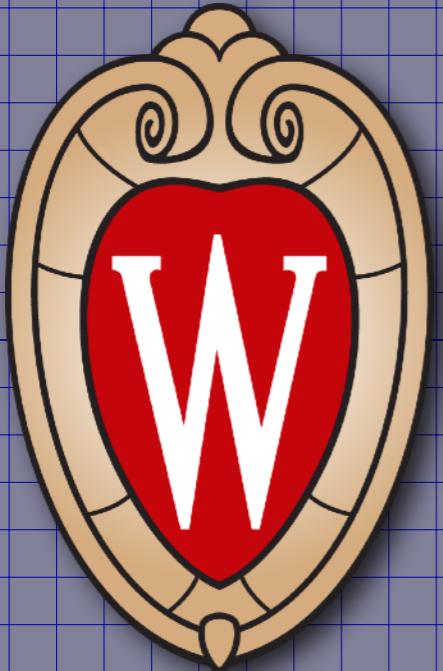


# LXSeries Pro

## University of Wisconsin Dance 140

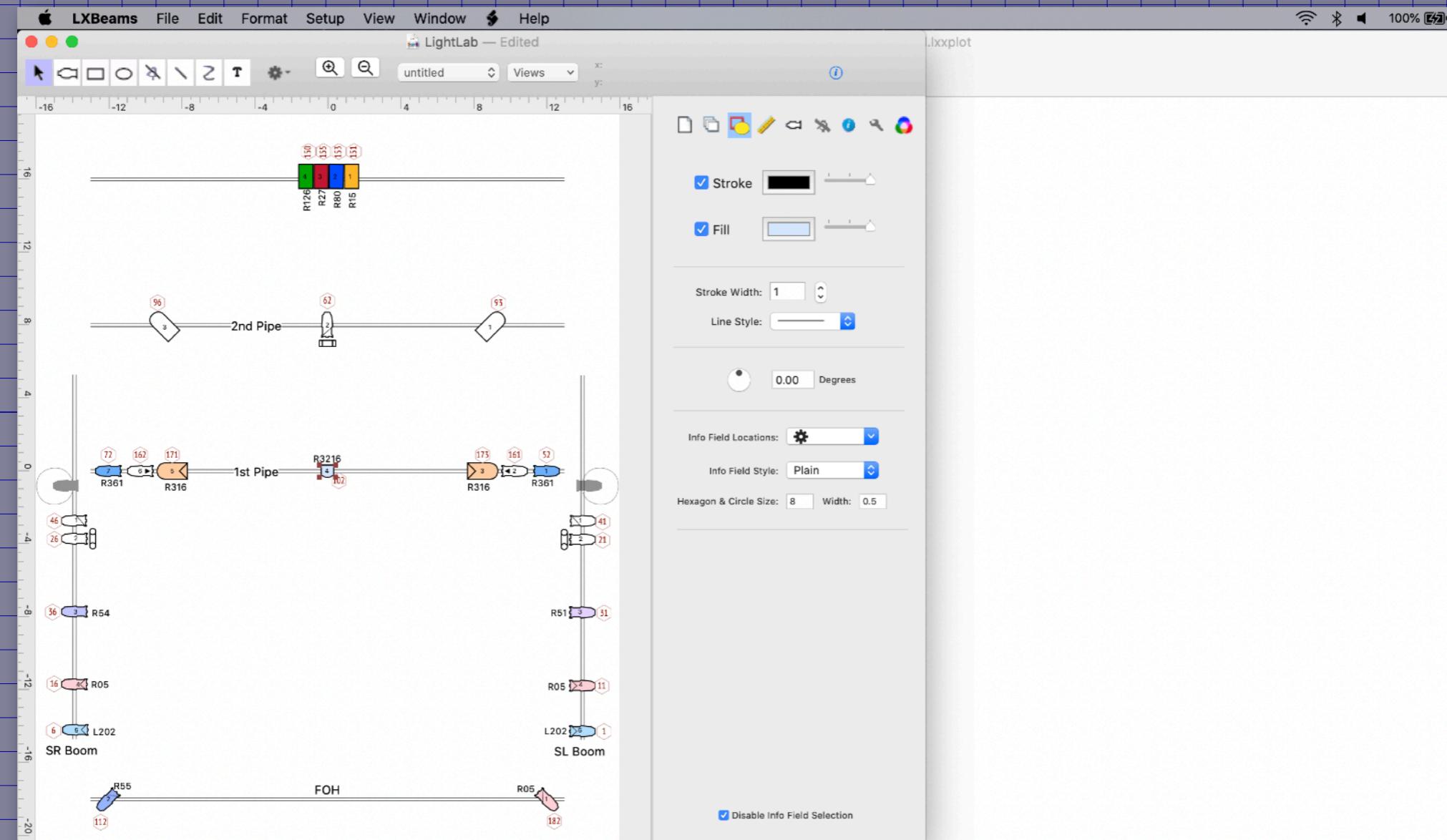


**WISCONSIN**  
UNIVERSITY OF WISCONSIN-MADISON

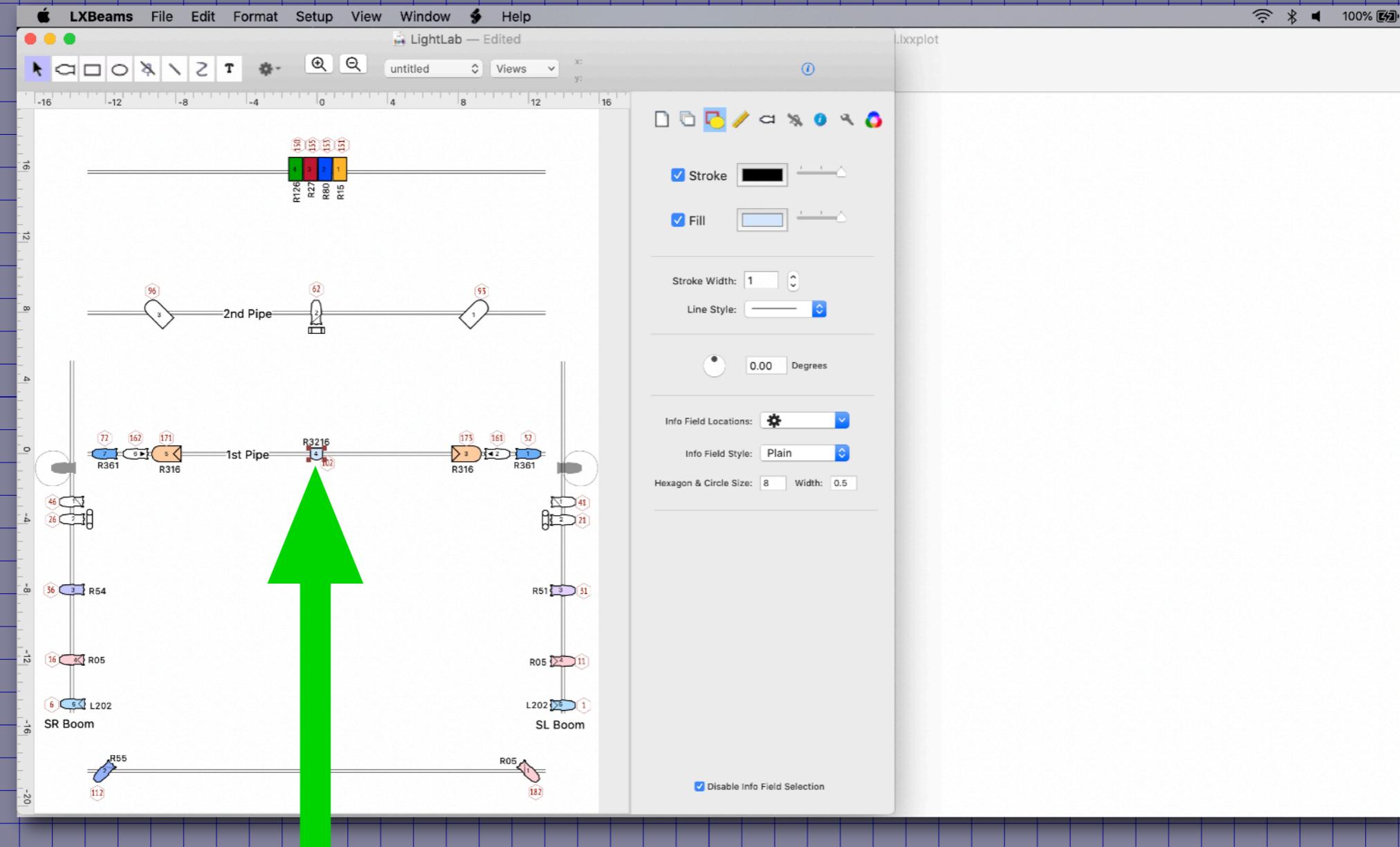
Light Lab / Rendering Instructions

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

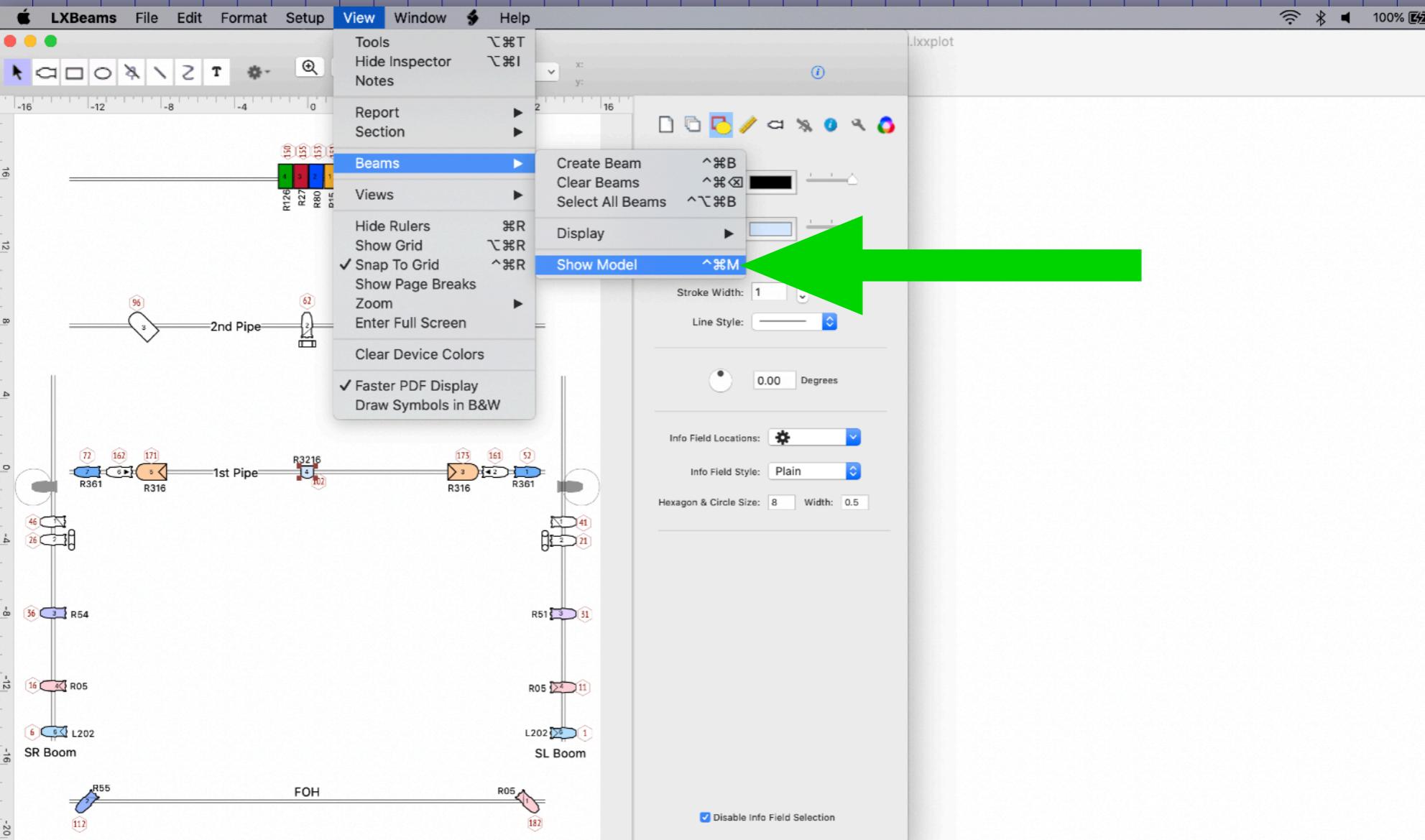


