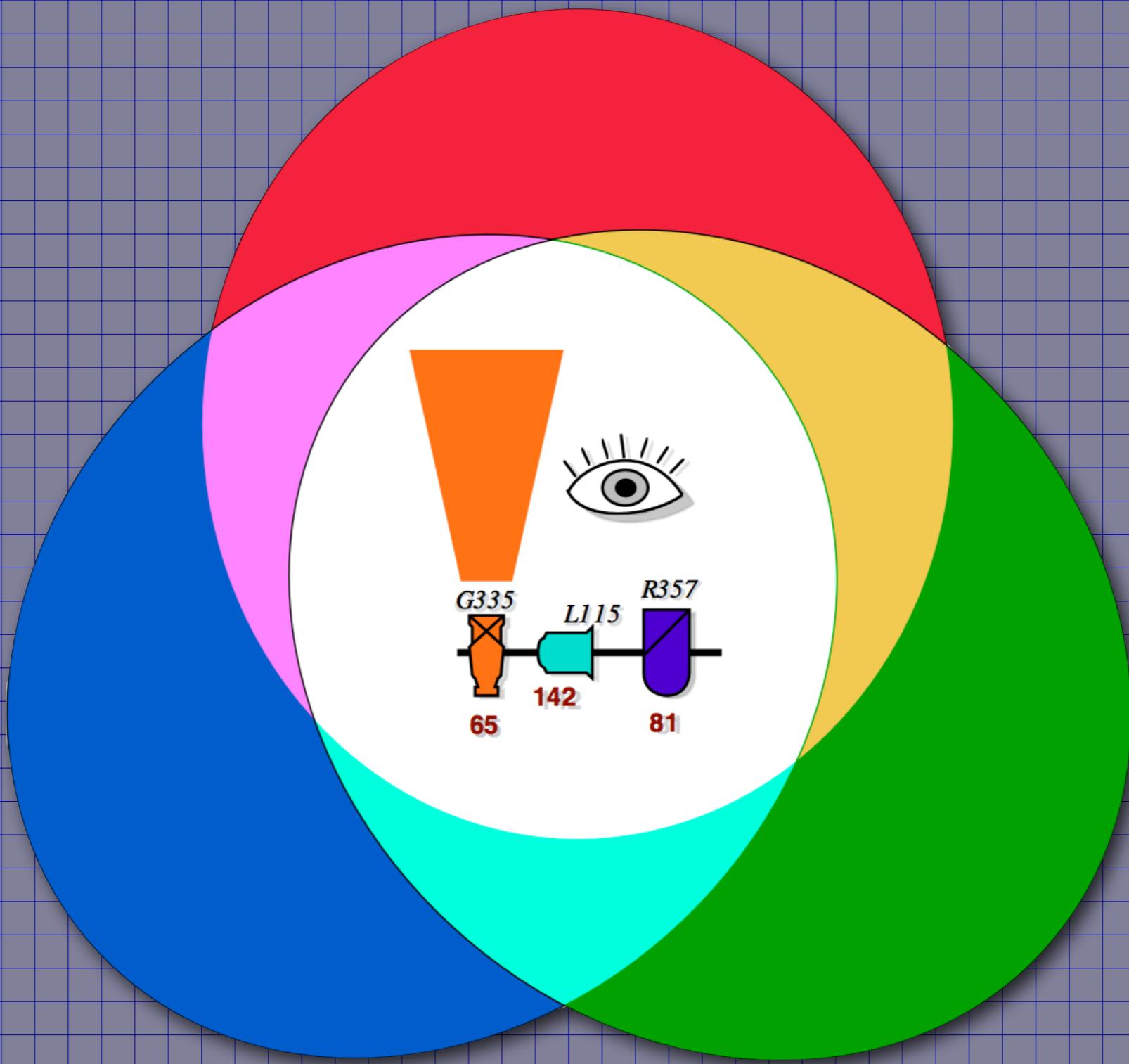


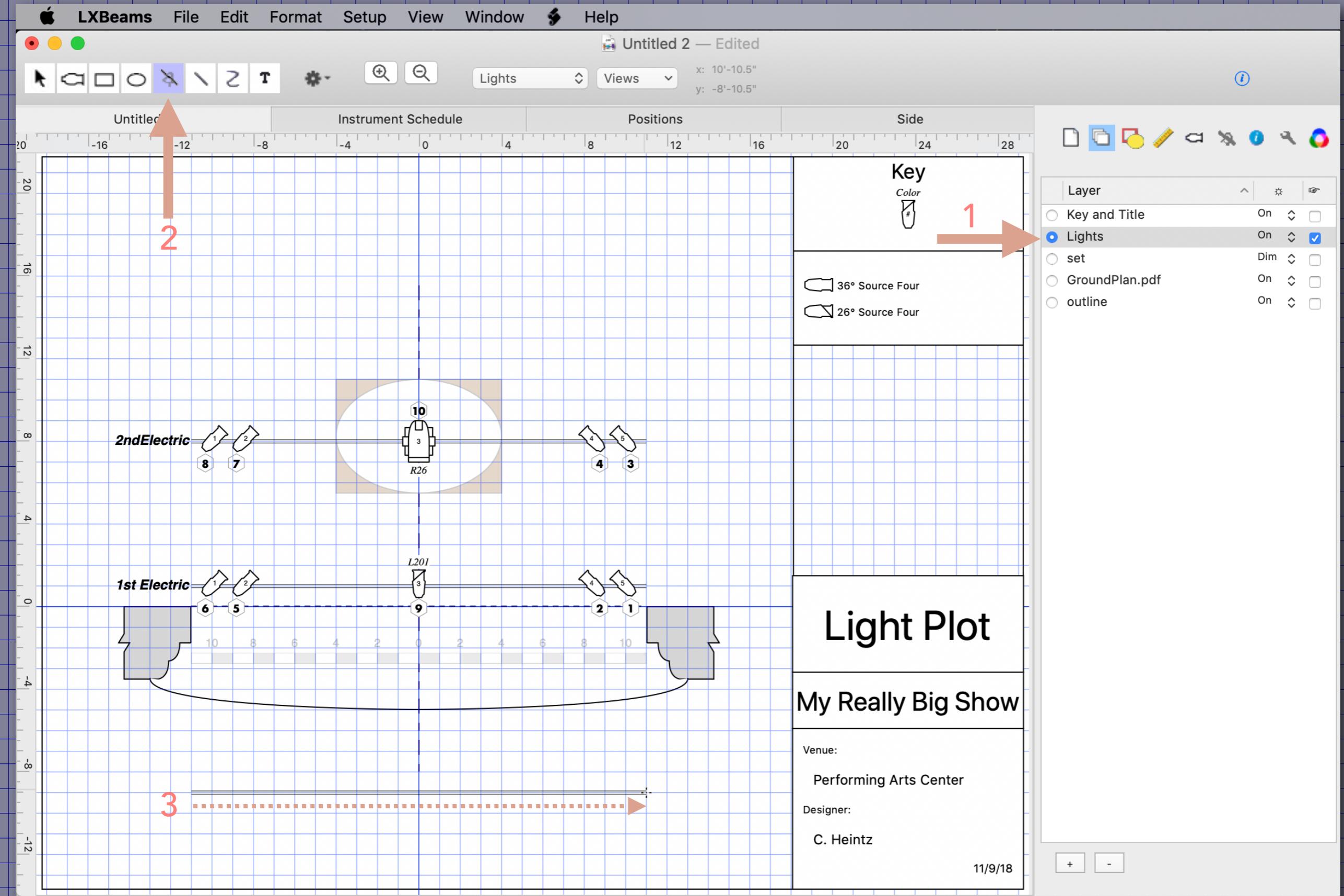
Position Tab/Mapping



IATSE 728 Workshop 2020

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In the Lights layer use the position tool to draw an FOH pipe.



Select the position and name it "FOH".

LXBeams File Edit Format Setup View Window Help Untitled 2 — Edited Lights Views x: y:

Untitled 2 Instrument Schedule Positions Side

20 -16 -12 -8 -4 0 4 8 12 16 20 24 28

20
16
12
8
4
0
-4
-8
-12

2nd Electric 1 2 8 7 R26 10 L201 1 2 6 5 9 3 4 5 1 2 10 8 6 4 2 0 2 4 6 8 10 FOH

Key Color #

36° Source Four

26° Source Four

Property Value

Position

- Name FOH
- Height 20'-0"
- Spacing 0'-6"
- Note

Light

More

Focus

Device

3D

Map Start X

Map Start Y

Map Start Z

Map End X

Map End Y

Map End Z

Light Plot

My Really Big Show

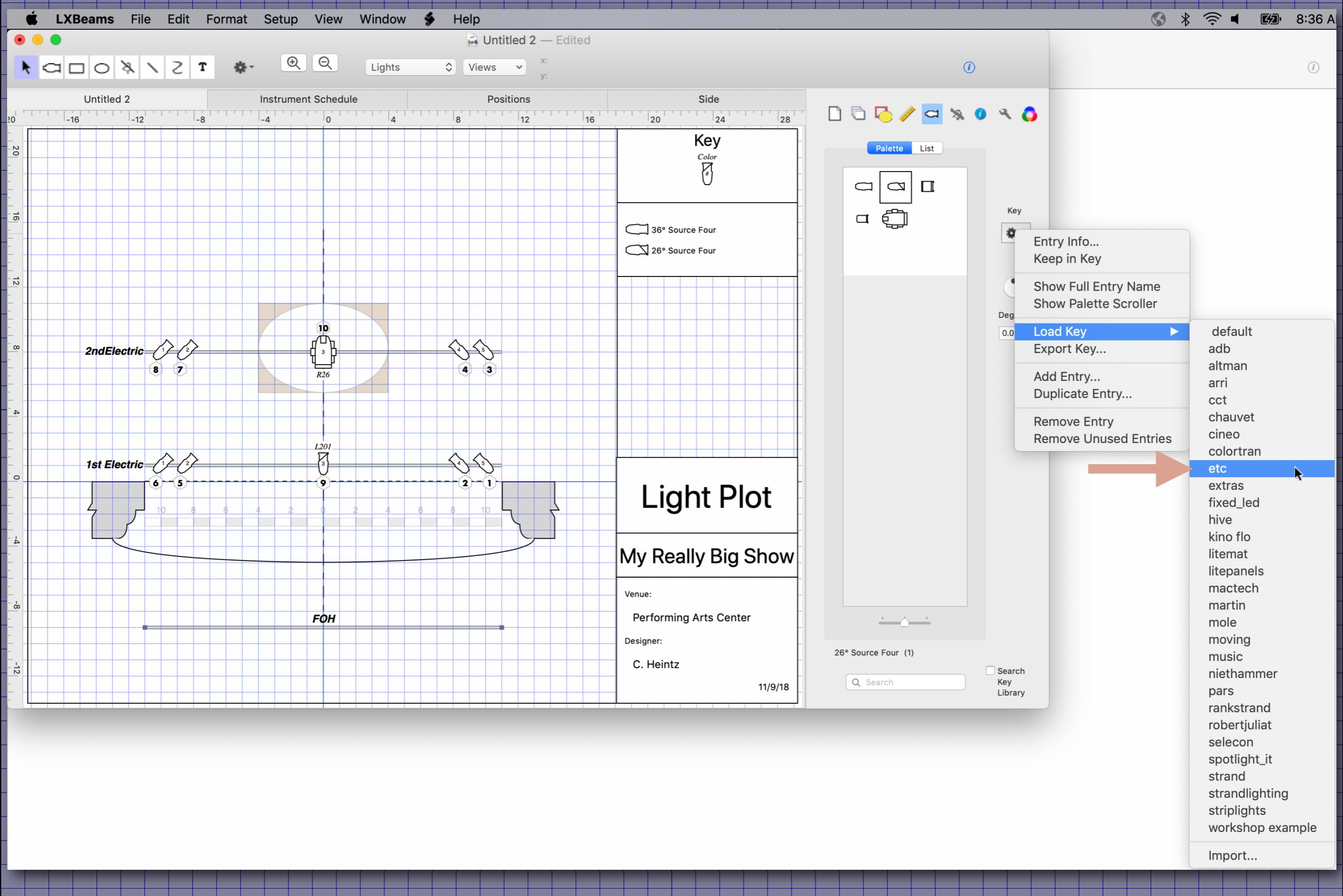
Venue:
Performing Arts Center

Designer:
C. Heintz

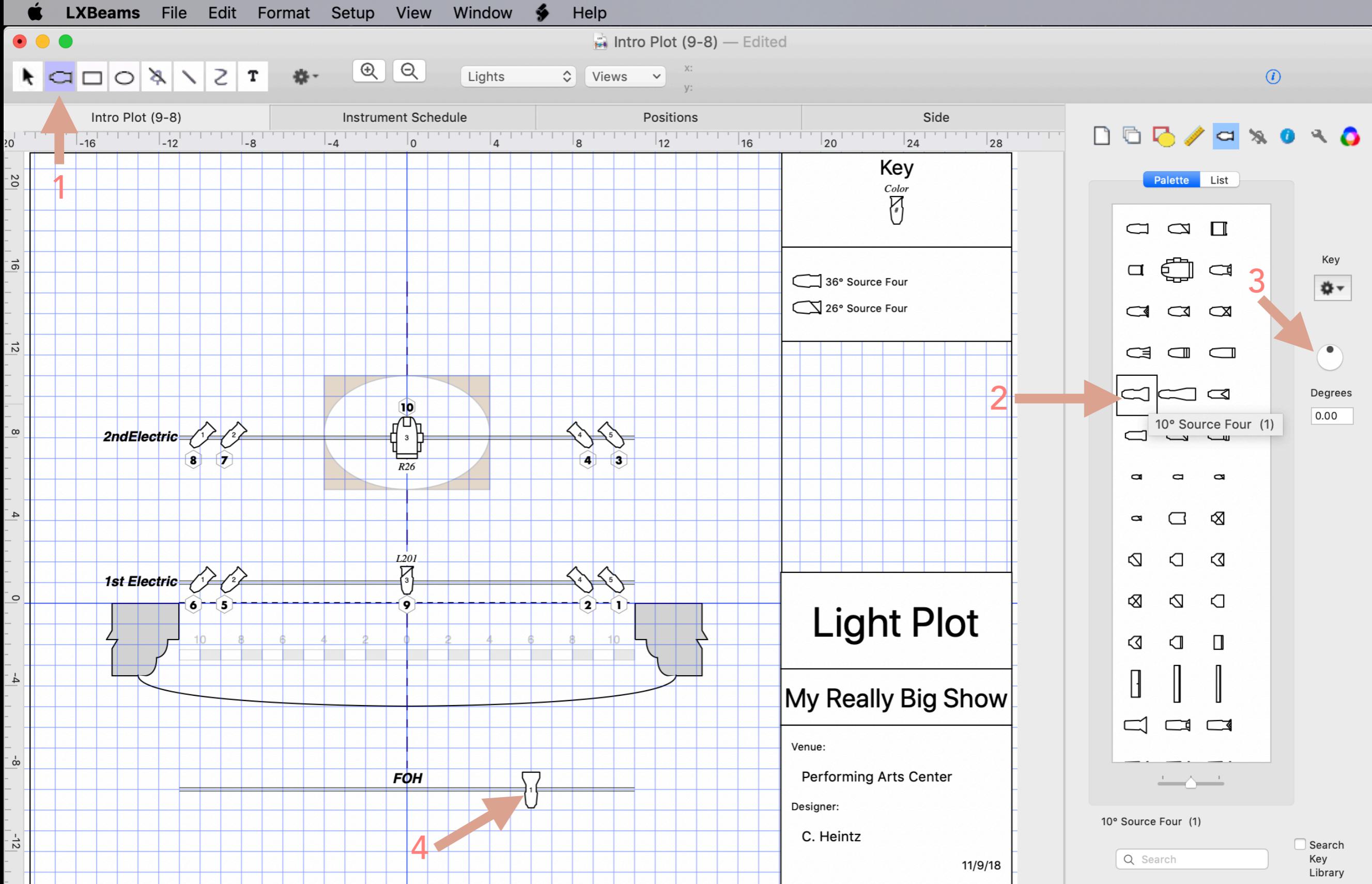
11/9/18

Display the position's name.

In the Symbols tab, load the etc key from the library.

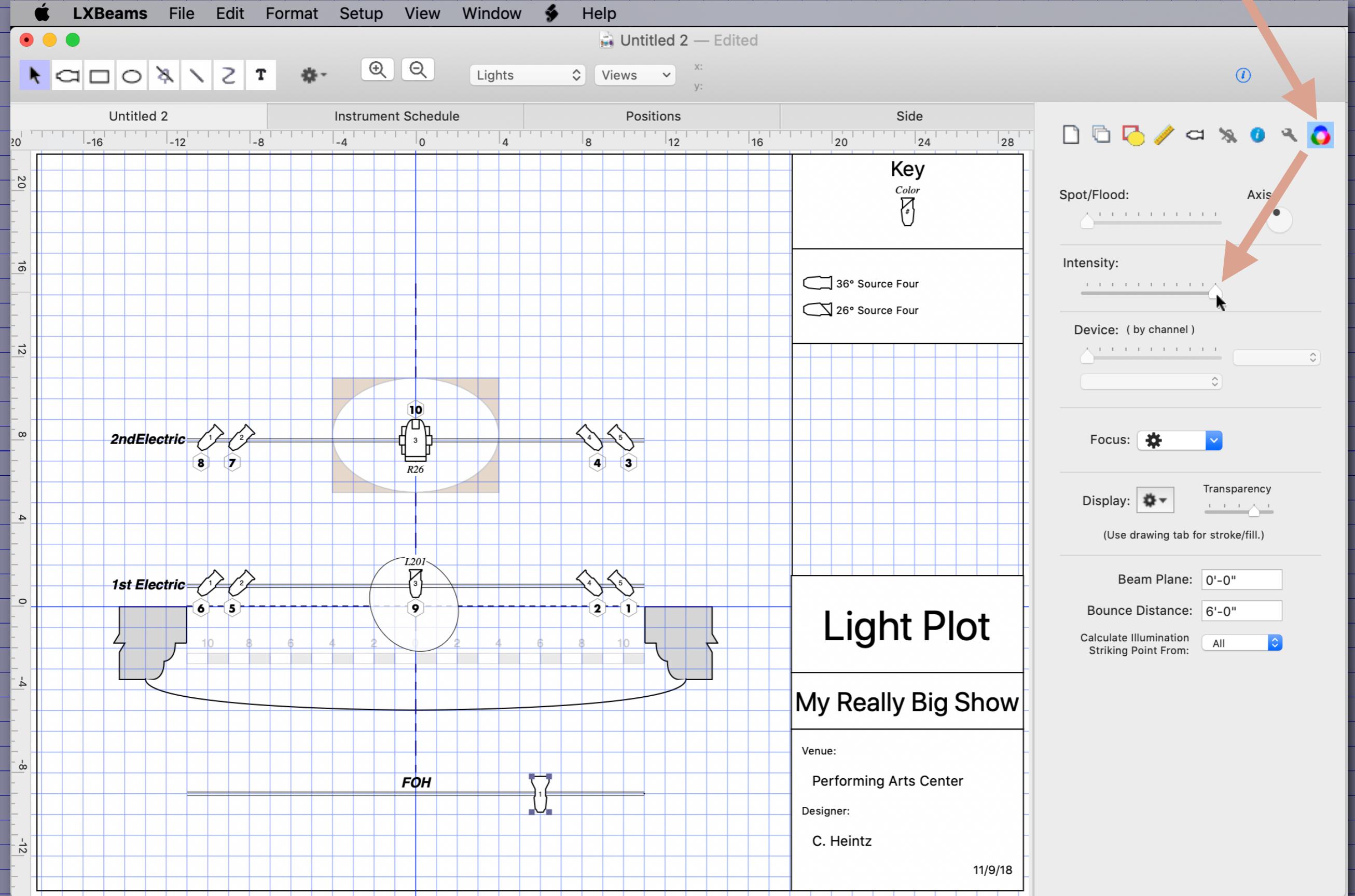


Use the symbol tool to draw a 10 degree on the FOH position.



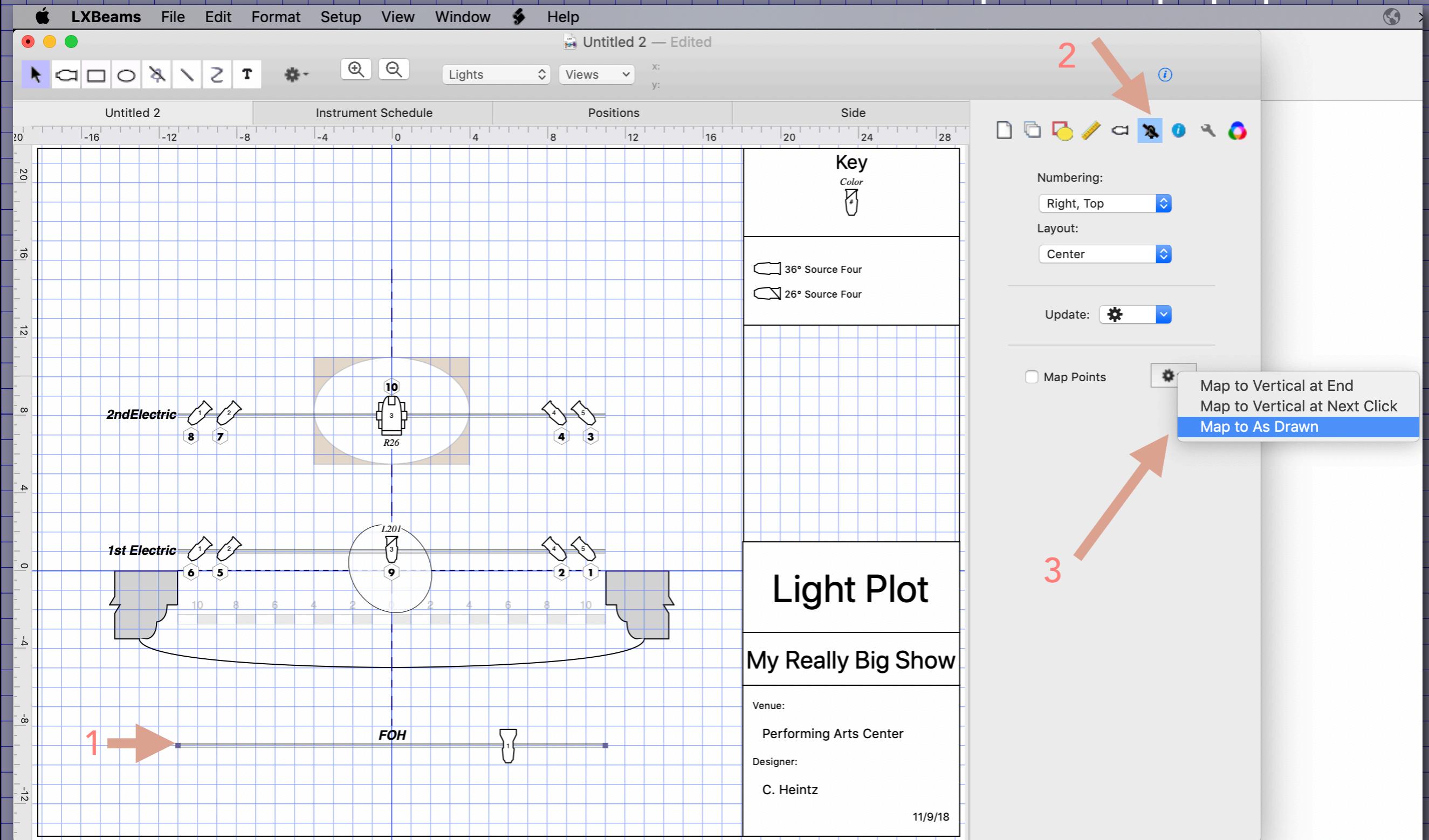
After the symbol tool is selected, choose the 10 degree symbol and direction.

With the light selected, use the Beams tab intensity slider.



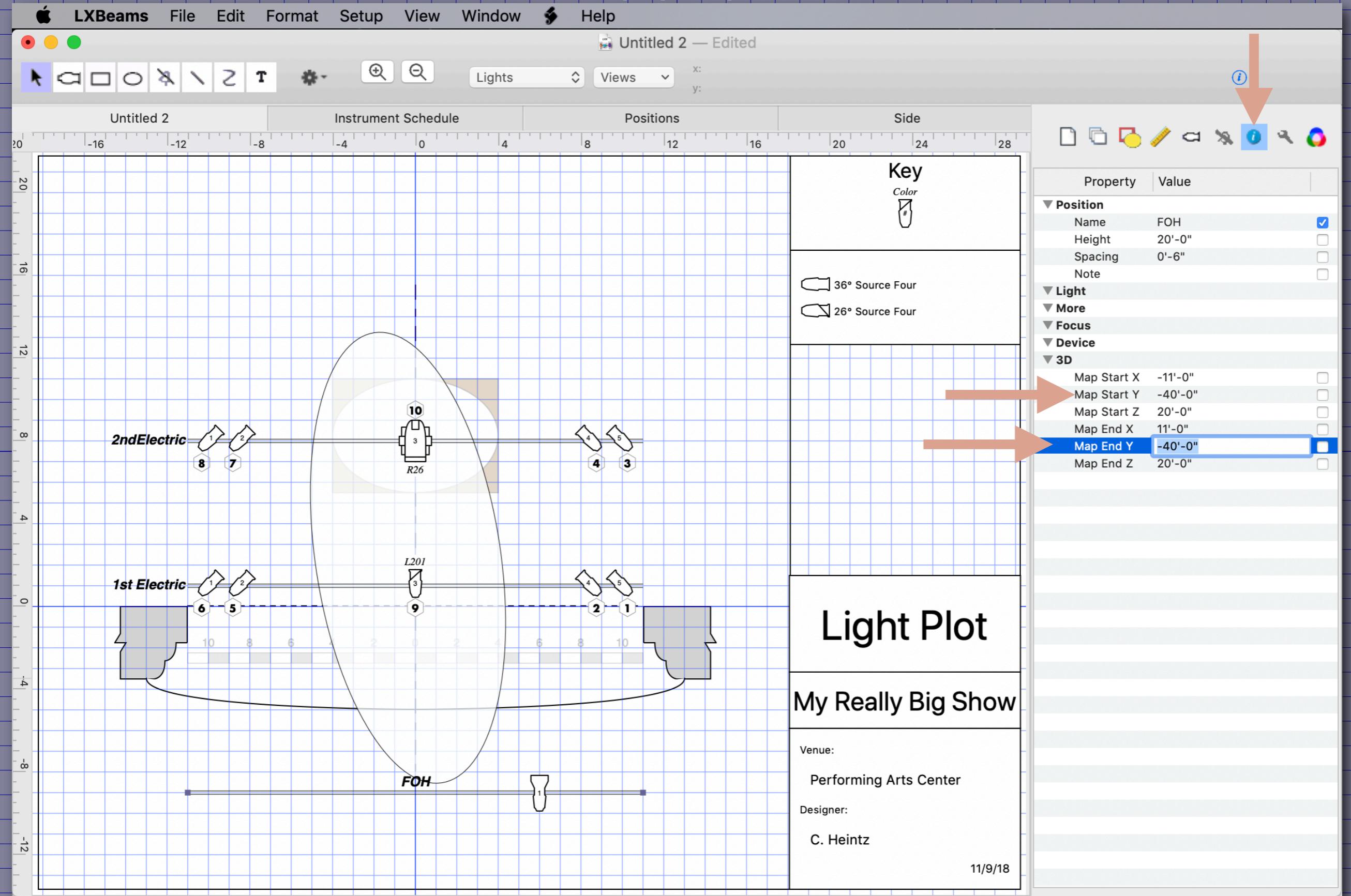
Notice the small size of the beam.

