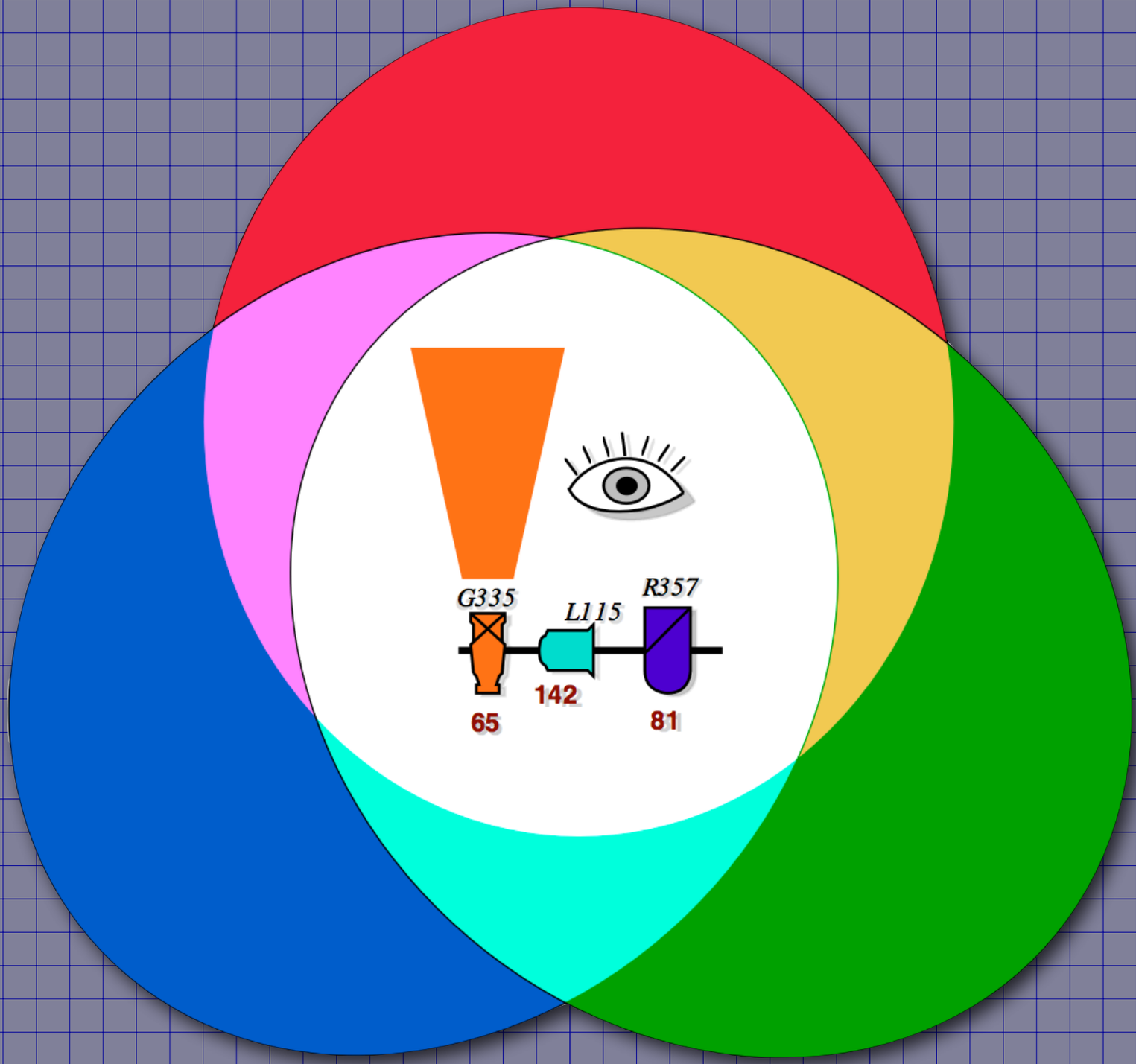
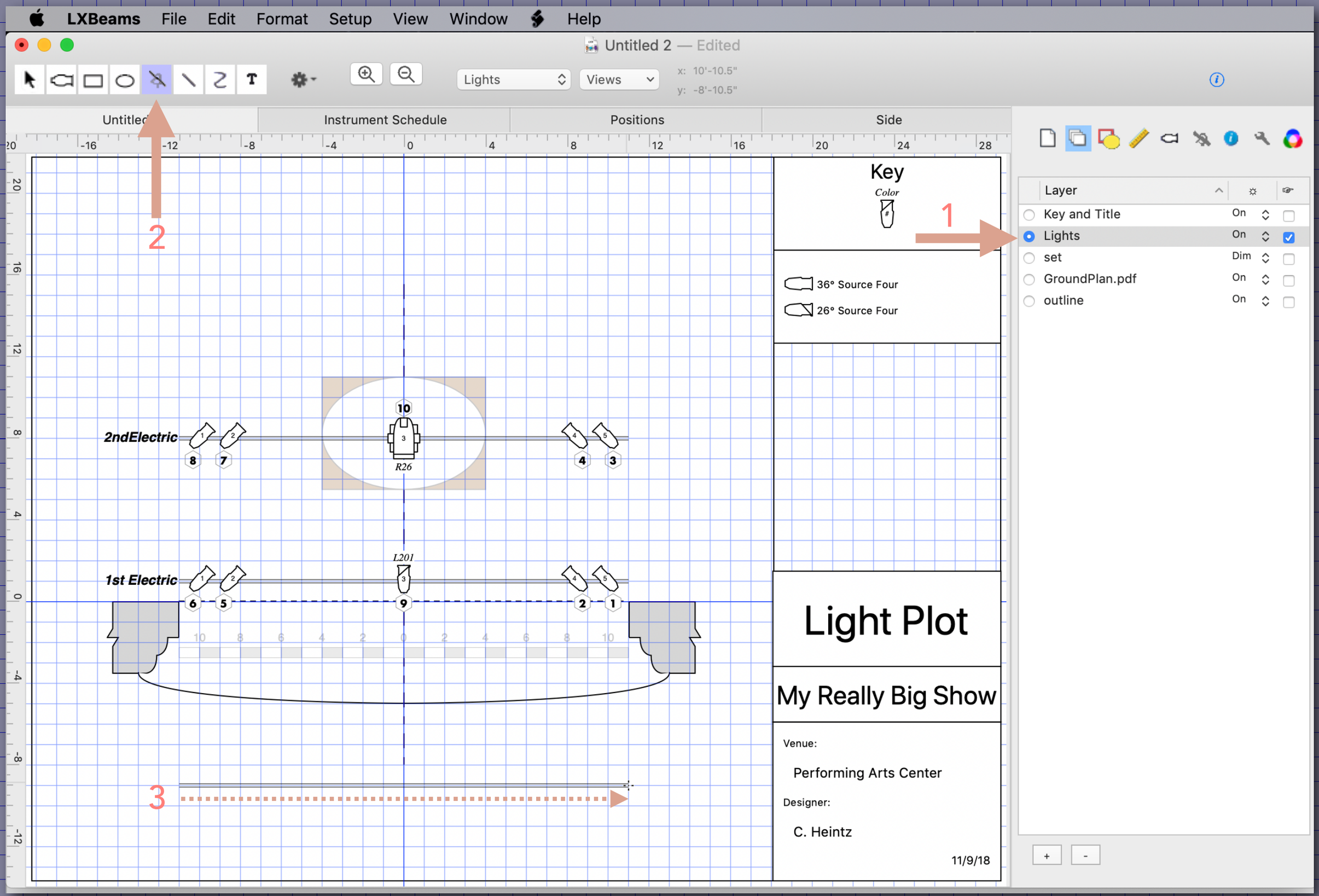