Click on the light in the center of the light plot drawing.

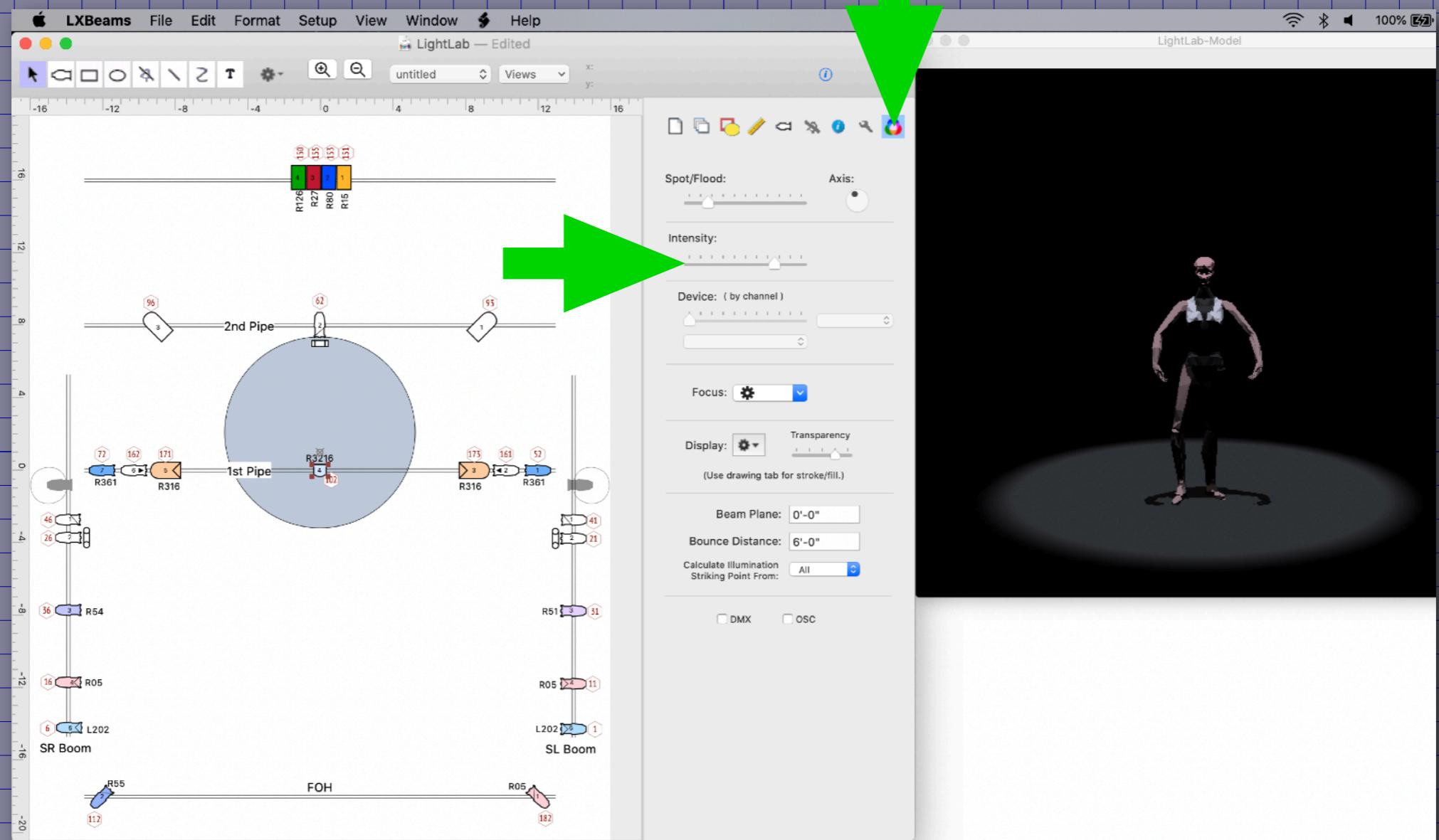


You should see 4 red “handles” when the light is selected.

From the View menu choose Beams->Show Model.

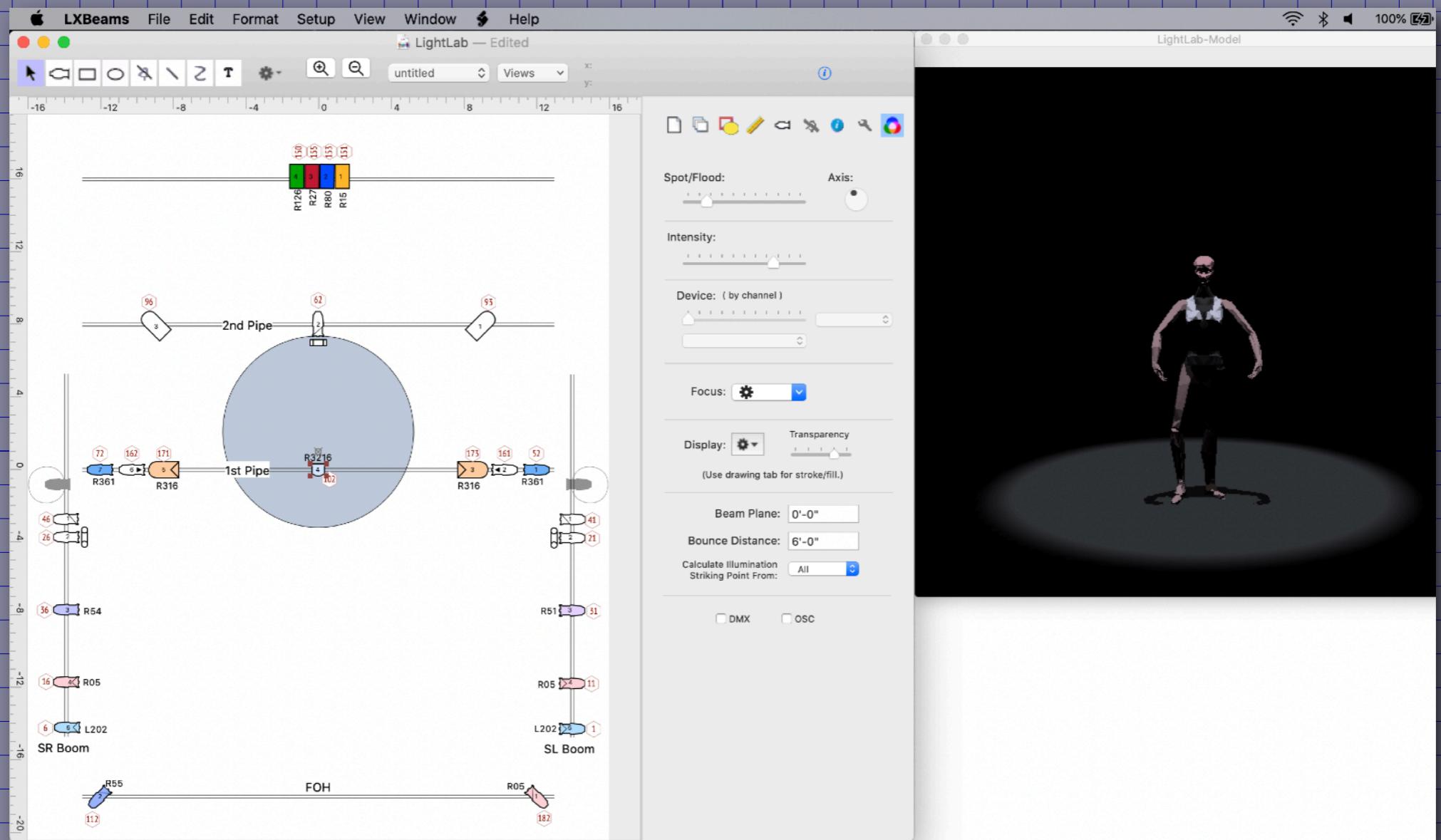


Select the Inspector's Beams tab by clicking its icon.  
Use the Intensity slider to "turn on" the selected light.