Select the "FOH" position line.
Switch to the Position tab and use the Map Points popup.



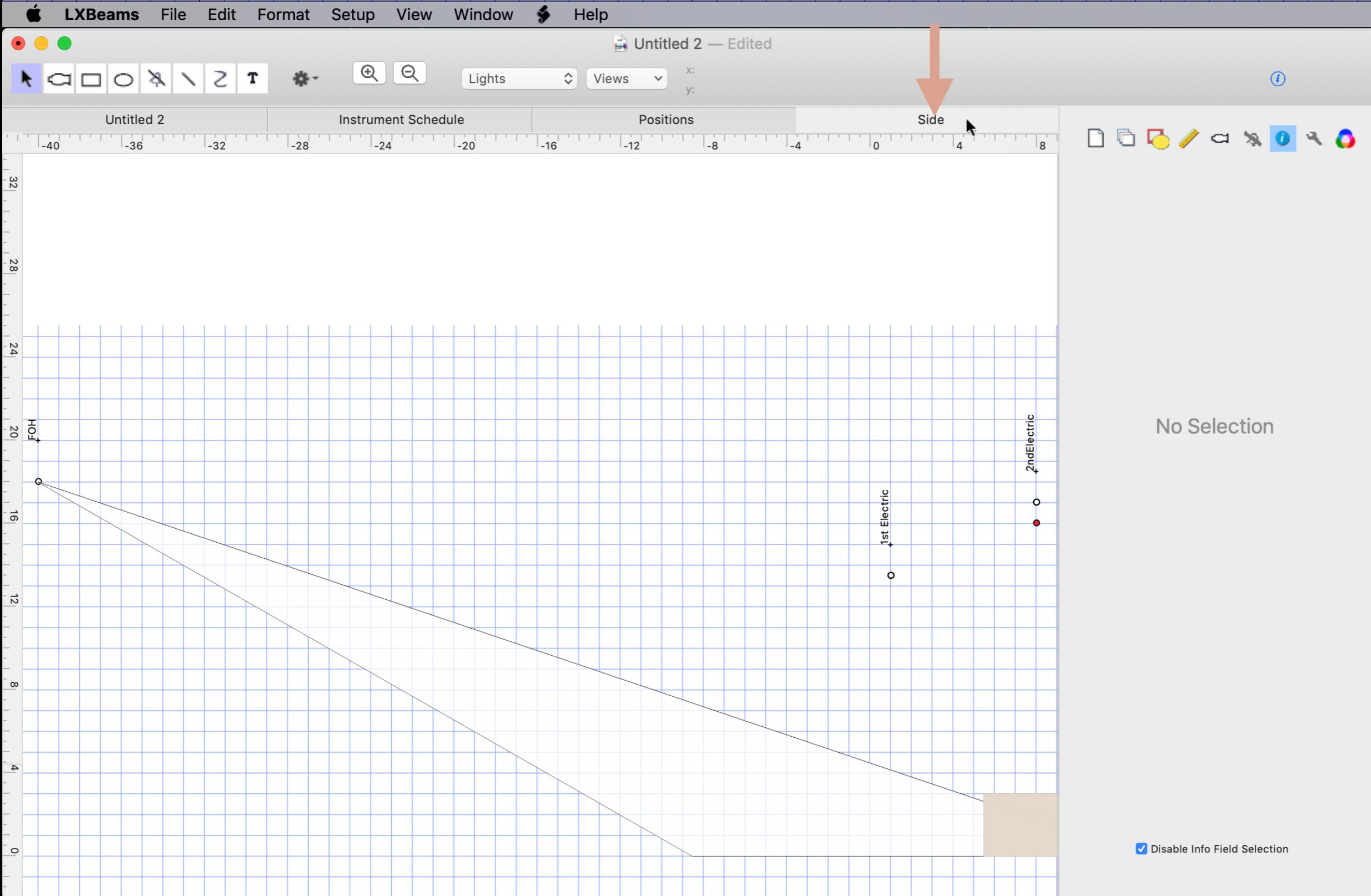
Select "Map to As Drawn".

In the Info table, the map properties now have values.



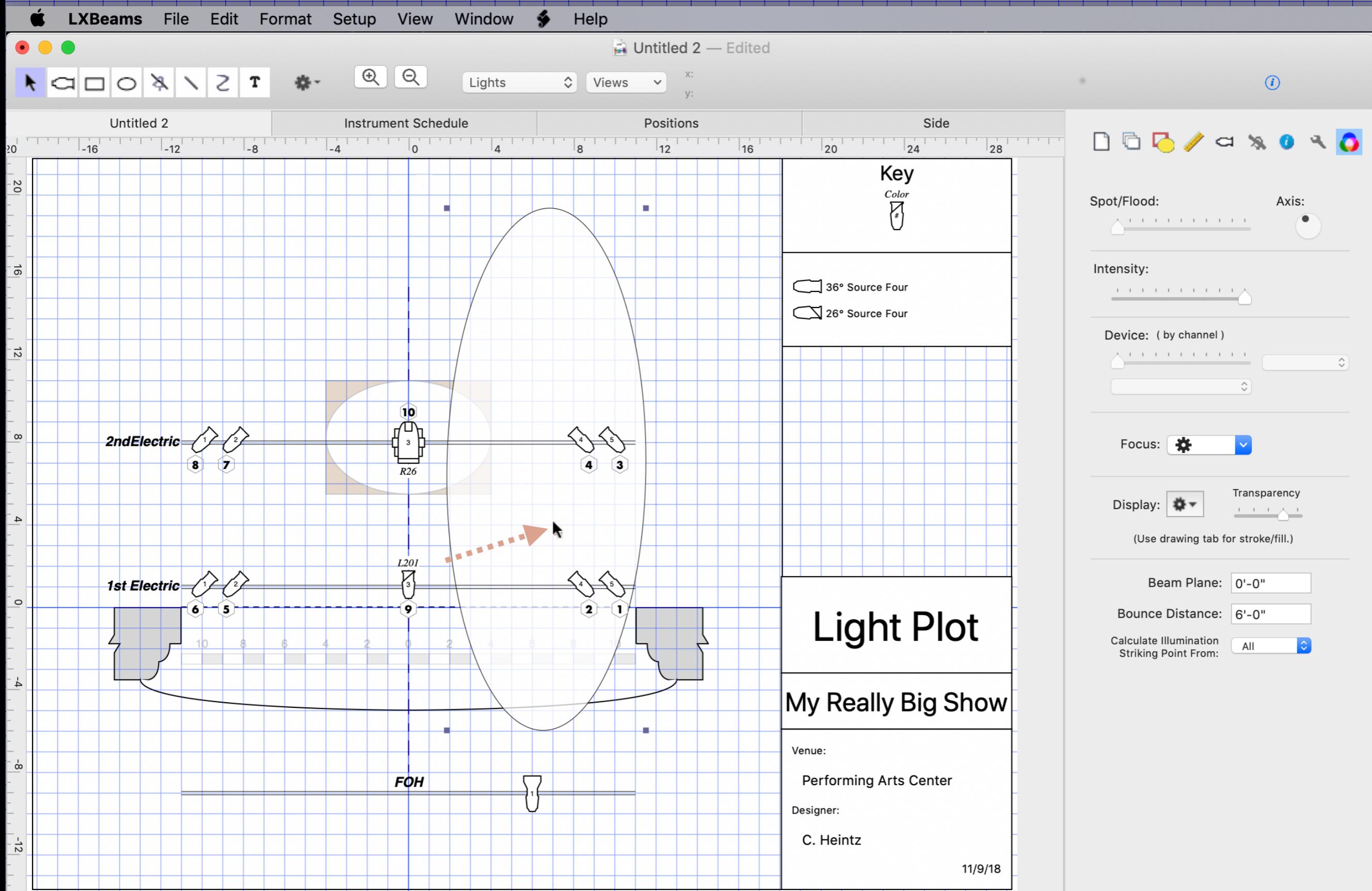
Edit the "Map Start Y" and "Map End Y" properties setting them to -40'-0".

Switch to the side section tab to see how the mapped location projects.

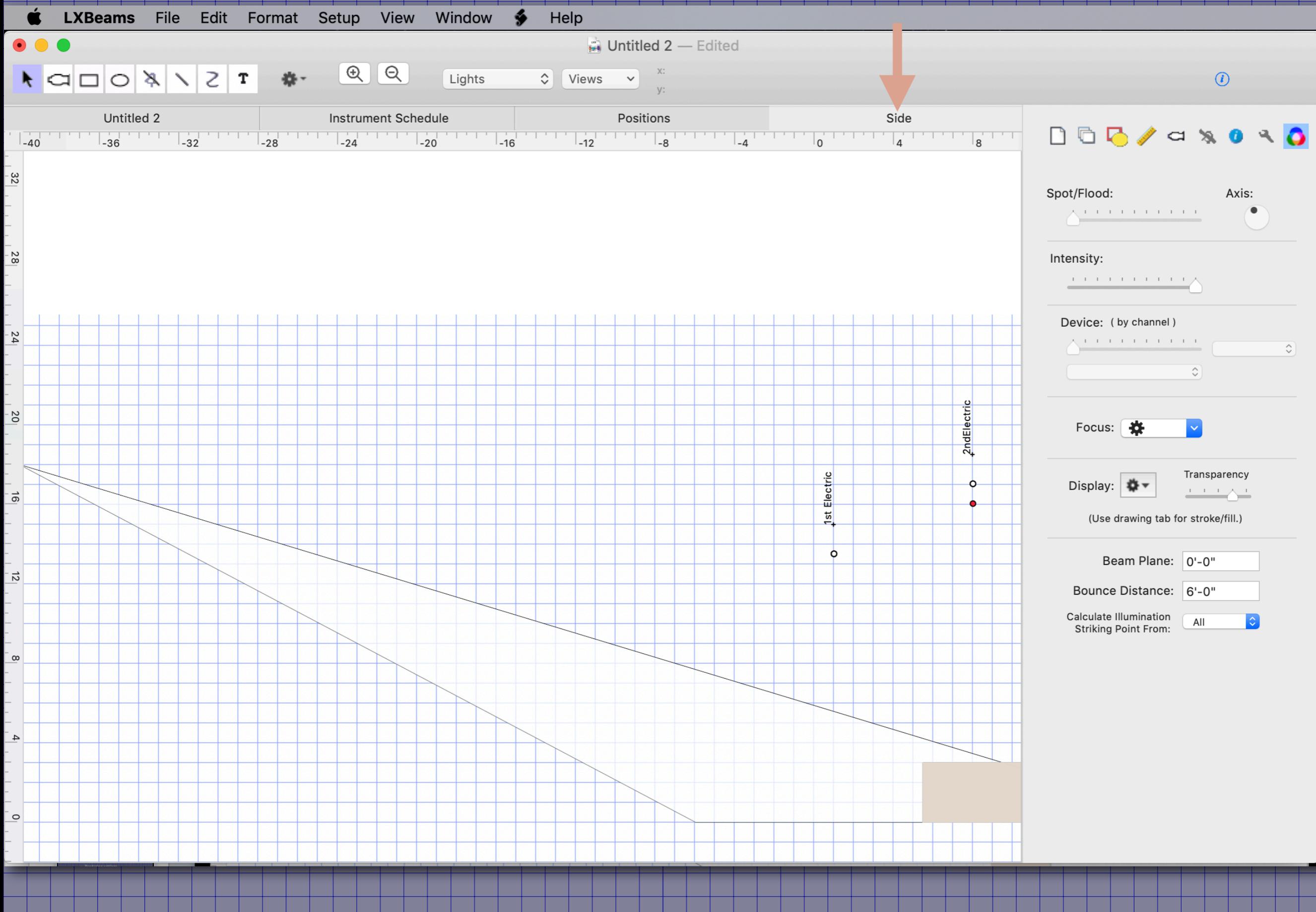


The FOH position is located at -40 downstage.