Position Tab/Mapping

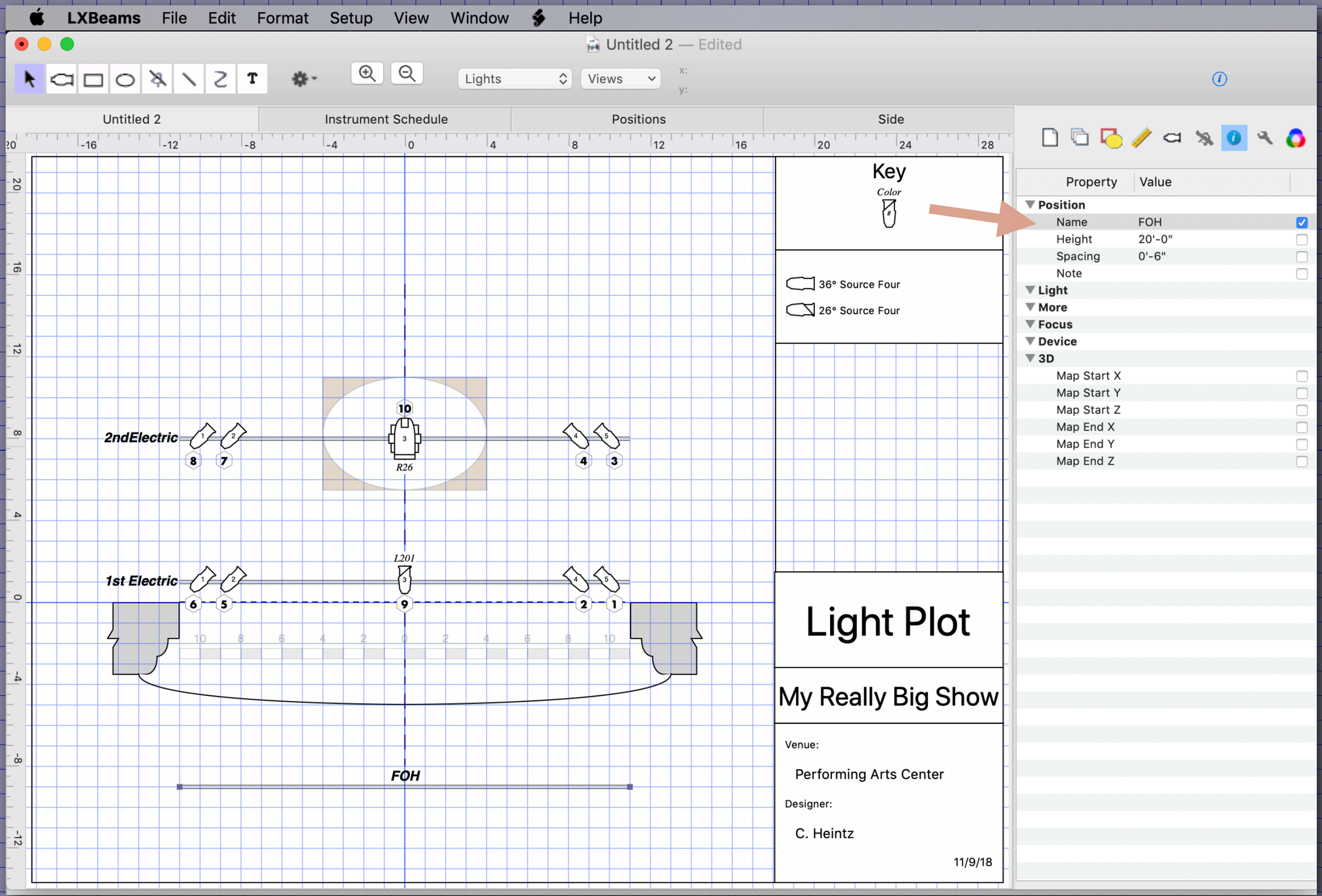