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

# You should also see an image in the Model window.



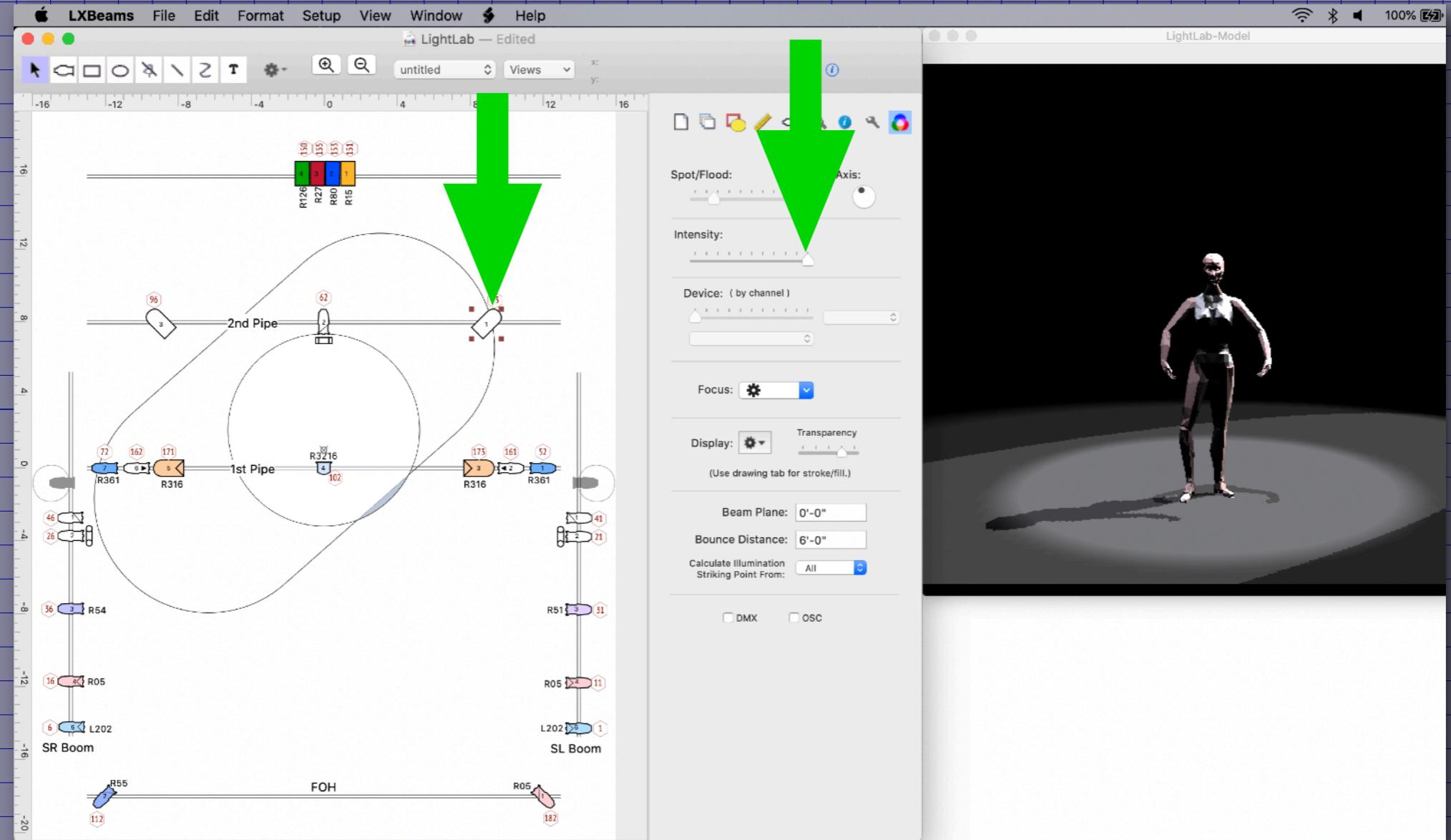
Position the model window so you can see it.

Make it bigger if you like.

Avoid clicking in the model window itself.

(You might accidentally change the camera view)

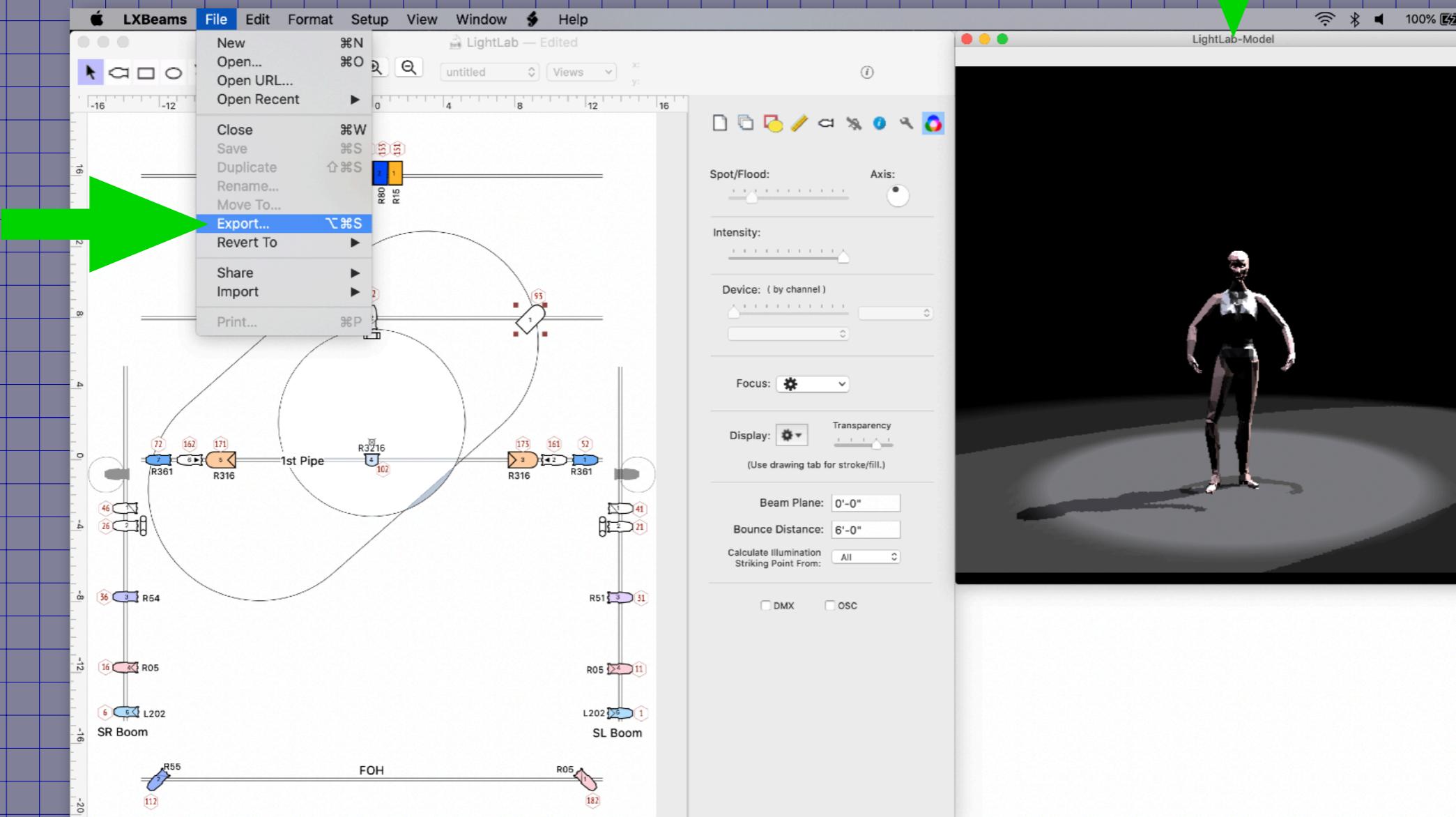
Click on the plot drawing to select another light.  
Then, use the intensity slider to turn it on.



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

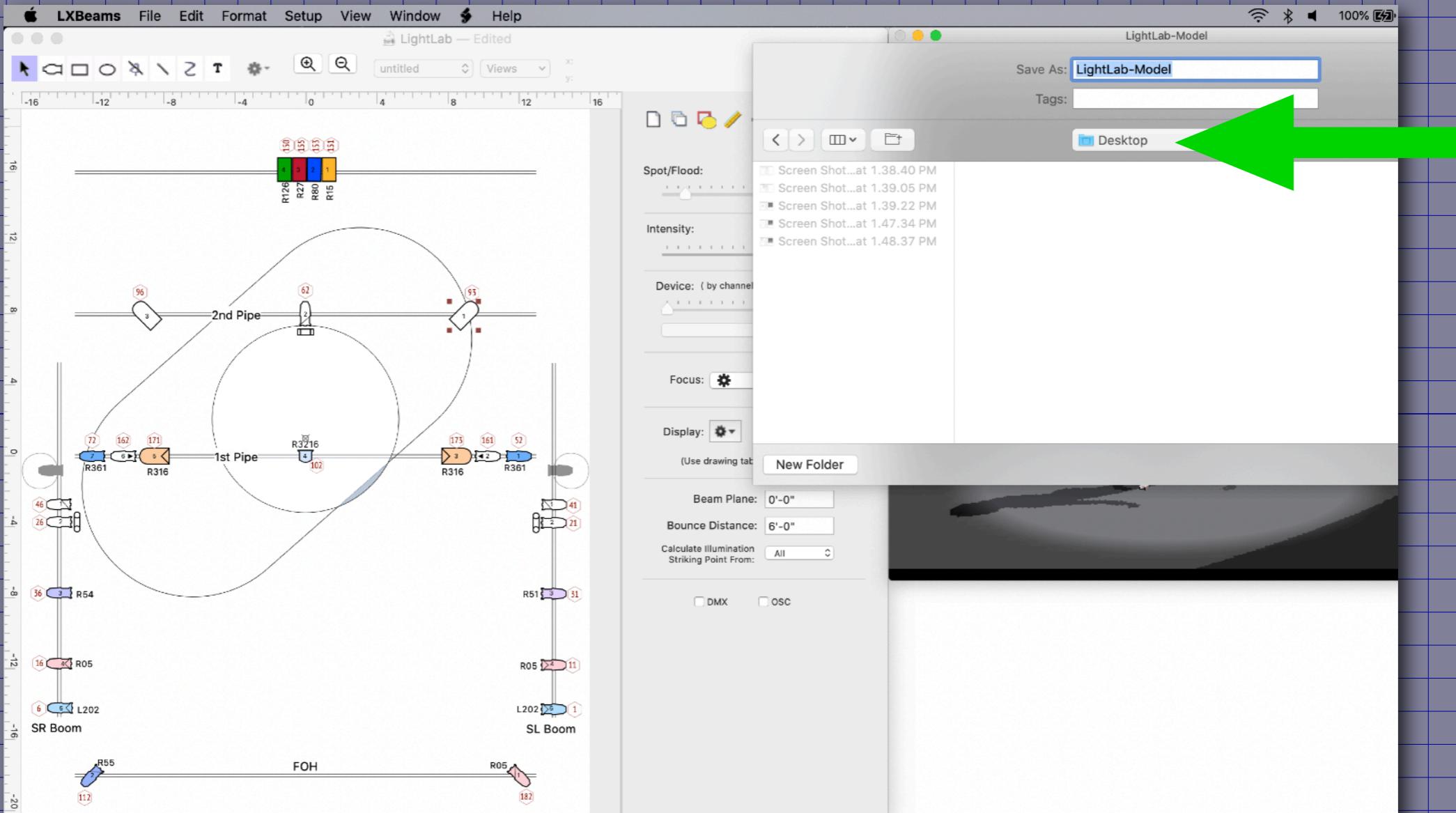
To save your rendered image,  
Click the title bar of the Model window to make it active.