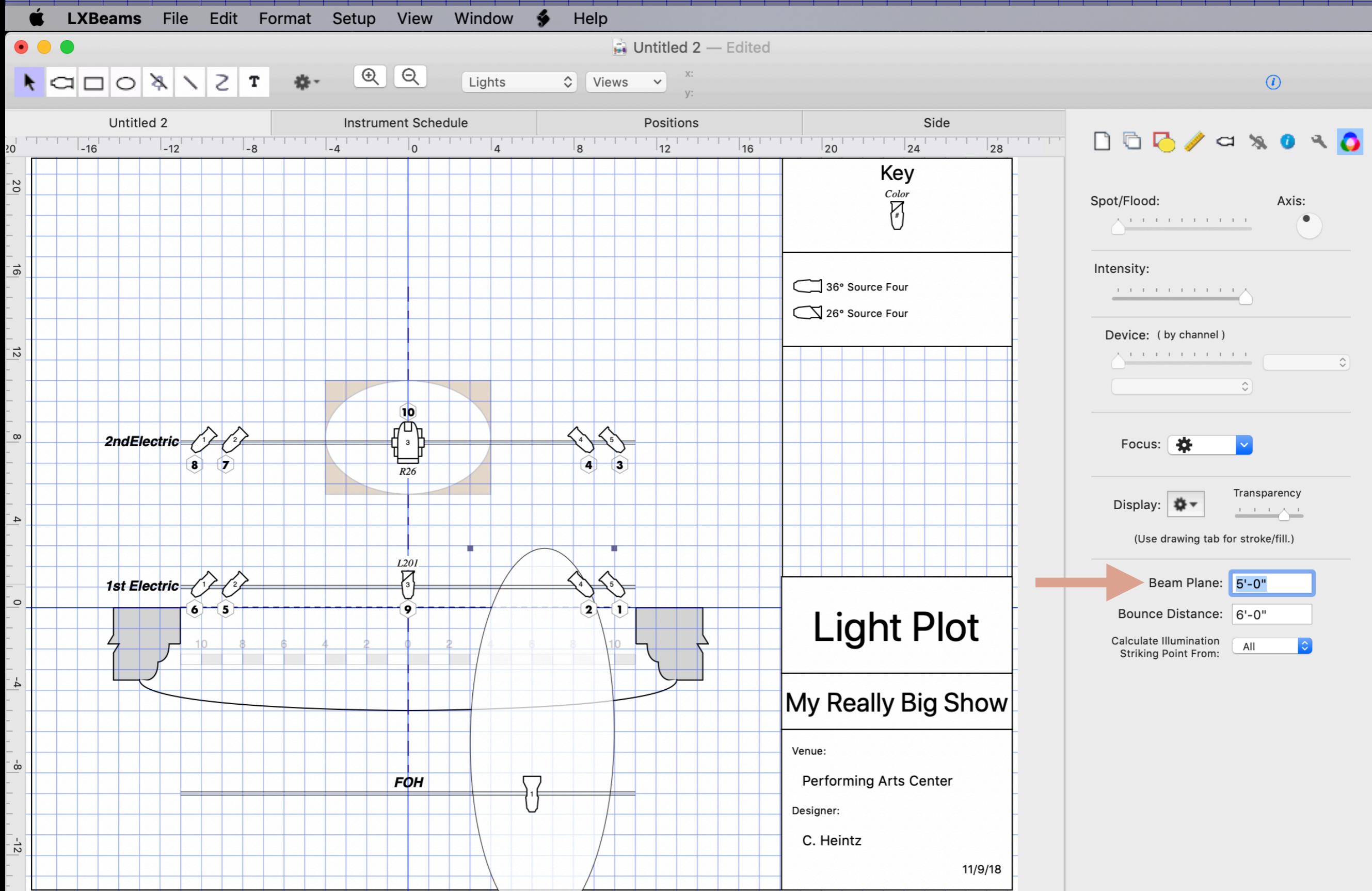
Drag the beam to a more straight-on location.



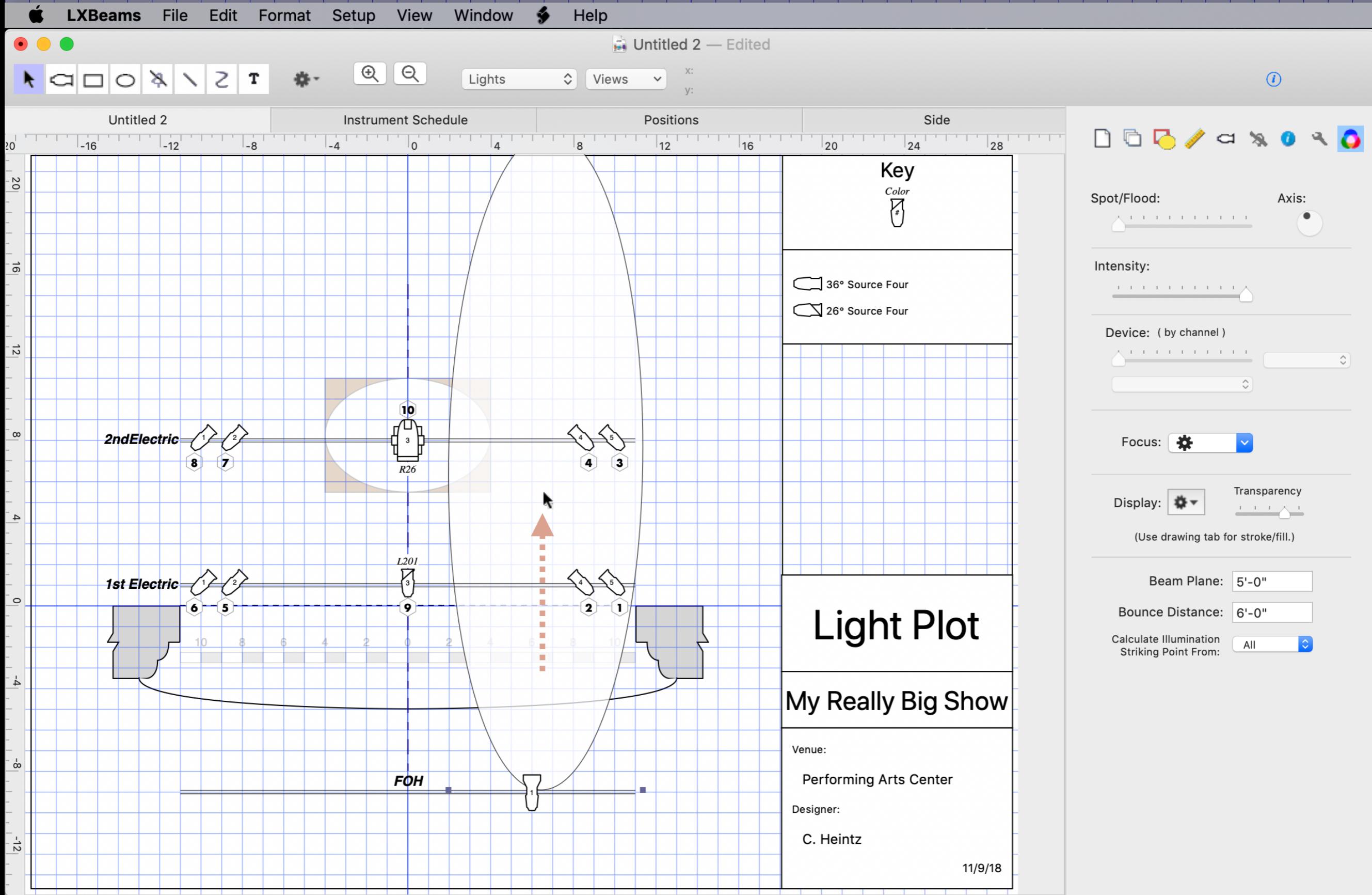
Switching to the side, not much has changed...



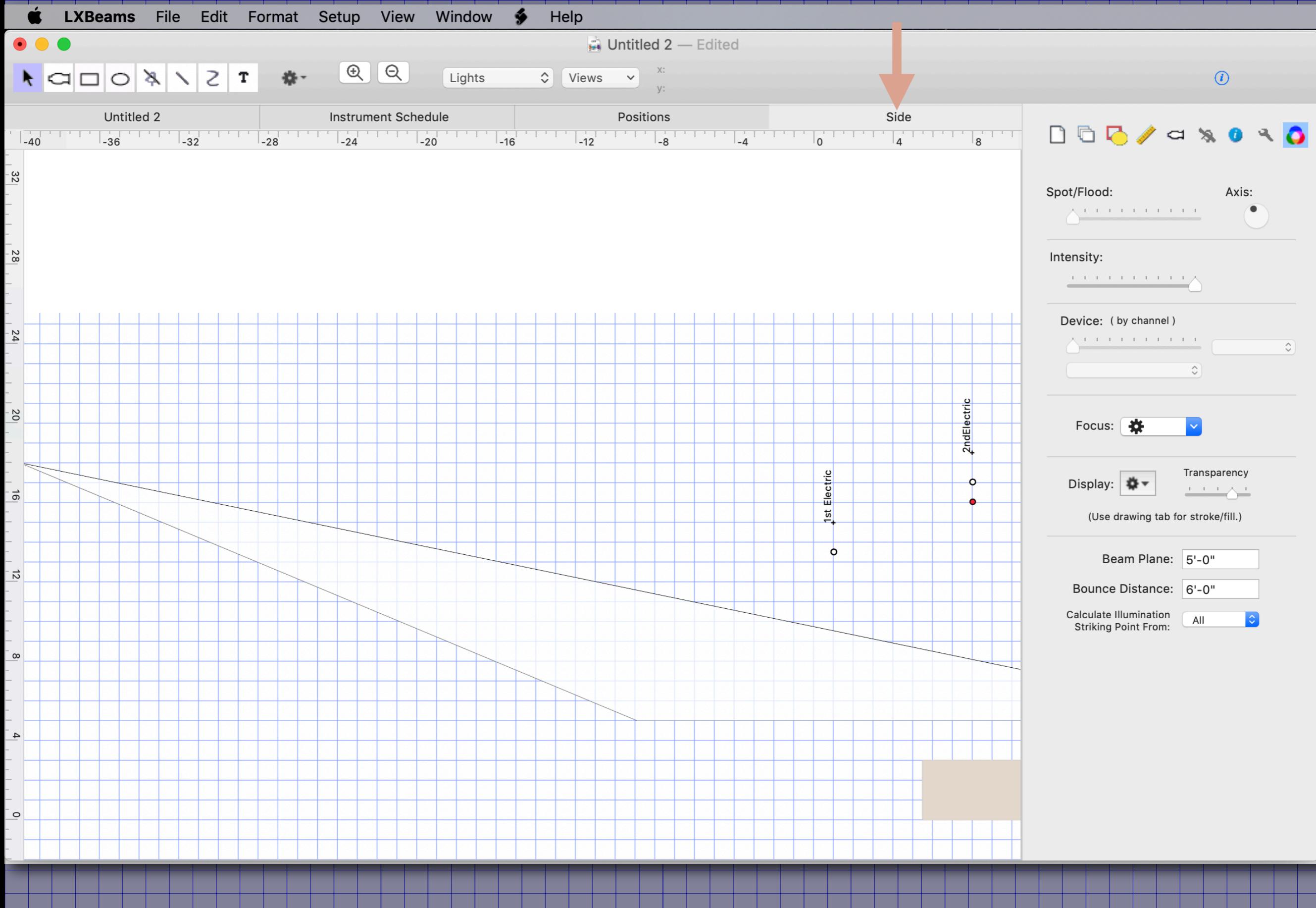
In the beams tab, change the "Beam Plane" setting.