IATSE 728 Workshop 2020

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

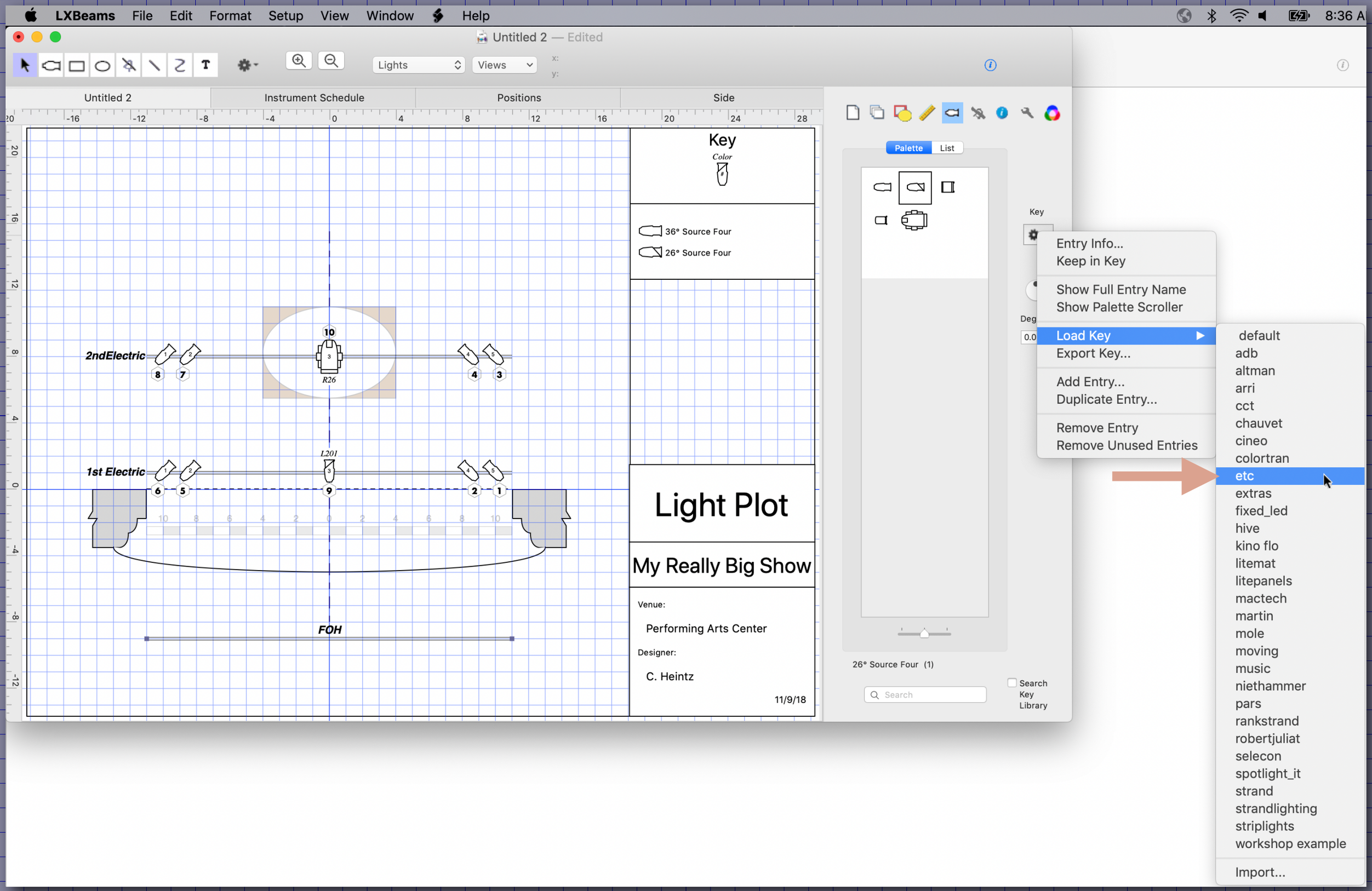


Select the position and name it “FOH”.