You know when it is the active window when the title is not gray.



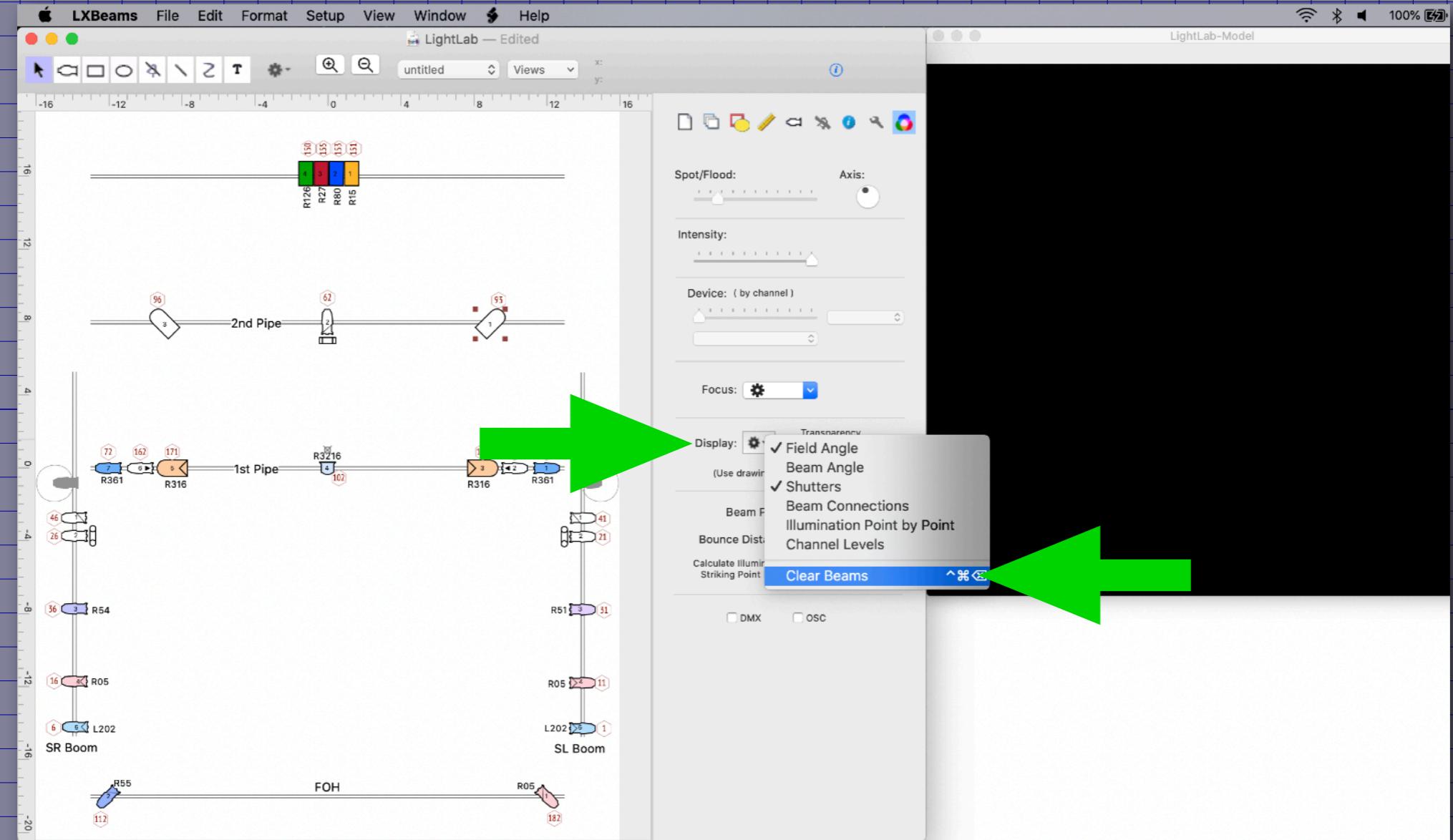
Then, choose the File menu's Export command.

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



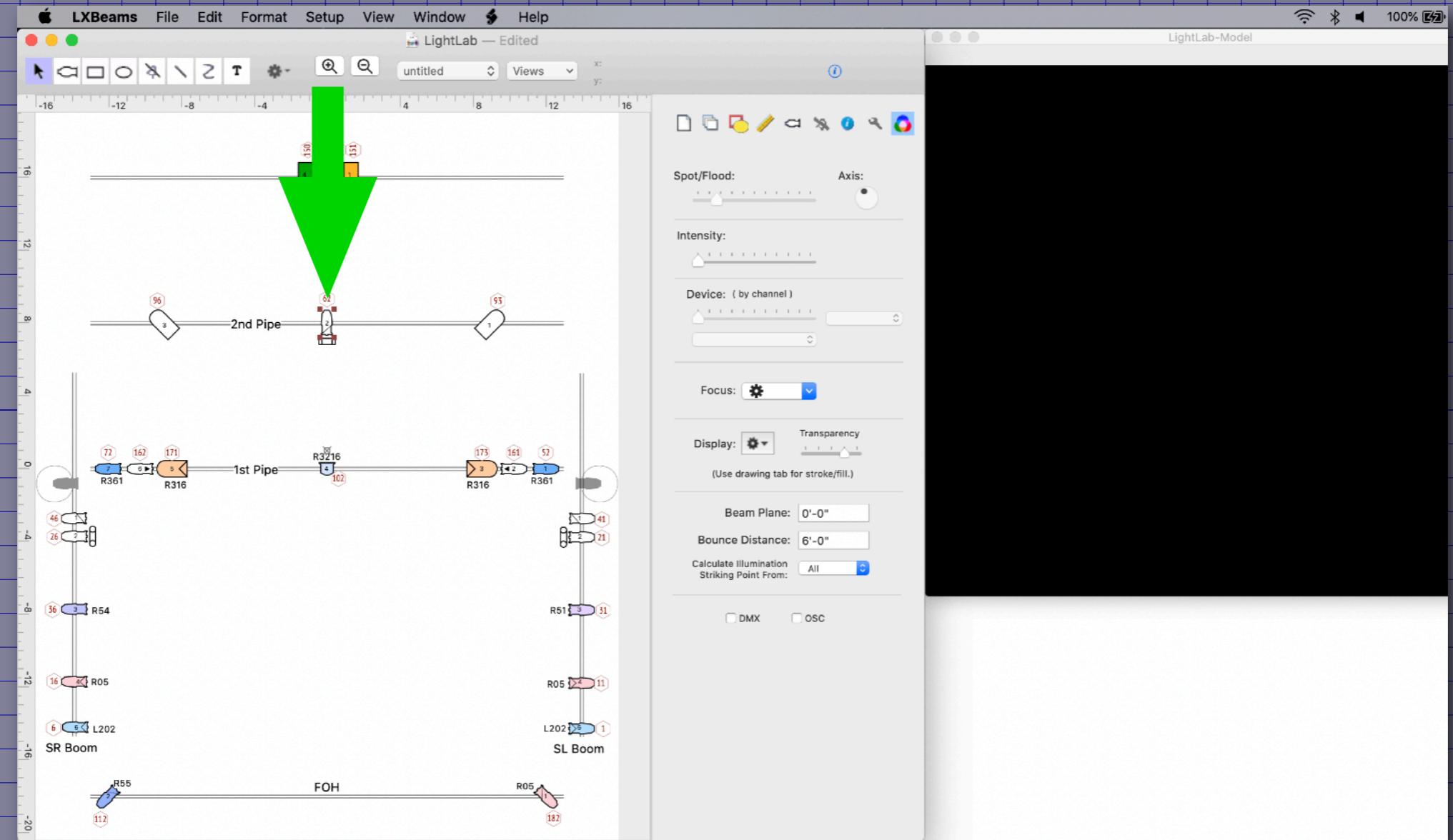
The exported file is in TIFF format.