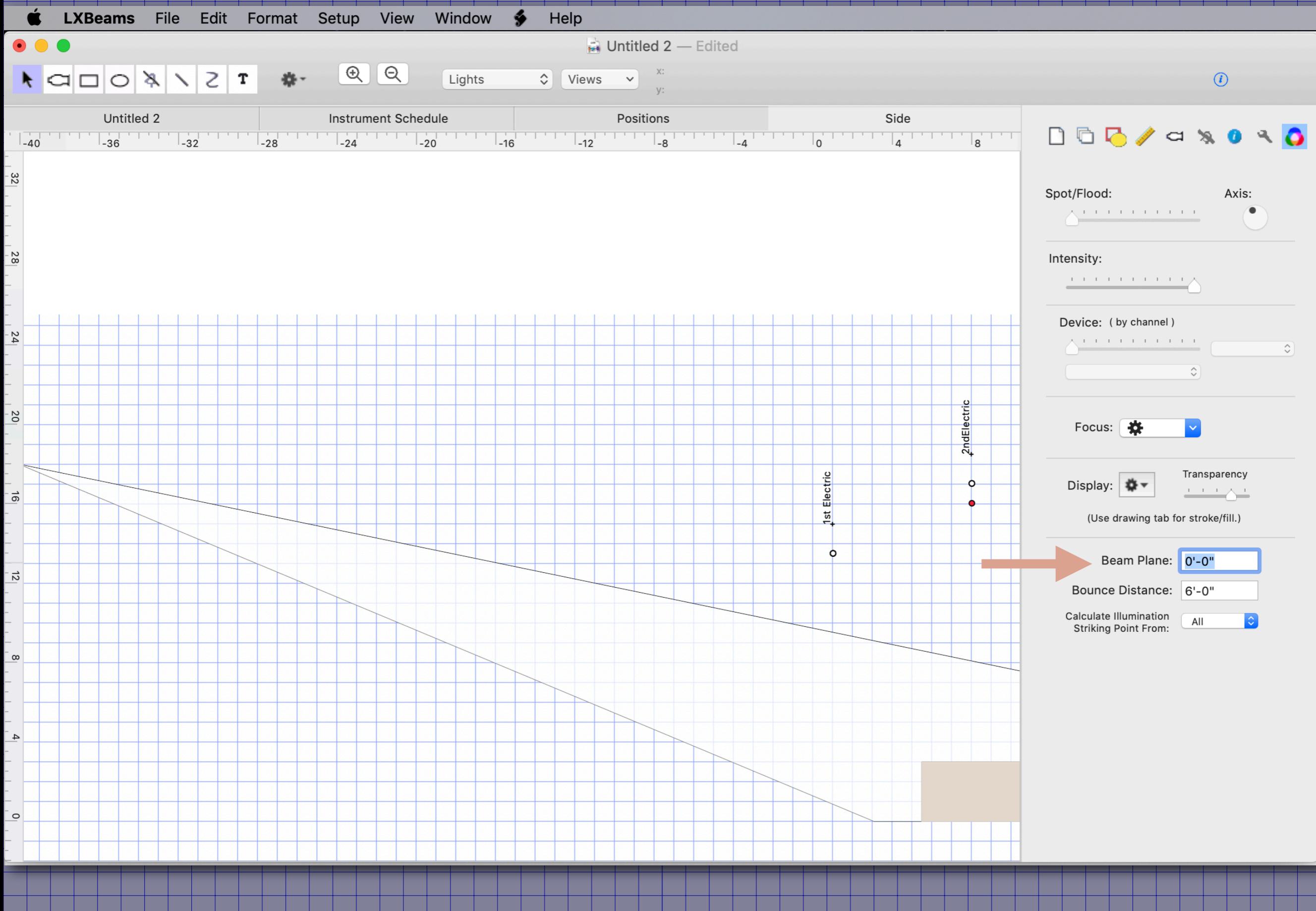
Reposition the beam upstage.



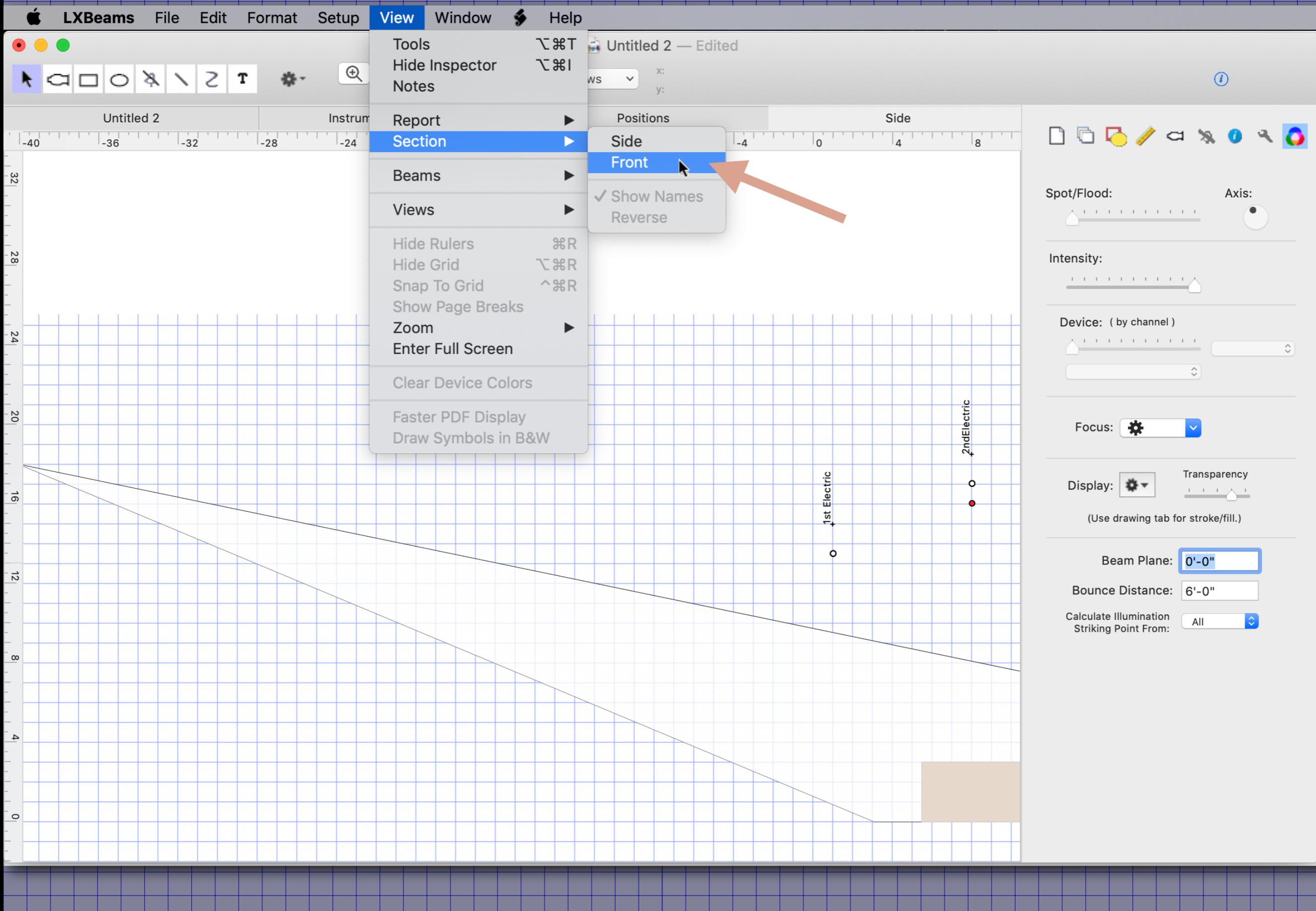
Looking at the side view, you see the new projection plane.



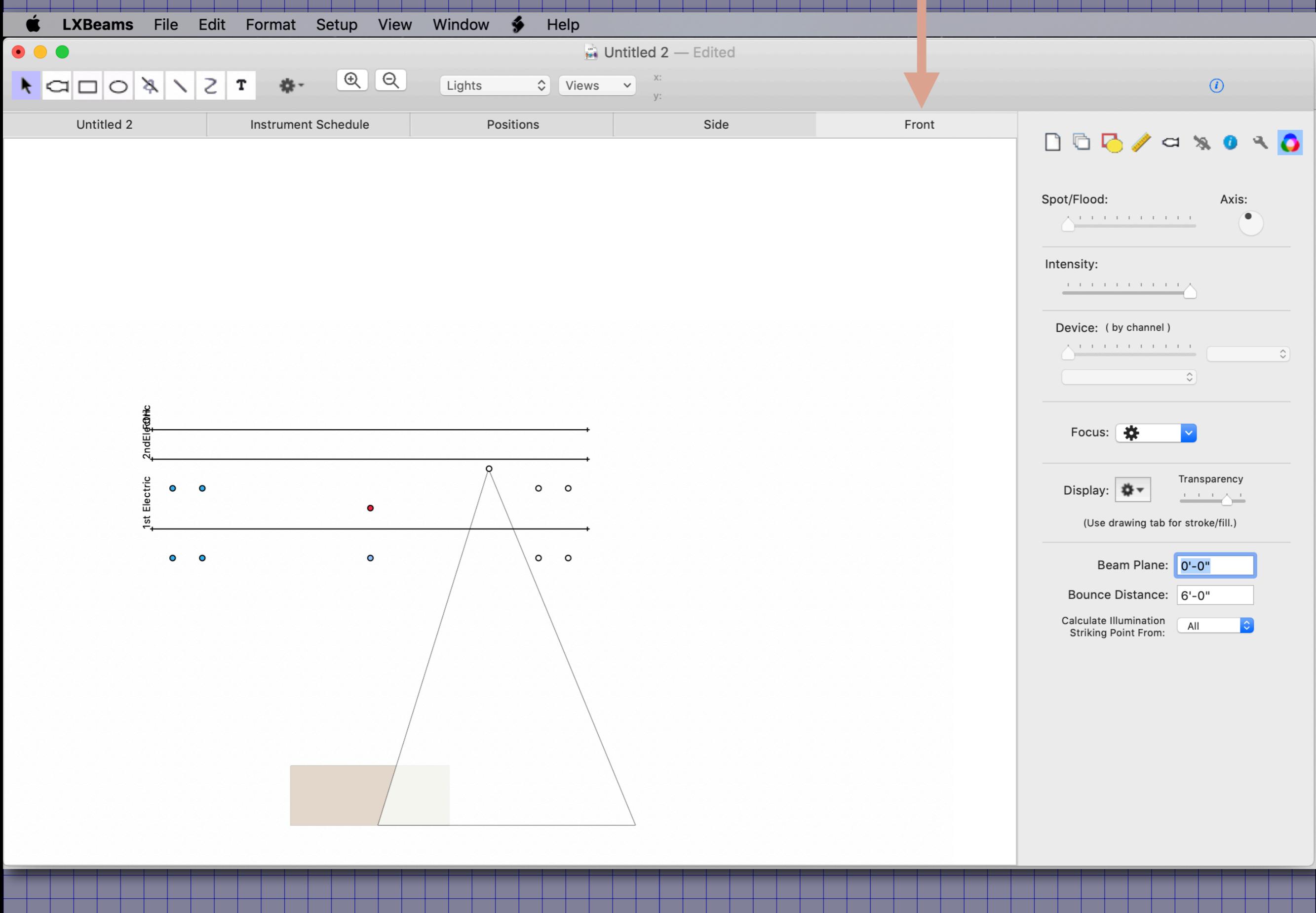
Setting the beam plane back to the floor helps visualize the difference.



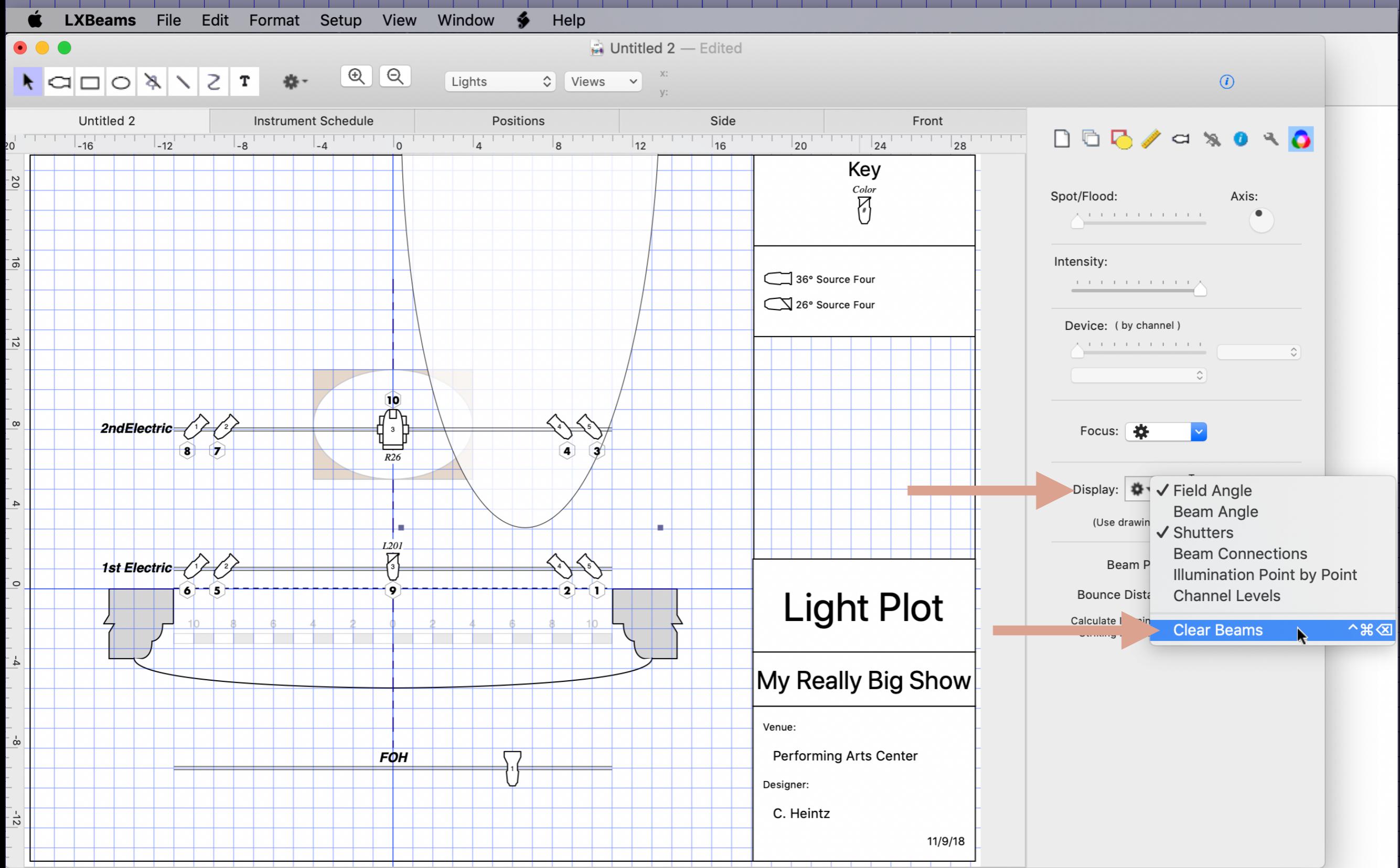
Choose View→Section→Front to see a front projection.