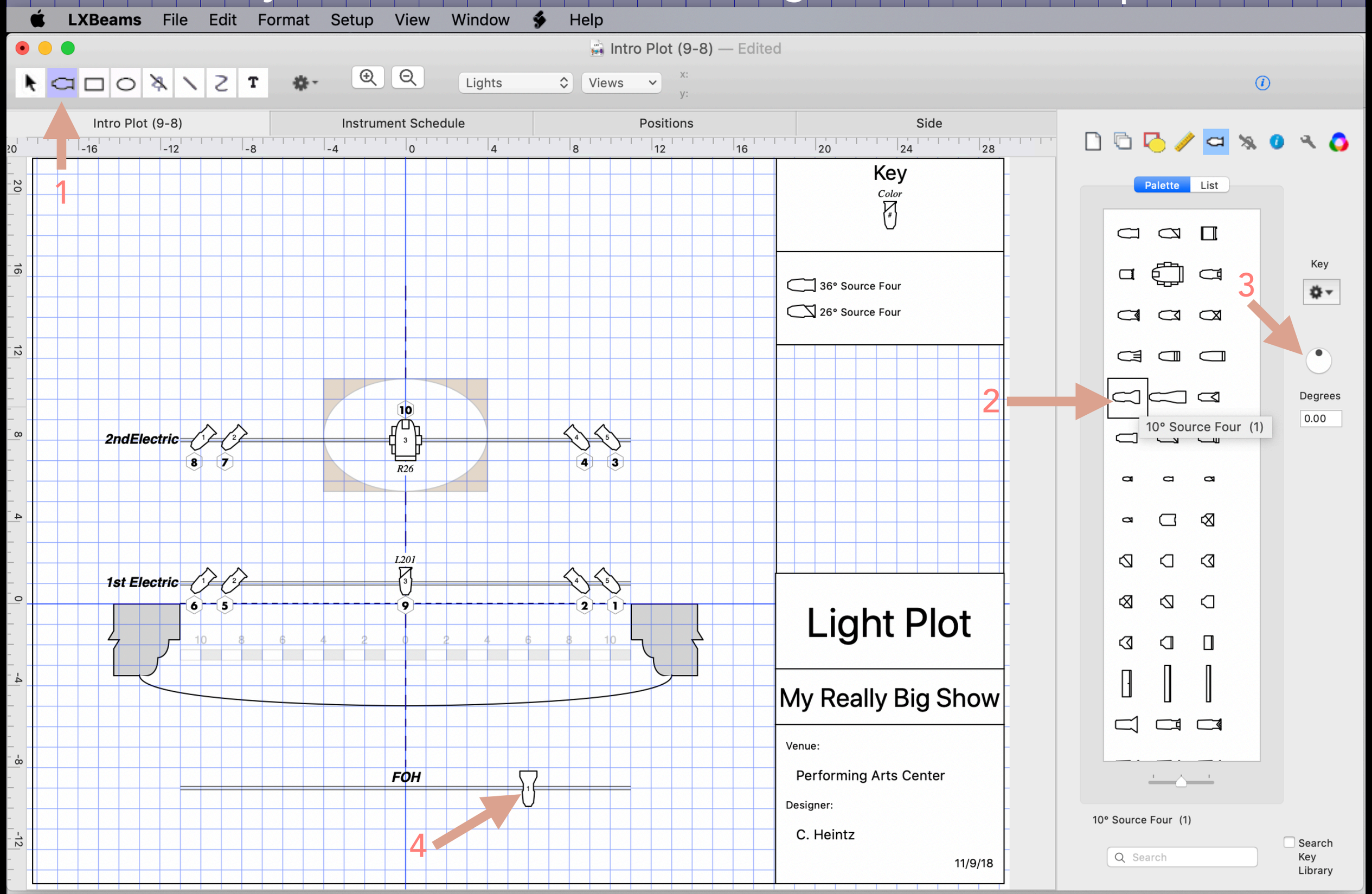


Display the position’s name.