# Try different lights.



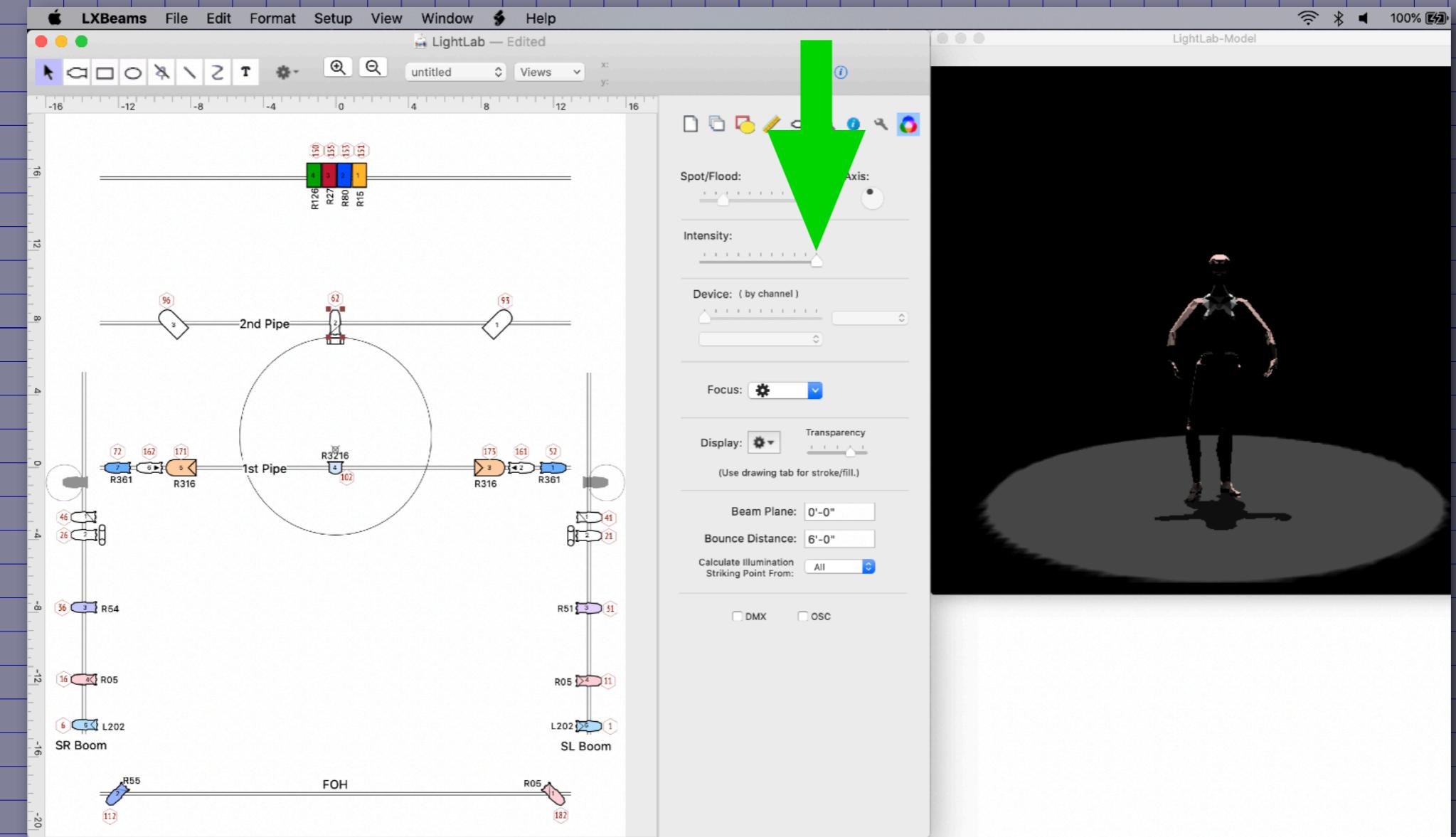
You can clear all the visible beams at once  
with the “Clear Beams” command in the Display popup.

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

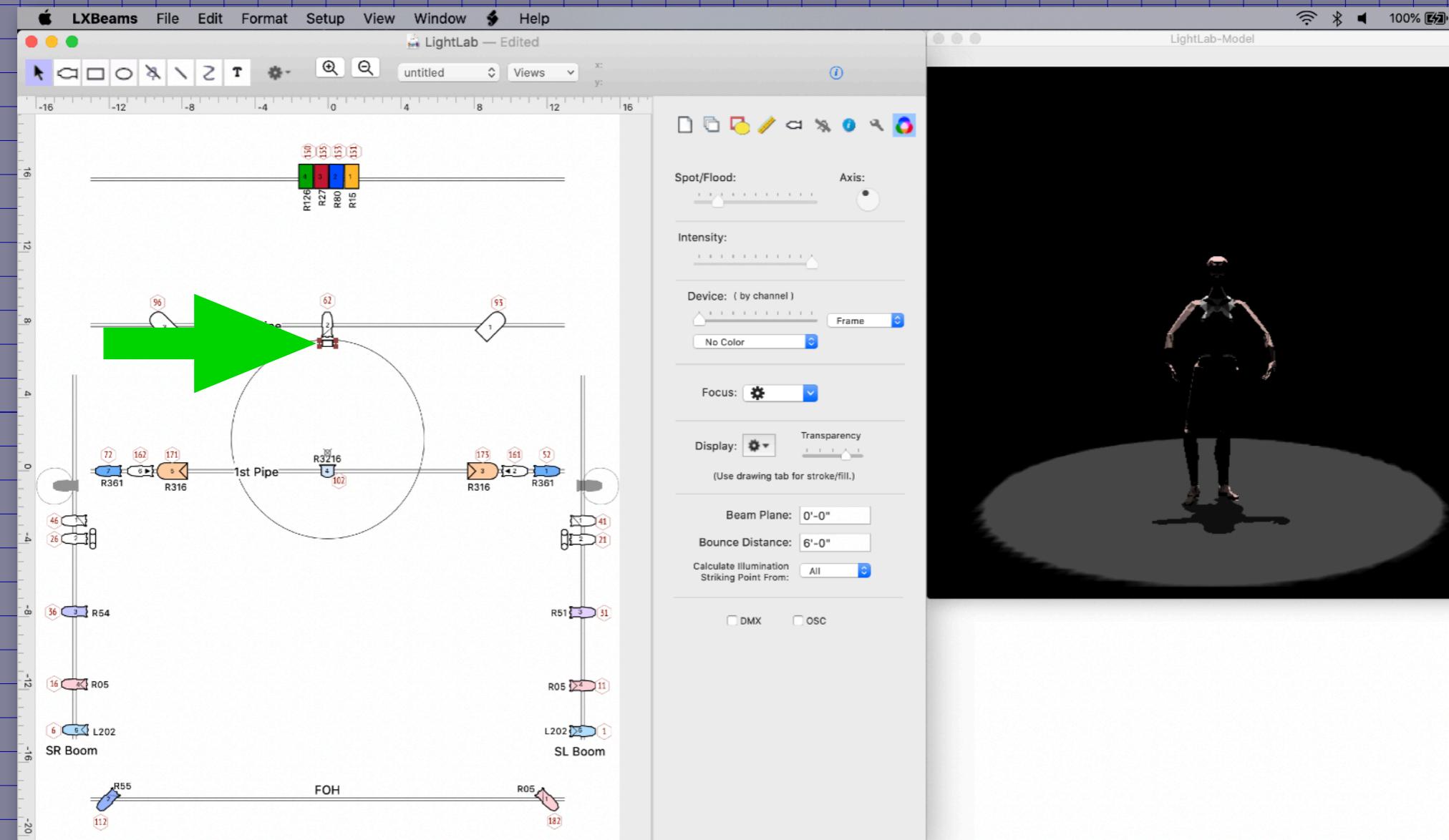


Select the center light on the "2nd Pipe".  
(click on it to select it)

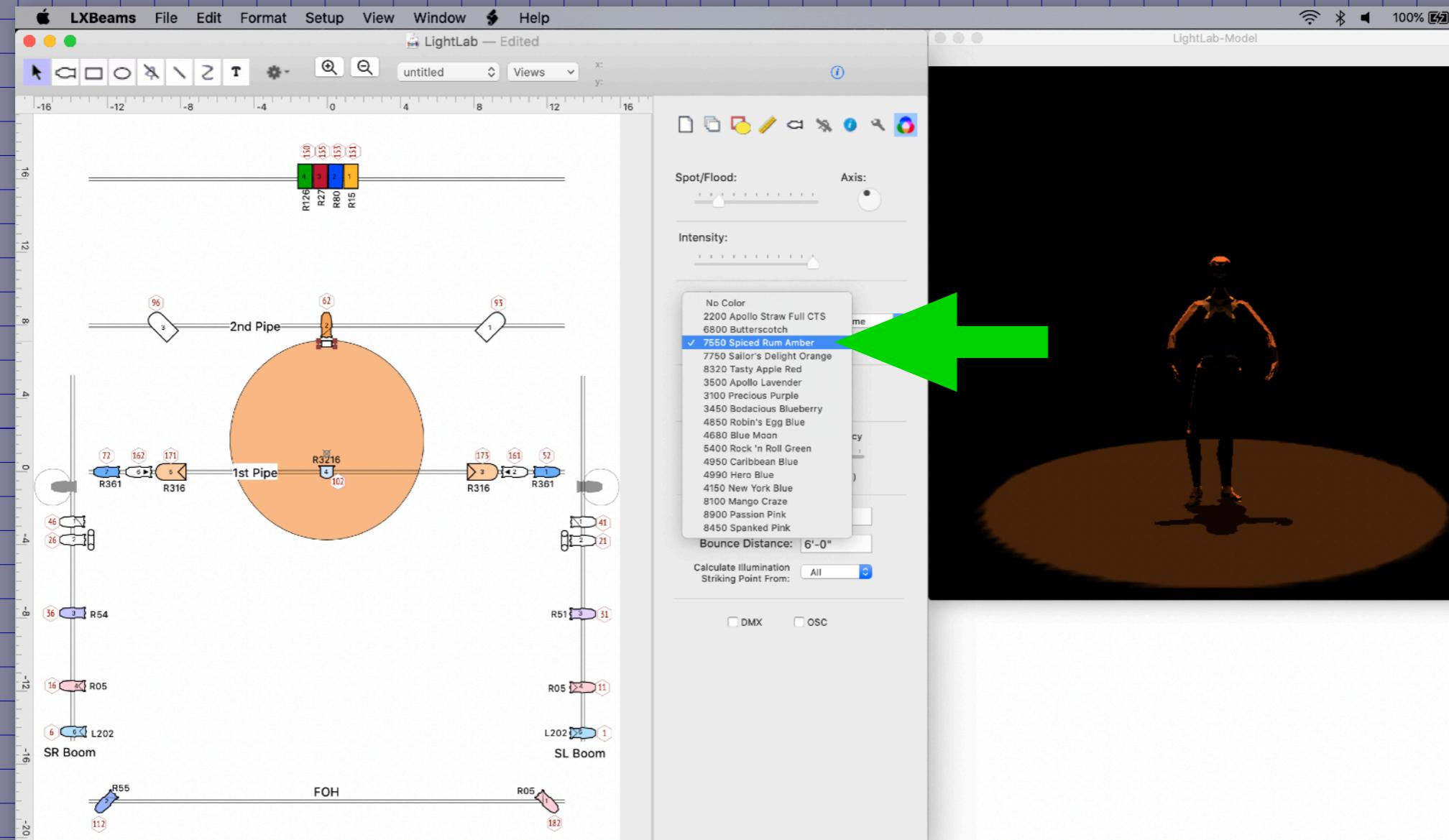
Turn the backlight all the way to 100% with the Beam Controls window's Intensity slider.