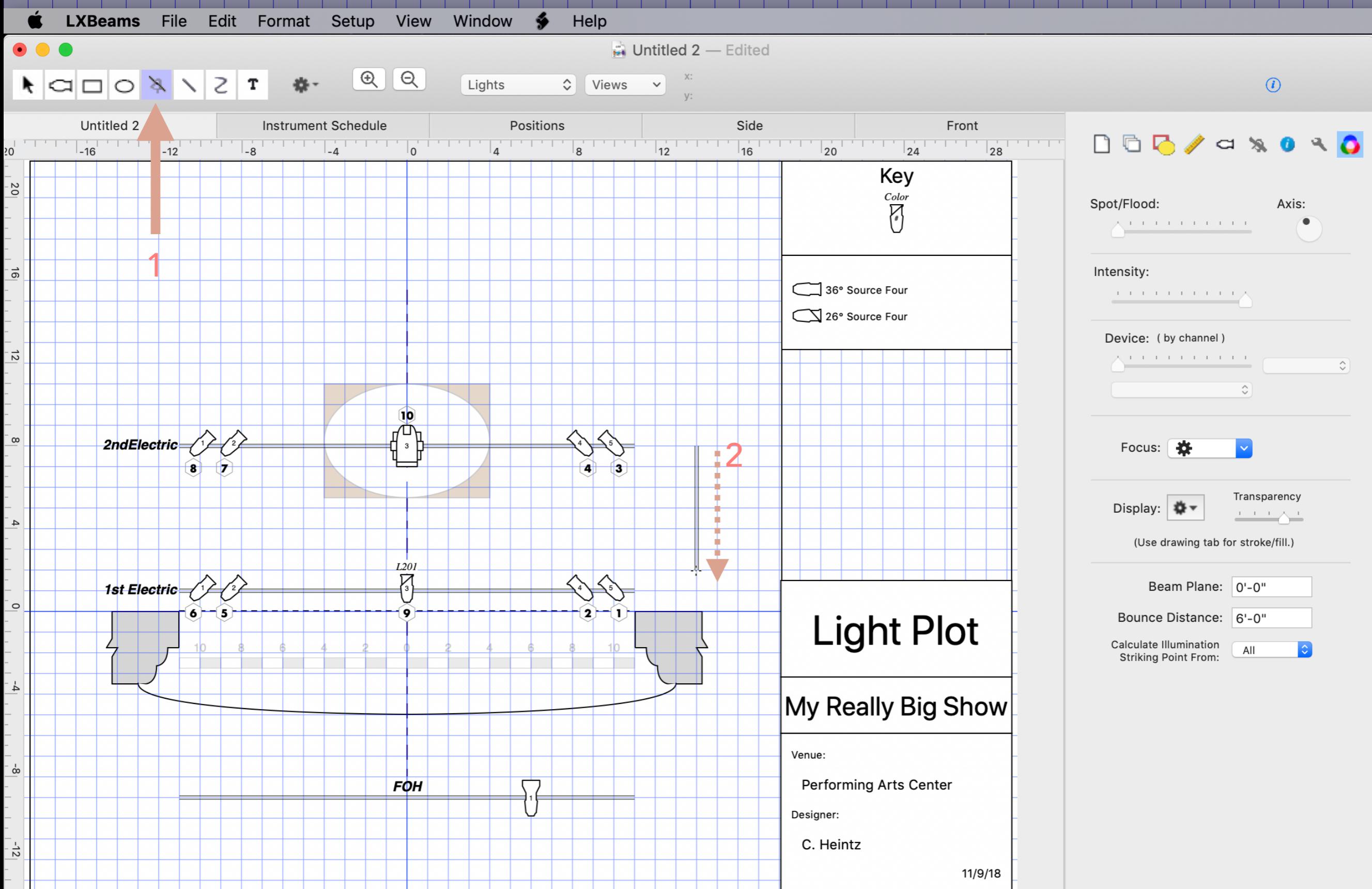
This creates a new tab showing a front projection.



From the popup in the beams tab, choose Clear Beams.



Use the position tool to draw a line on the side of the stage.



It is common to represent booms (in section) on a plan view plot.

Use the light tool to draw a light on the boom.

LXBeams File Edit Format Setup View Window Help

Untitled 2 — Edited

Lights Views x: 13'-11.75" y: 6'-10.25"

Instrument Schedule Positions Side Front

20 16 12 8 4 0 -4 -8 -12

Untiled 2 -16 -12 -8 -4 0 4 8 12 16 20 24 28

Key Color

36° Source Four

26° Source Four

Light Plot

My Really Big Show

Venue:
Performing Arts Center

Designer:
C. Heintz

11/9/18

36° Source Four (8)

Search Key Library

1 2 3 4

The screenshot shows the LXBeams software interface. On the left is a stage plot with various equipment labeled: '2nd Electric' with lights 1-7, '1st Electric' with lights 6-10, 'L201' with light 9, 'FOH' with light 11, and a circular area labeled '10'. The plot has axes ranging from -12 to 28 on the x-axis and -12 to 20 on the y-axis. On the right is a 'Key' palette containing icons for different light fixtures. A red arrow labeled '1' points to the top-left corner of the stage plot. Another red arrow labeled '2' points to the 'Key' palette. A third red arrow labeled '3' points to the 'Degrees' input field in the palette. A fourth red arrow labeled '4' points to a vertical line on the stage plot where a light fixture is being placed.

Use a 36° and point it to the left.

Edit the focus properties of the new light.

LXBeams File Edit Format Setup View Window Help Untitled 2 — Edited

Lights Views x: y:

Untitled 2 Instrument Schedule Positions Side Front

Key Color #

36° Source Four

26° Source Four

2nd Electric 1 2 8 7 10 3 4 5 1

1st Electric 1 2 6 5 9 3 4 5 2 1

L201

FOH

Light Plot

My Really Big Show

Venue:
Performing Arts Center
Designer:
C. Heintz
11/9/18

1

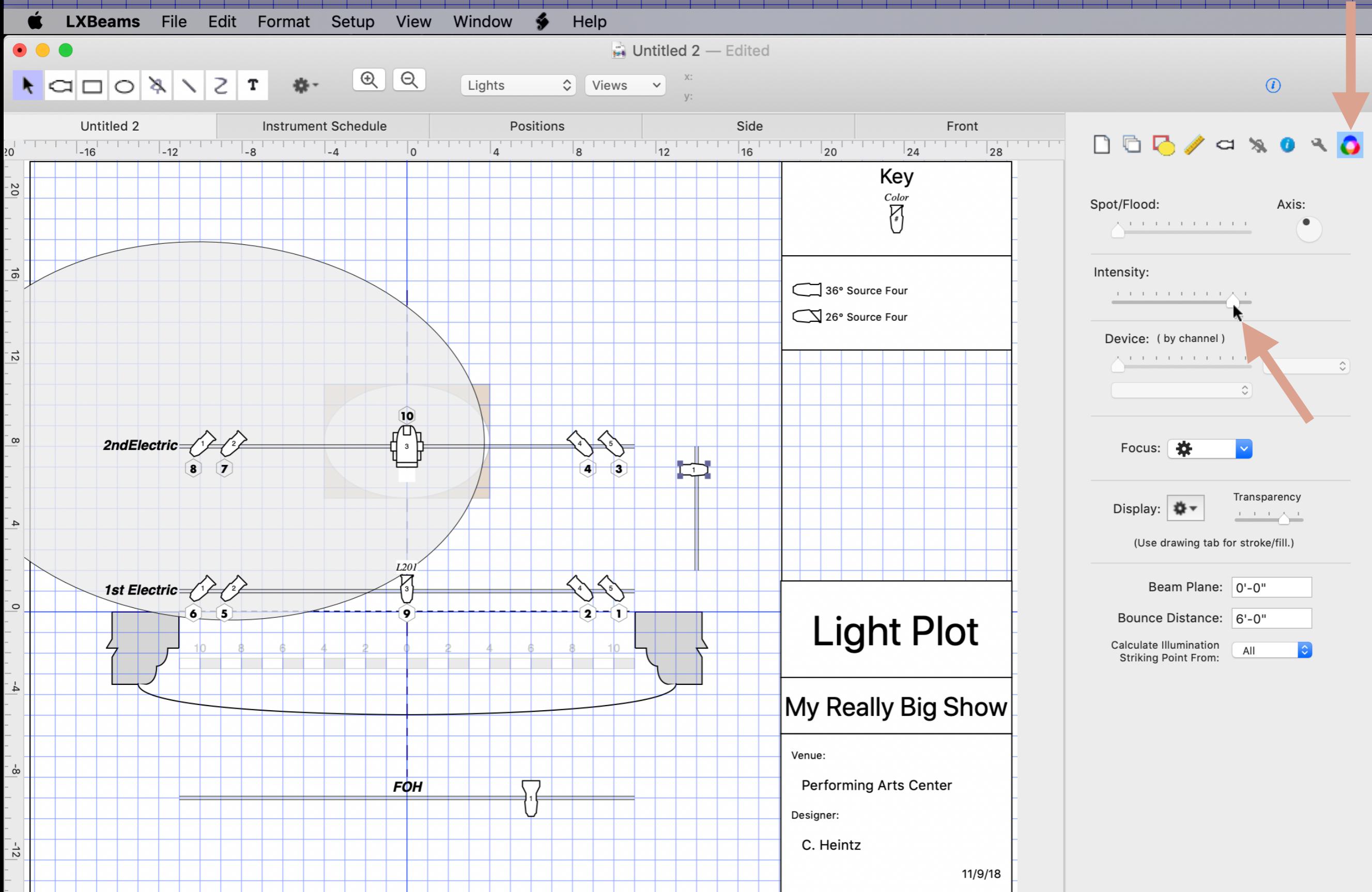
2

3

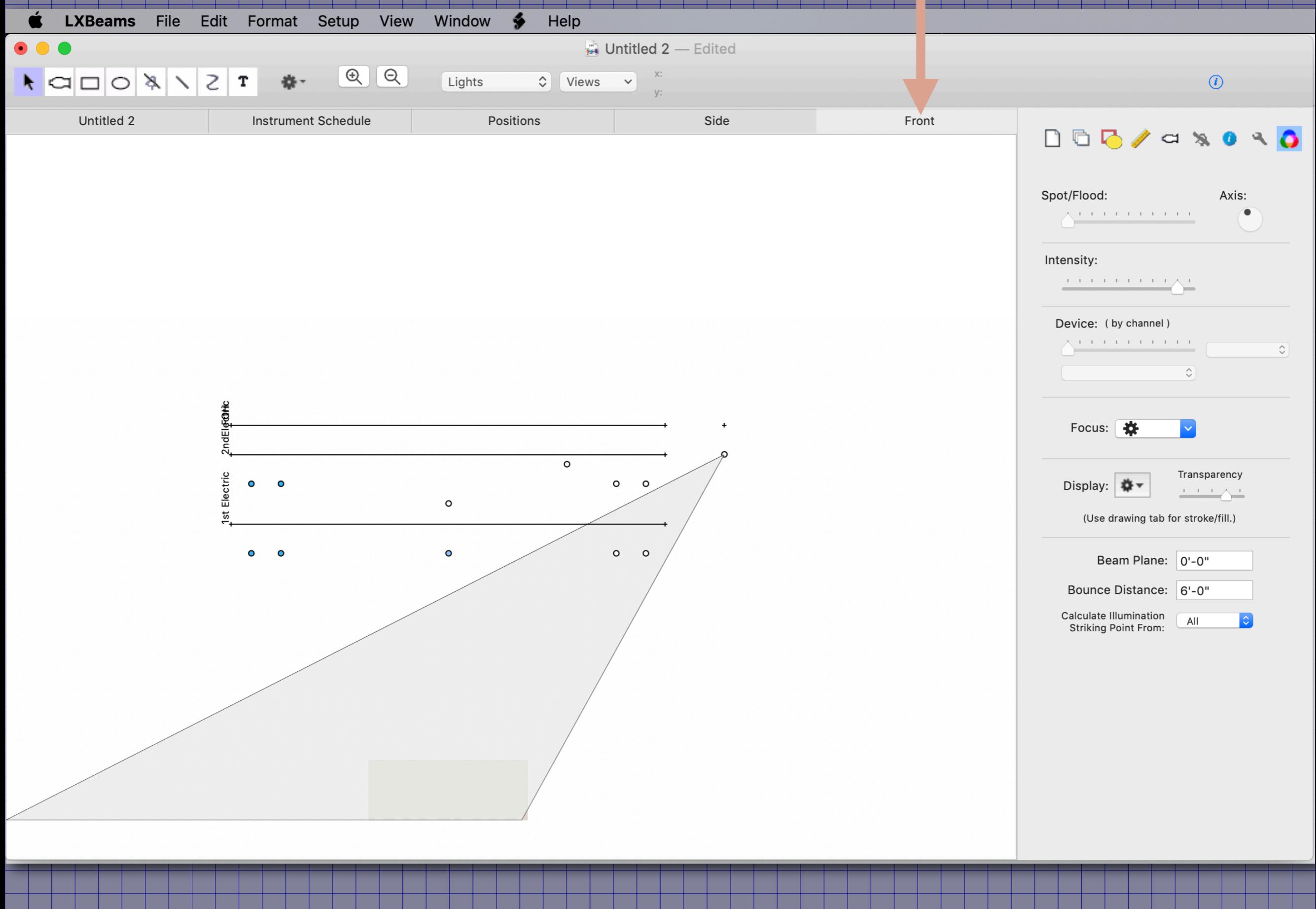
The screenshot shows the LXBeams software interface. On the left is a stage plot with various lights labeled (1-10) and sections like '2nd Electric', '1st Electric', 'L201', and 'FOH'. A large circle highlights light '10'. On the right is a properties panel titled 'Untitled 2 — Edited' with tabs for 'Lights' and 'Views'. The 'Focus' section is expanded, showing 'Focus X: 0'-0", 'Focus Y: 8'-0", and 'Focus Height: 5'-0". Red numbered arrows point to these fields: '1' points to the 'Focus' tab, '2' points to 'Focus Y', and '3' points to 'Focus Height'. Below the plot, a large text box says 'Set the focus to 8'-0" upstage and 5'-0" high'.