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

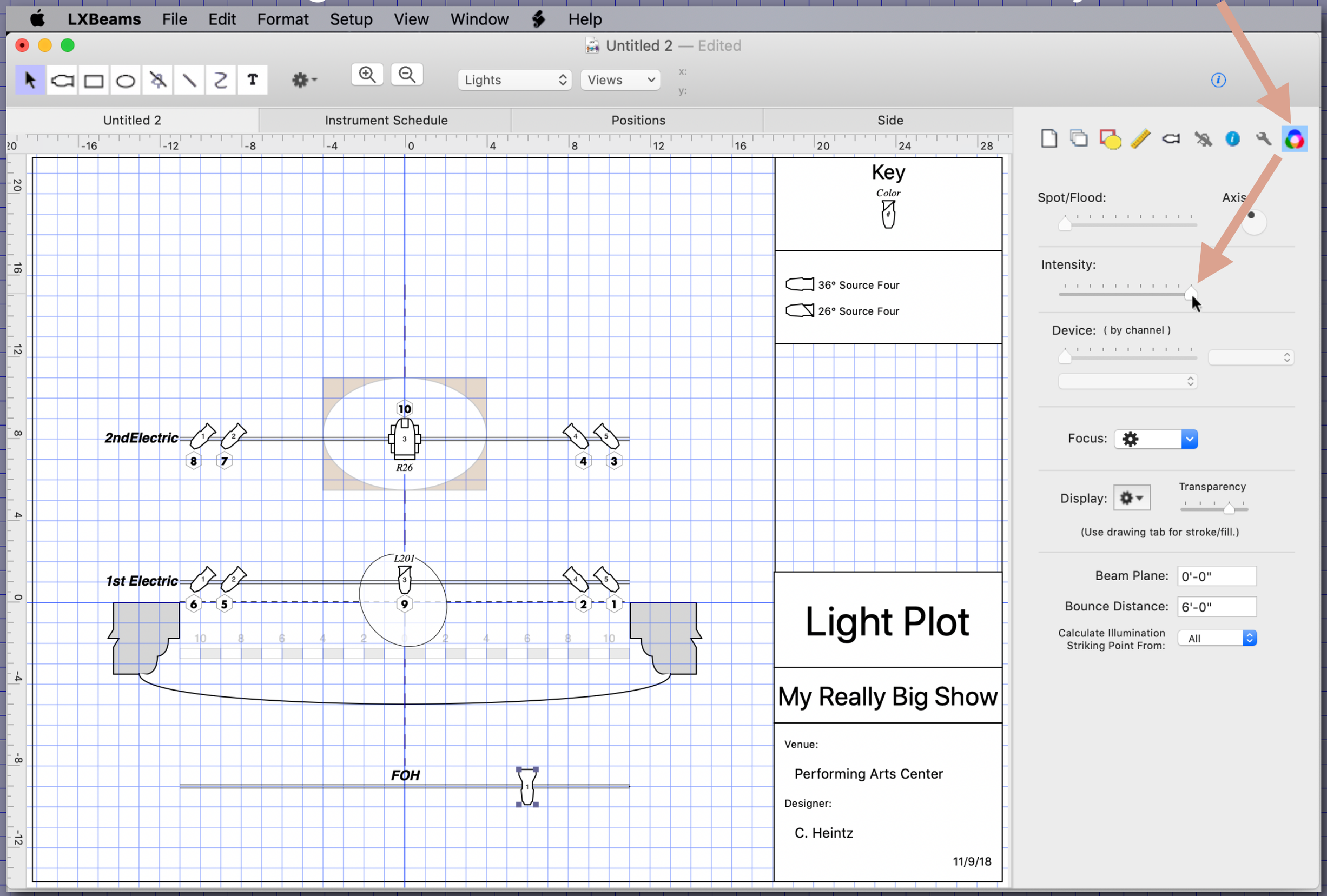


Use the symbol tool to draw a 10 degree on the FOH position.