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

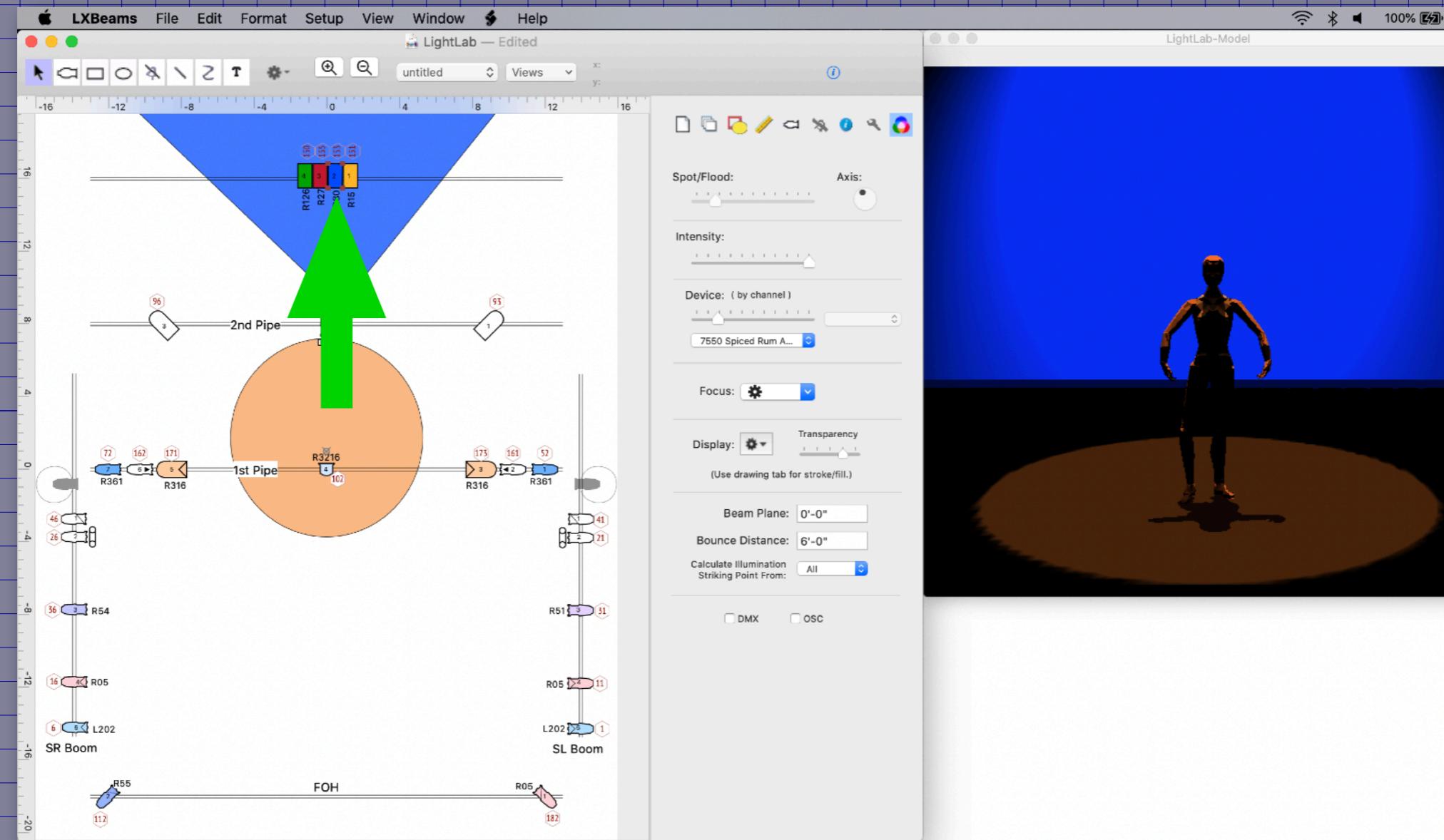


The popup menu located just beneath  
The “Device” slider shows the list of colors.



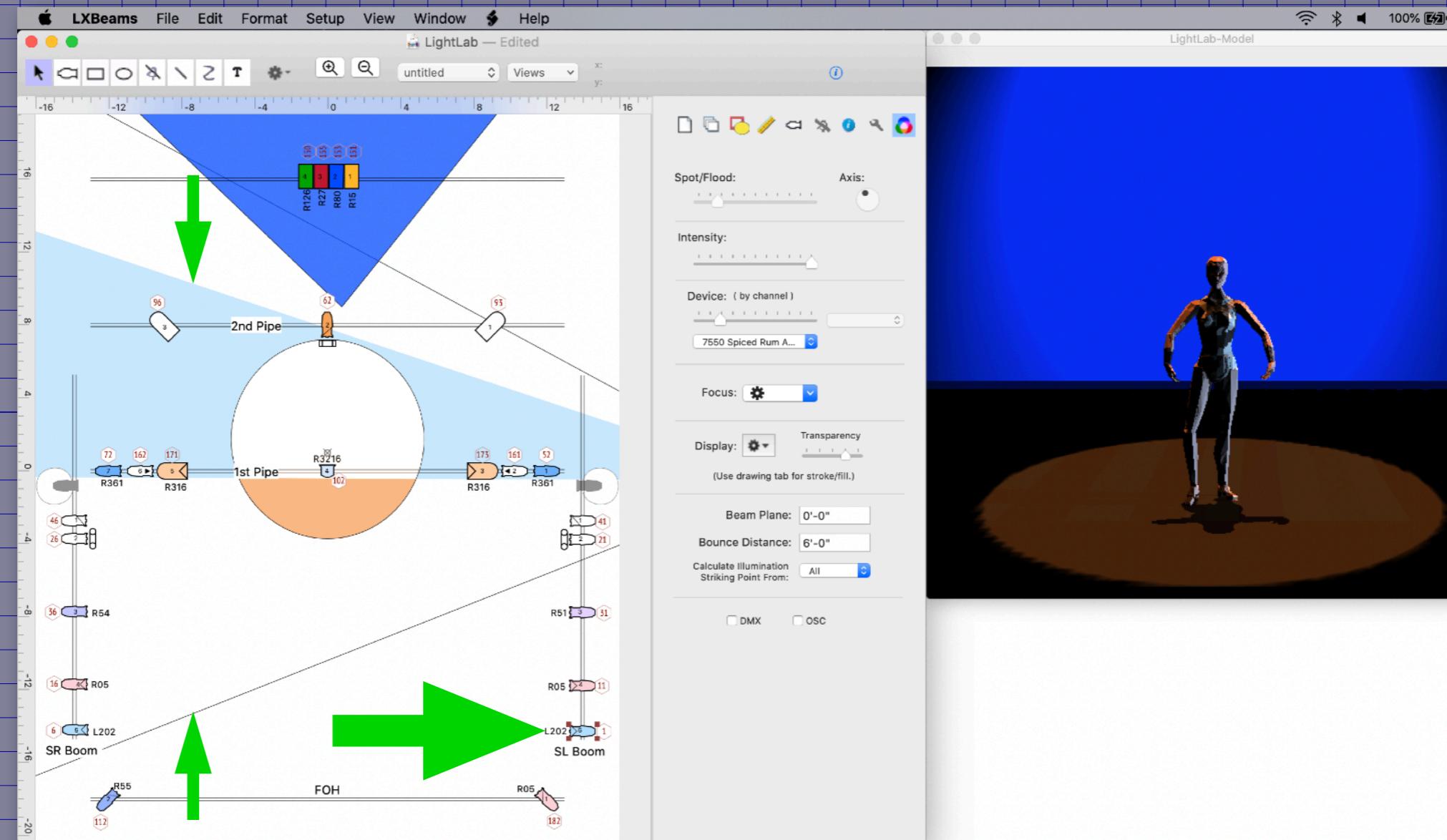
Select a color from the list.  
(You can always go back to “No Color”)

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



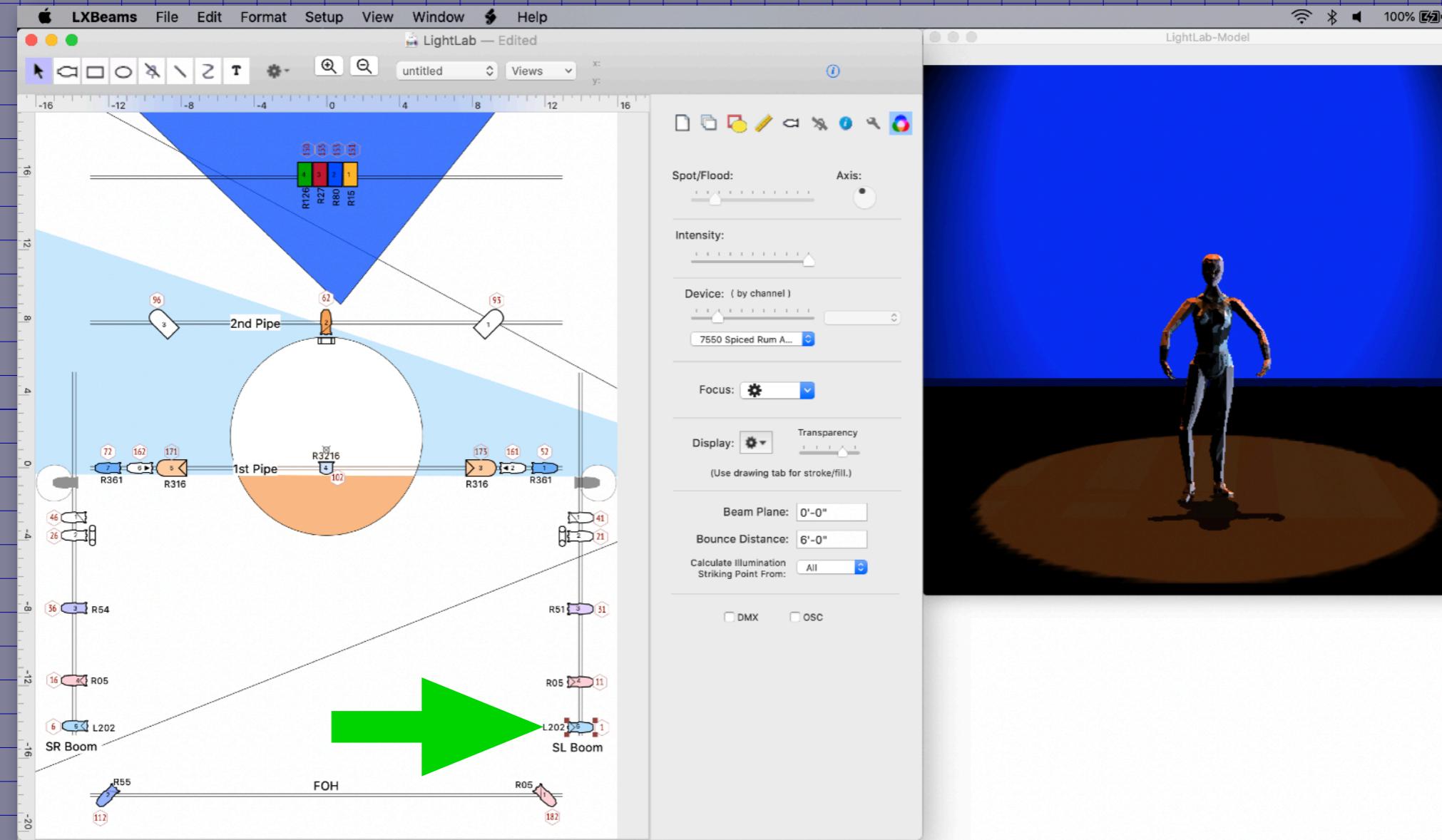
The Blue Cyc light is selected and its intensity is at 100%.