Set the focus to 8'-0" upstage and 5'-0" high

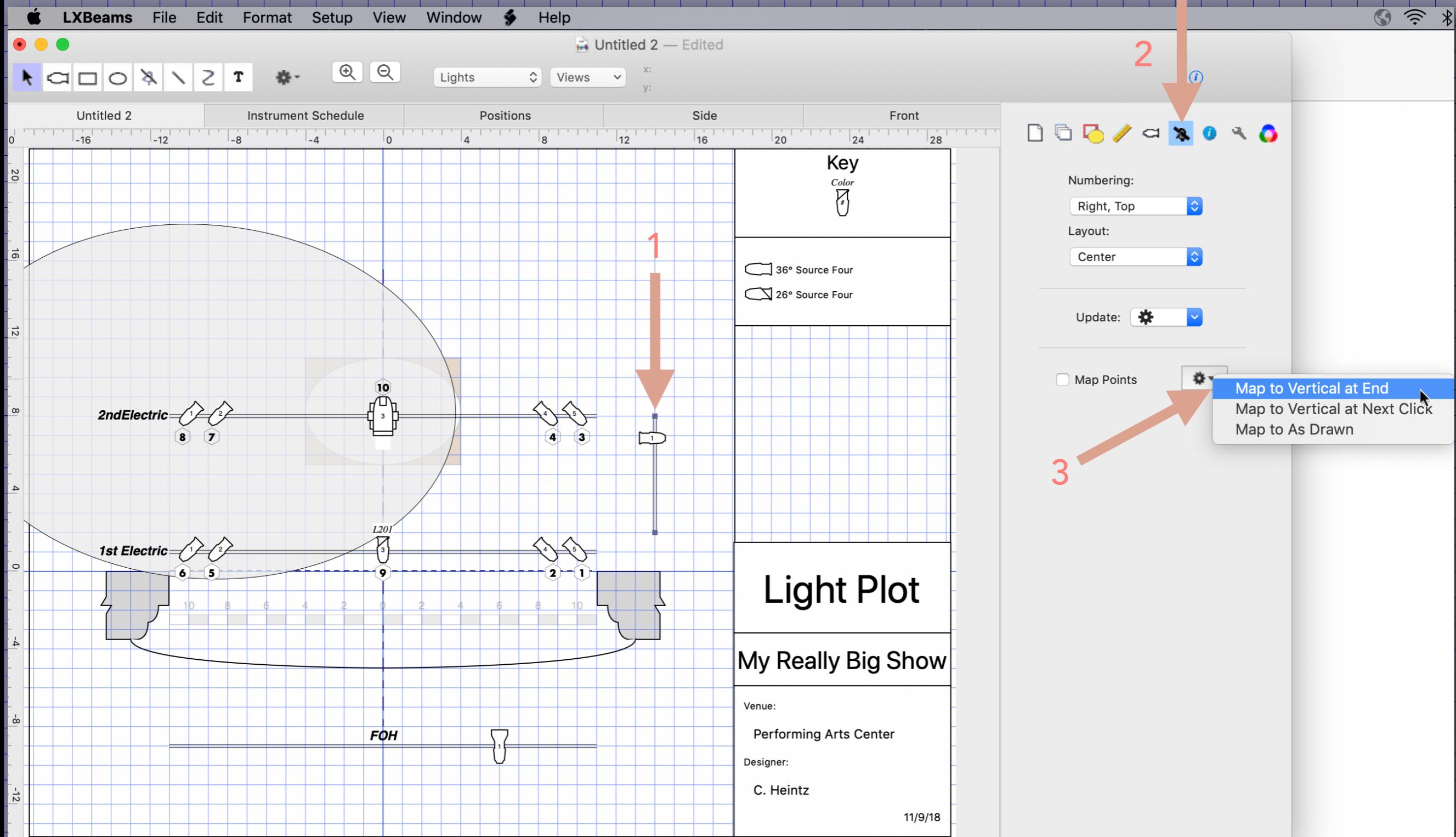
Turn the light on to see its beam.



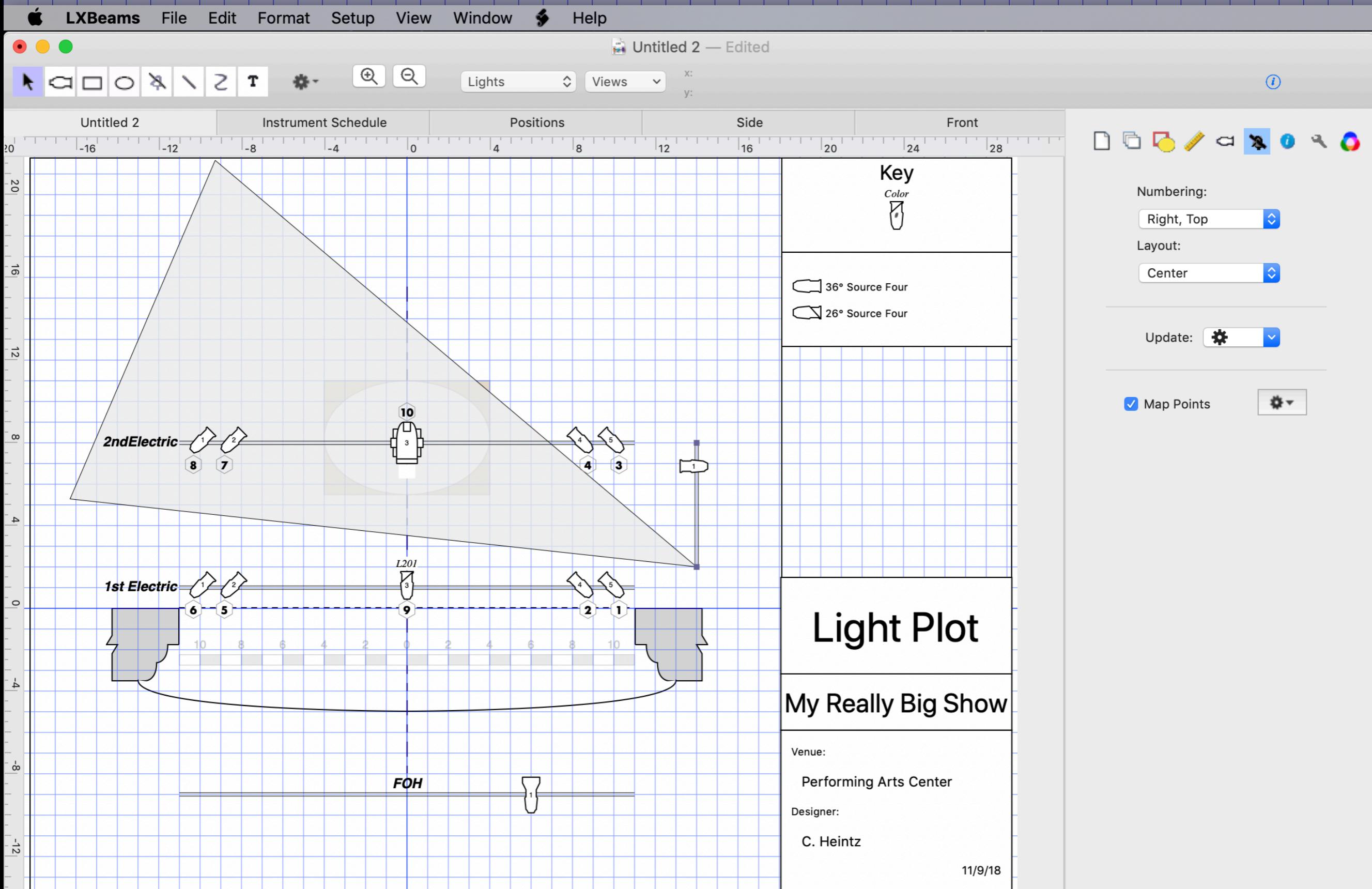
Switch to the front tab to see this is not what was intended.



Select the boom position and use the Map Points popup to stand it on its end.

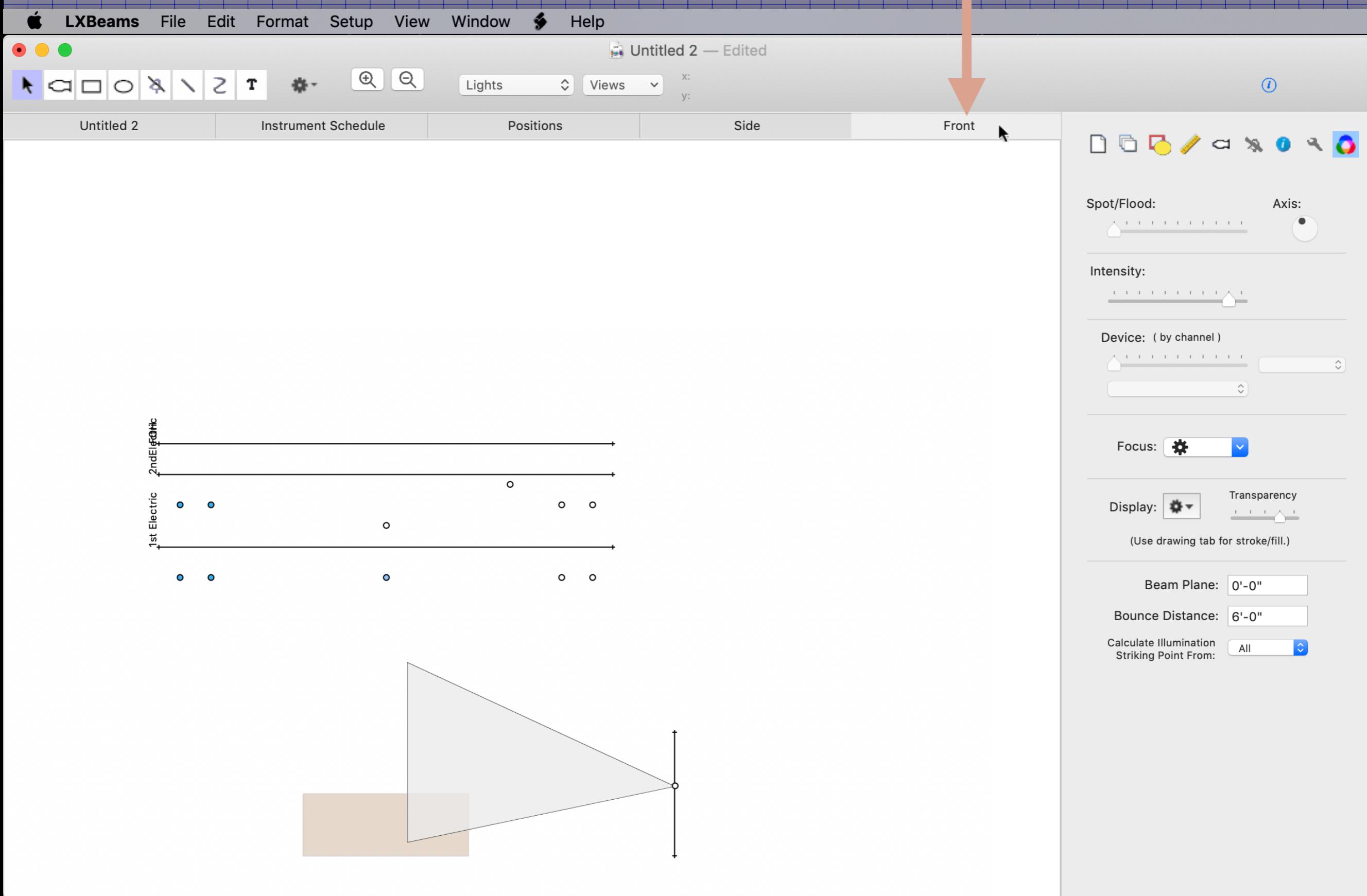


The beam changes quite a bit.



The beam's far edge is lifted off the floor so an oval can't be displayed.

Switching to the front tab, it is closer...



The position has been mapped to vertical. But the light is perhaps 18" below intended.

Edit the 3D offset properties of the light.