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



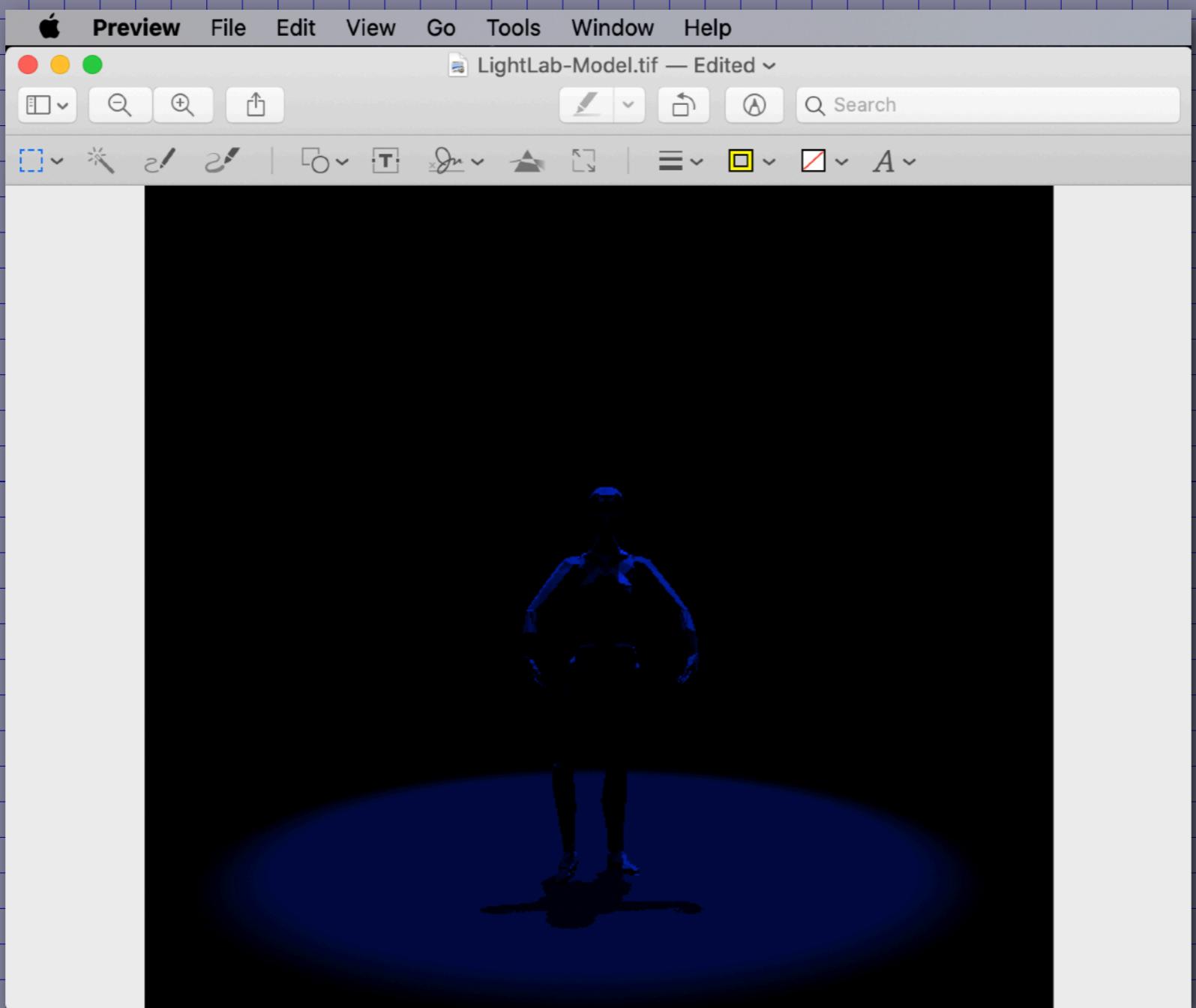
You can see the full extent of the beam of the SL shin.  
And, how it has been narrowed using shutters.

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



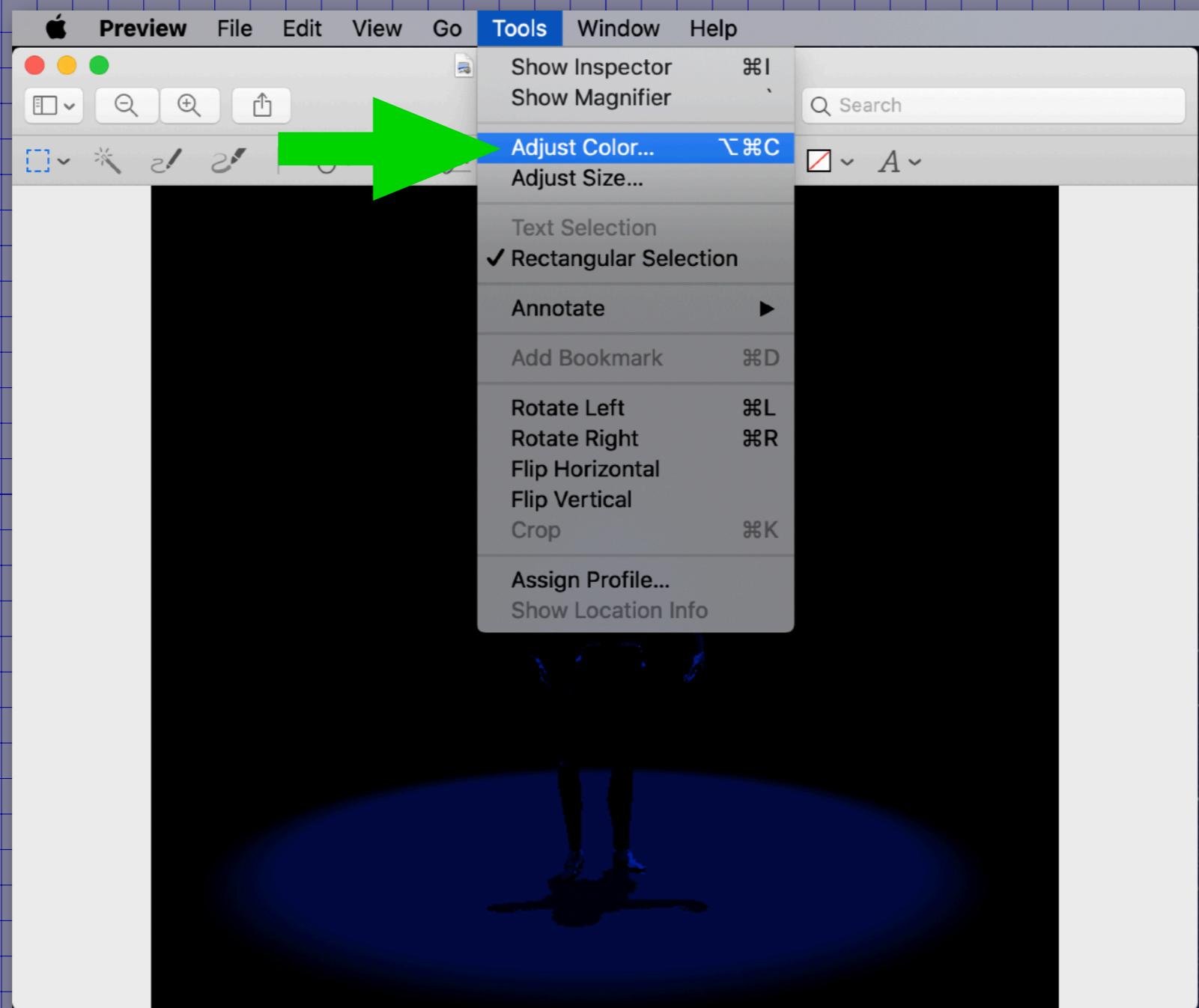
This is common with booms which are drawn flat on the plot even though in actual use they are standing up from the floor.

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



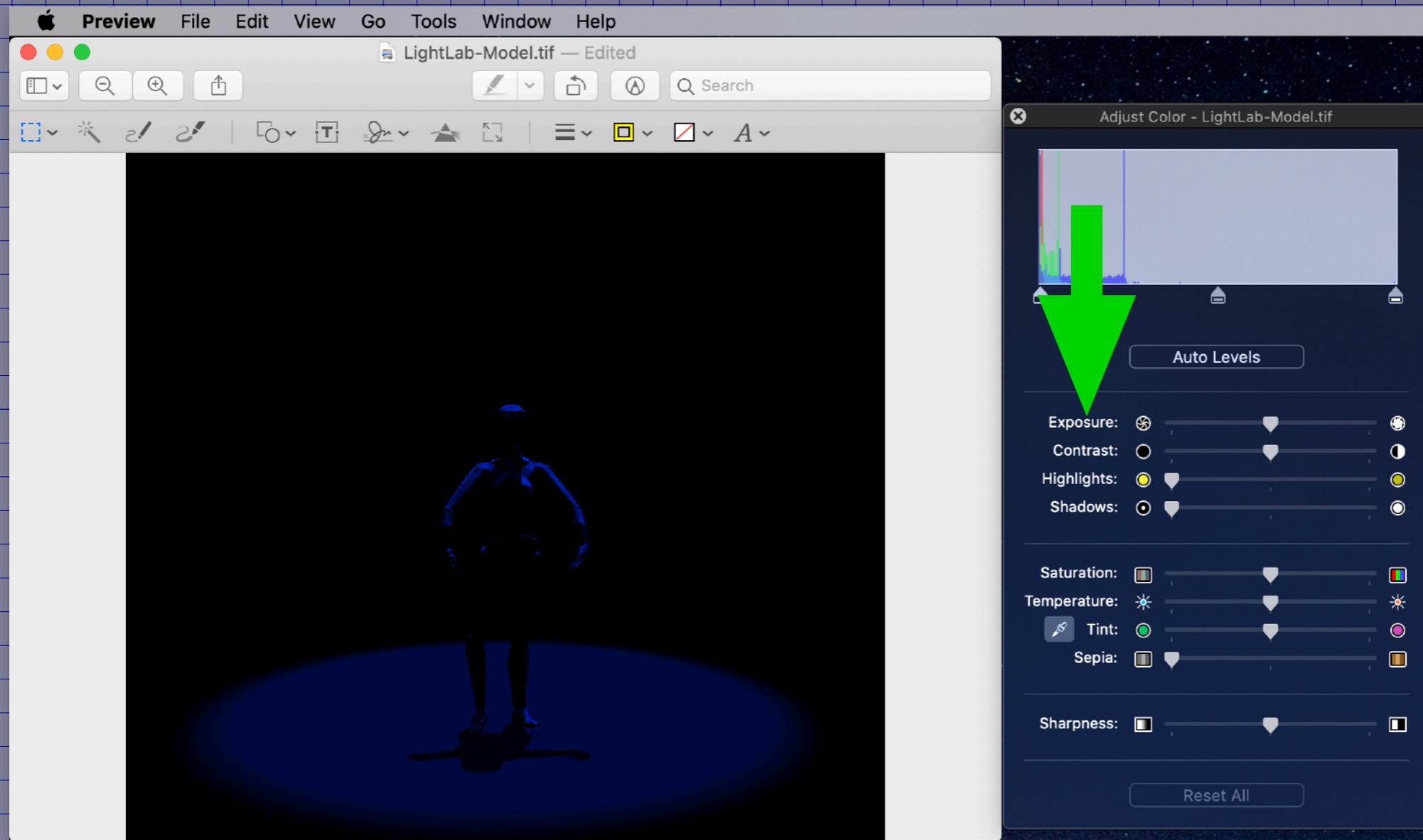
You can open the rendered TIFF file and adjust the lightness to brighten the image.

Double-click the rendered TIFF file to open it in Preview.app.



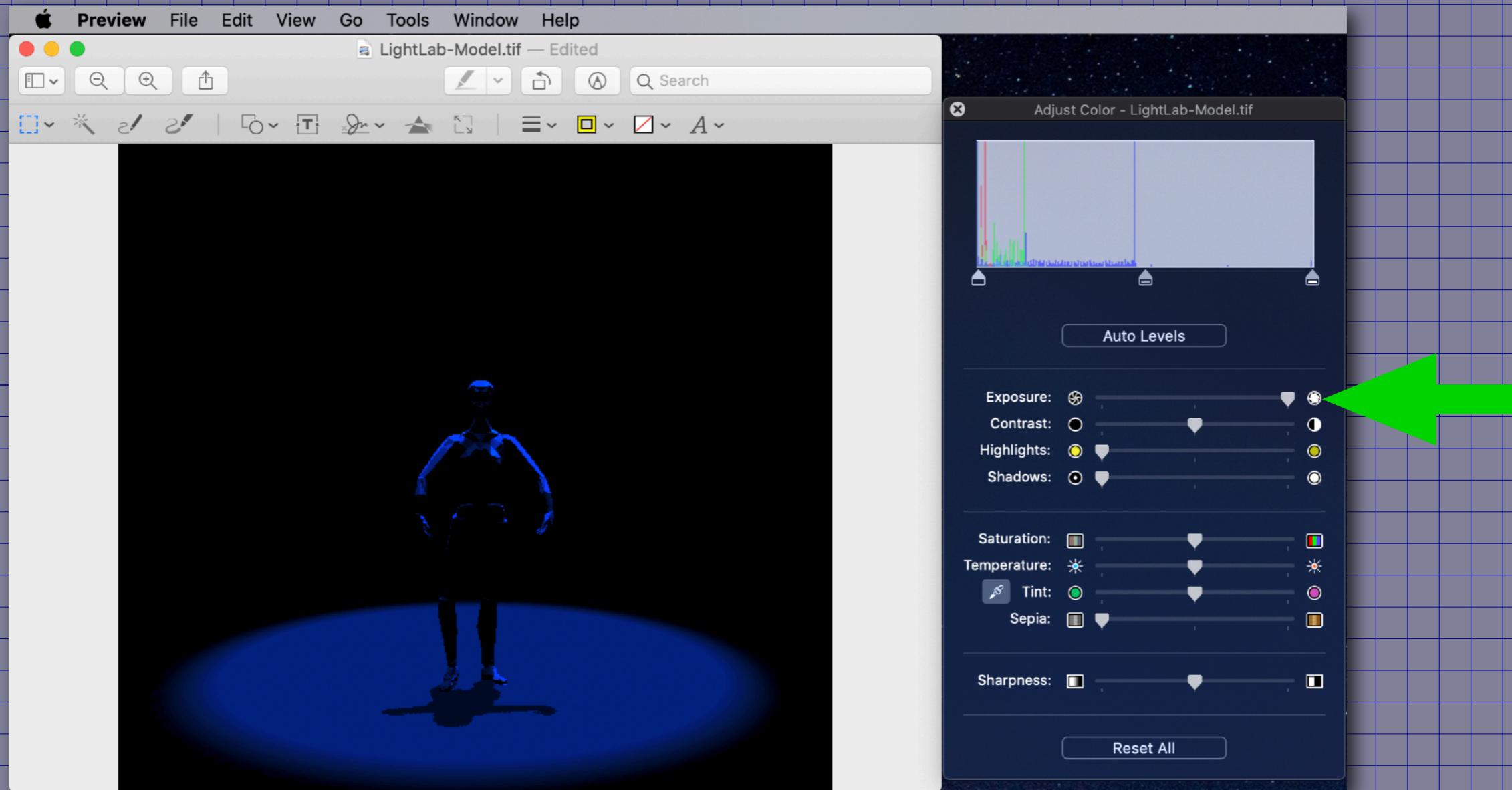
From the Tools menu, choose "Adjust Color".

# The Adjust Color panel will appear.

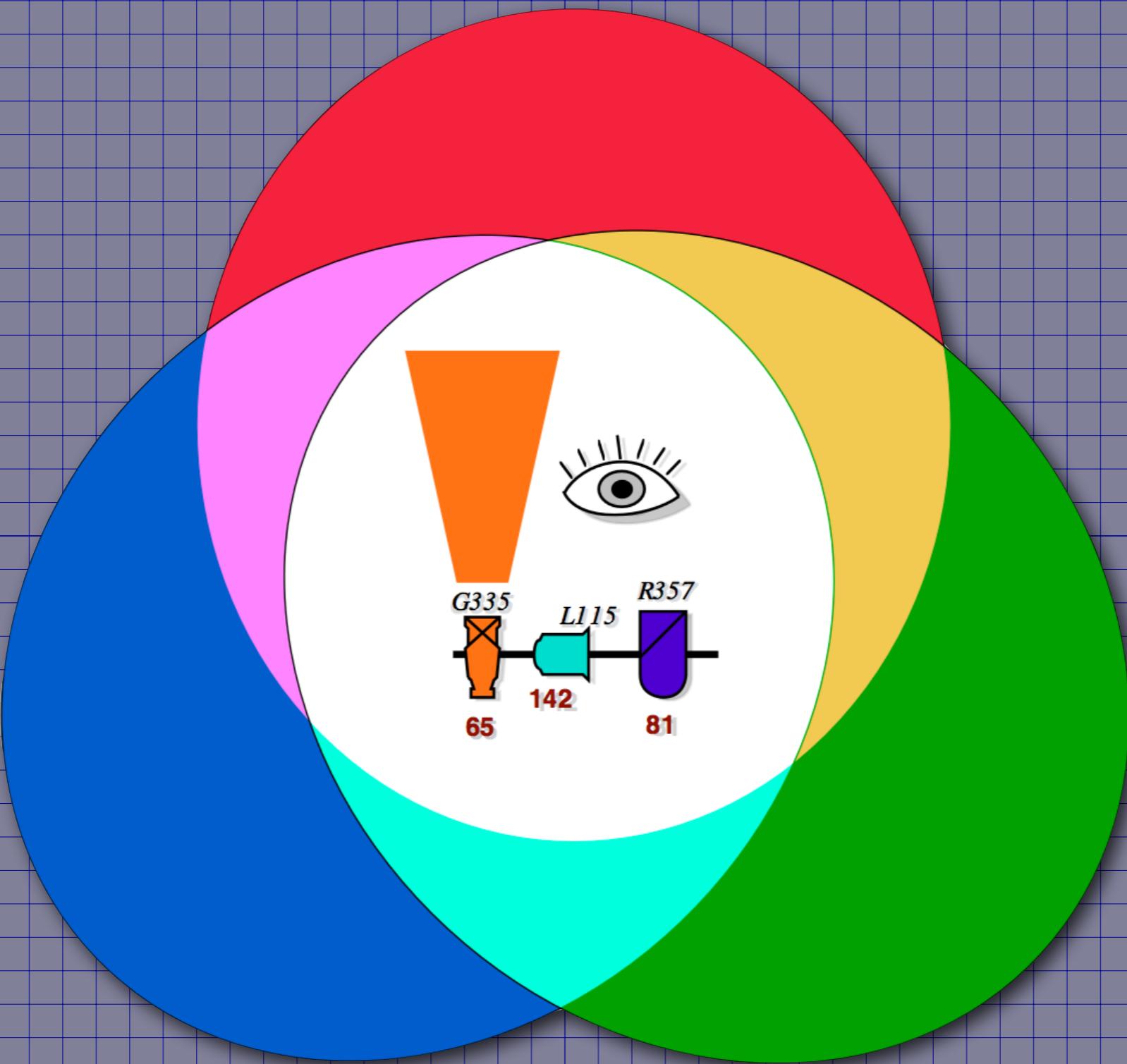


You can use this to adjust the colors and bring them out.

Move the “Exposure” control to brighten the image.



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