LXBeams File Edit Format Setup View Window Help Untitled 2 — Edited

Untitled 2 Instrument Schedule Positions Side Front

Key

Color #

36° Source Four

26° Source Four

2nd Electric 1 2 8 7 10 3 4 5 1

1st Electric 1 2 6 5 9 3 4 2 1

L201

FOH

Light Plot

My Really Big Show

Venue:
Performing Arts Center

Designer:
C. Heintz

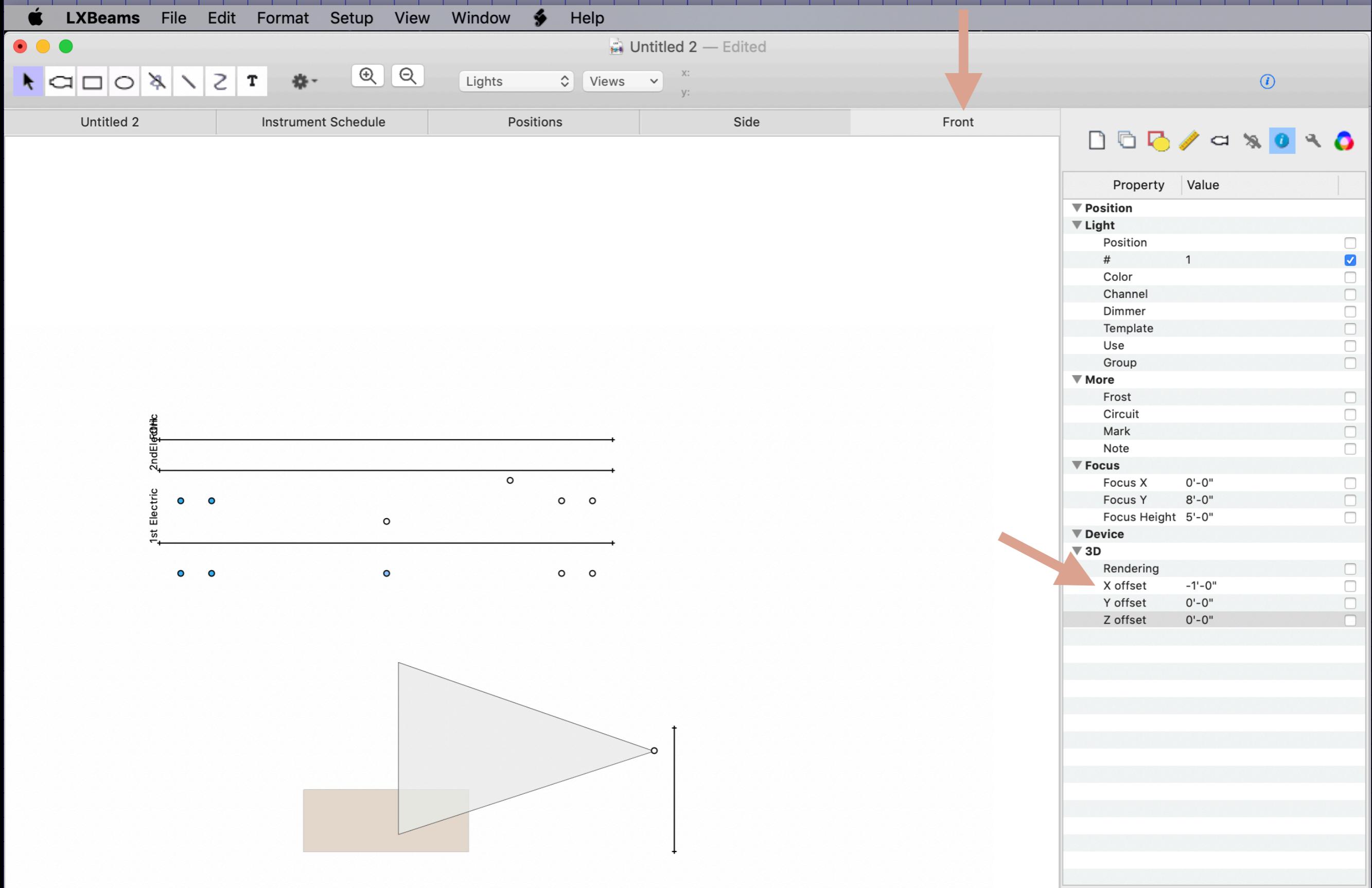
11/9/18

1 2 3

Set the Z offset to zero. But, perhaps the X offset to -1.

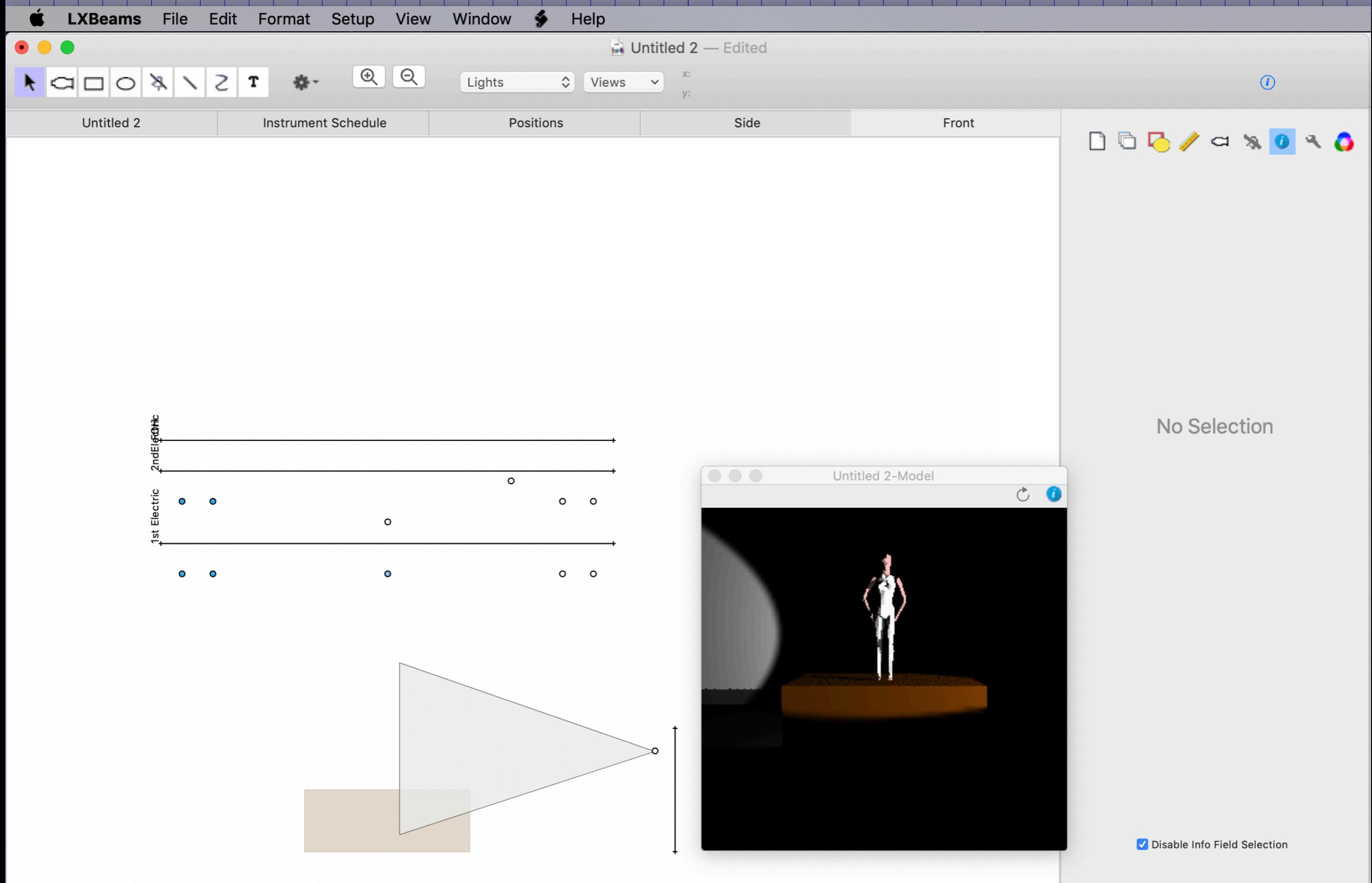
The screenshot shows the LXBeams software interface. On the left is a stage plot with various lighting fixtures numbered 1 through 10. Labels include '2nd Electric', '1st Electric', 'L201', and 'FOH'. The plot has axes labeled 'x' and 'y'. On the right is a properties panel titled 'Untitled 2 — Edited'. It contains sections for 'Position', 'Light', 'More', 'Focus', 'Device', and '3D'. Under the '3D' section, there are fields for 'Rendering', 'X offset' (-1'-0"), 'Y offset' (0'-0"), and 'Z offset' (0'-0"). A blue arrow points to the 'Z offset' field, which is highlighted. Three red arrows point to the '3D' section header, the 'X offset' field, and the 'Z offset' field respectively. The status bar at the bottom right shows the date '11/9/18'.

This is how it appears now in the Front tab.



The light's location is a combination of the position mapping and the offset properties.

And if you choose View→Beams→Show Model.



In this section we've looked at Mapping a Position's Location.

- The position's 3D/Map properties override its drawing location when the position is displayed in side or front view.
- The locations of lights hanging on a mapped position are translated as well.

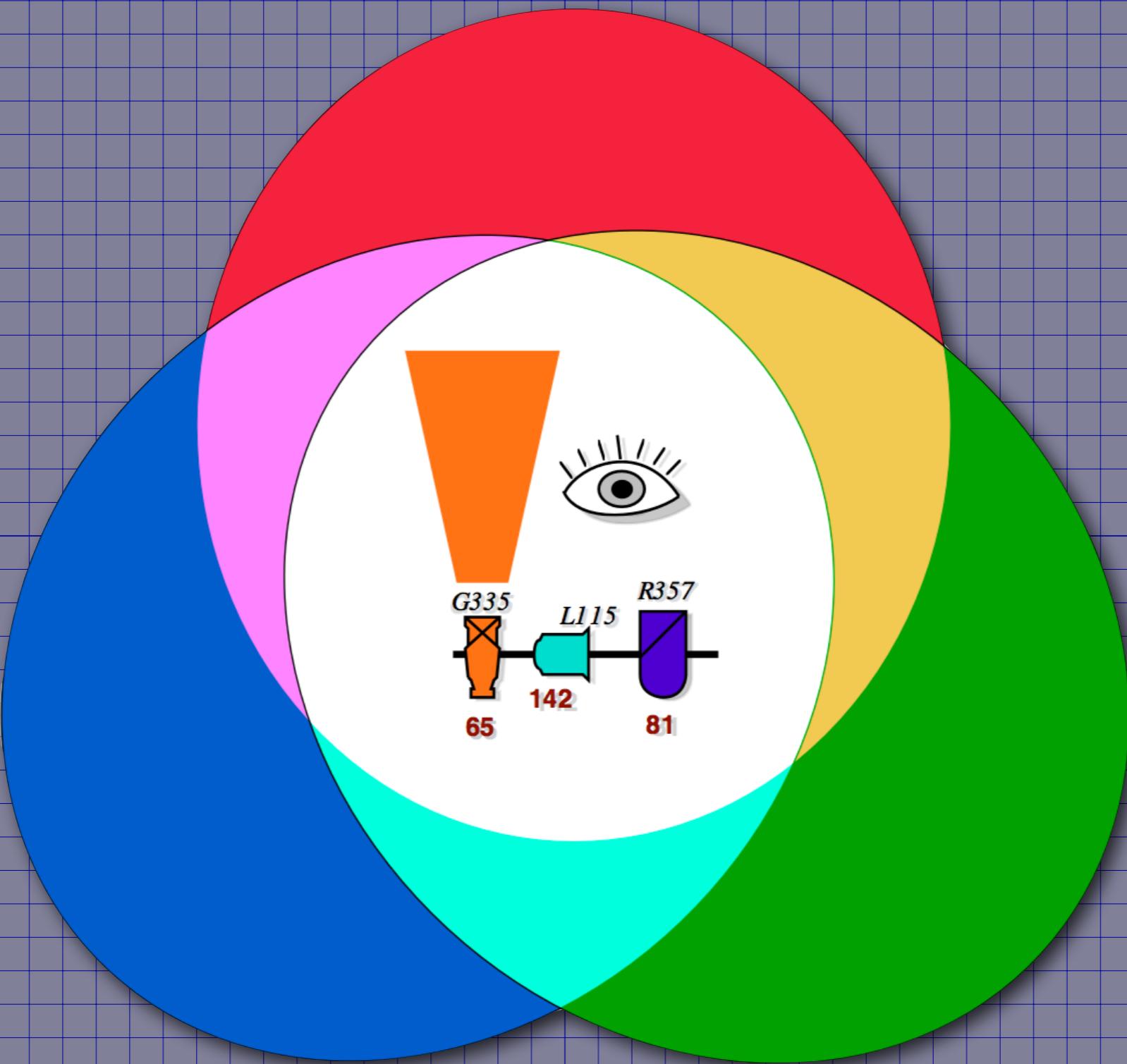
In this section we've looked at Mapping a Position's Location.

- The Map popup in the Inspector's Position tab has functions that set the map properties for you.
- Lights' 3D locations are first mapped by the position and then translated by their 3D offset properties.

Try It Yourself

- Draw a matching boom on the other side
- Map its location

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