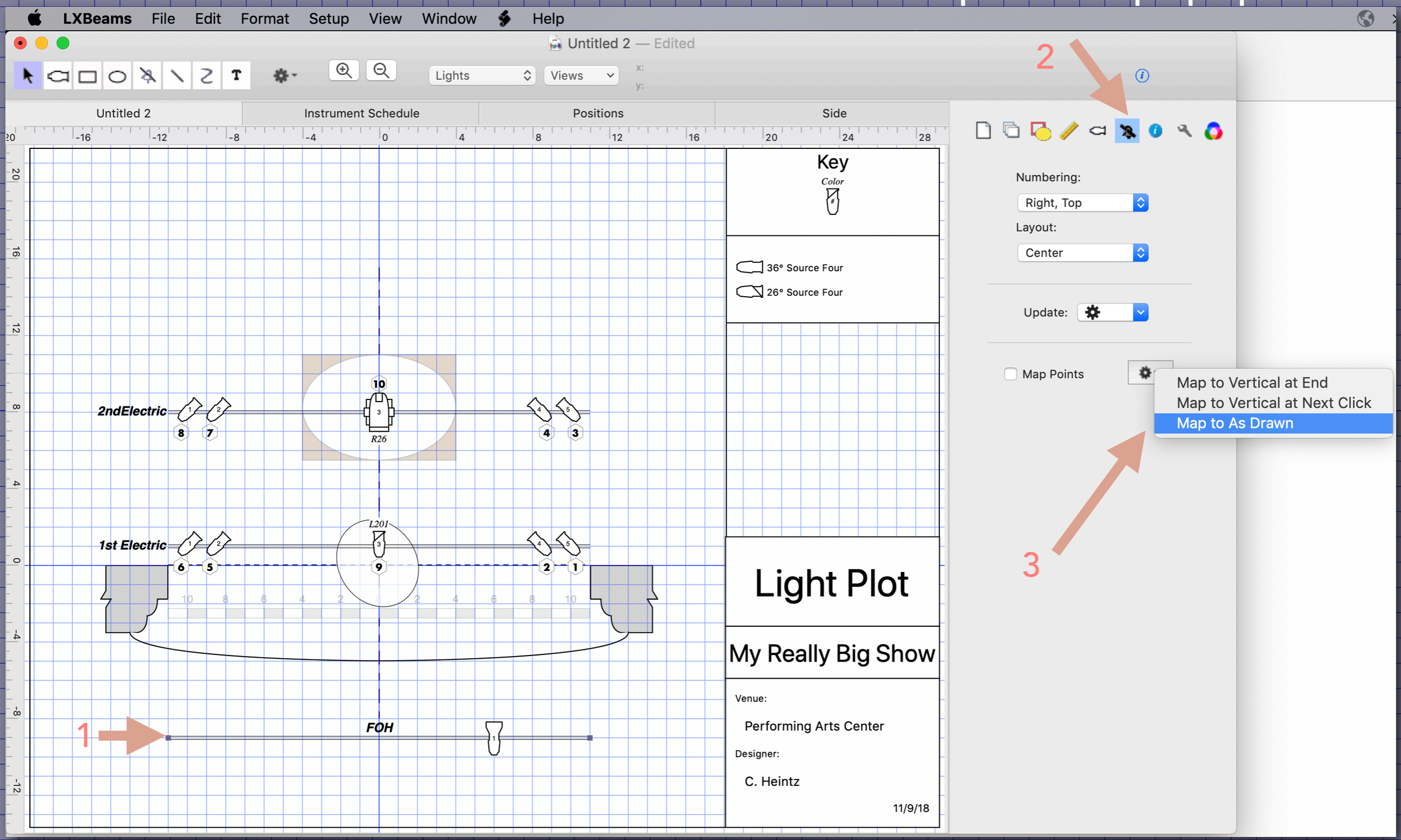
After the symbol tool is selected, choose the 10 degree symbol and direction.

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



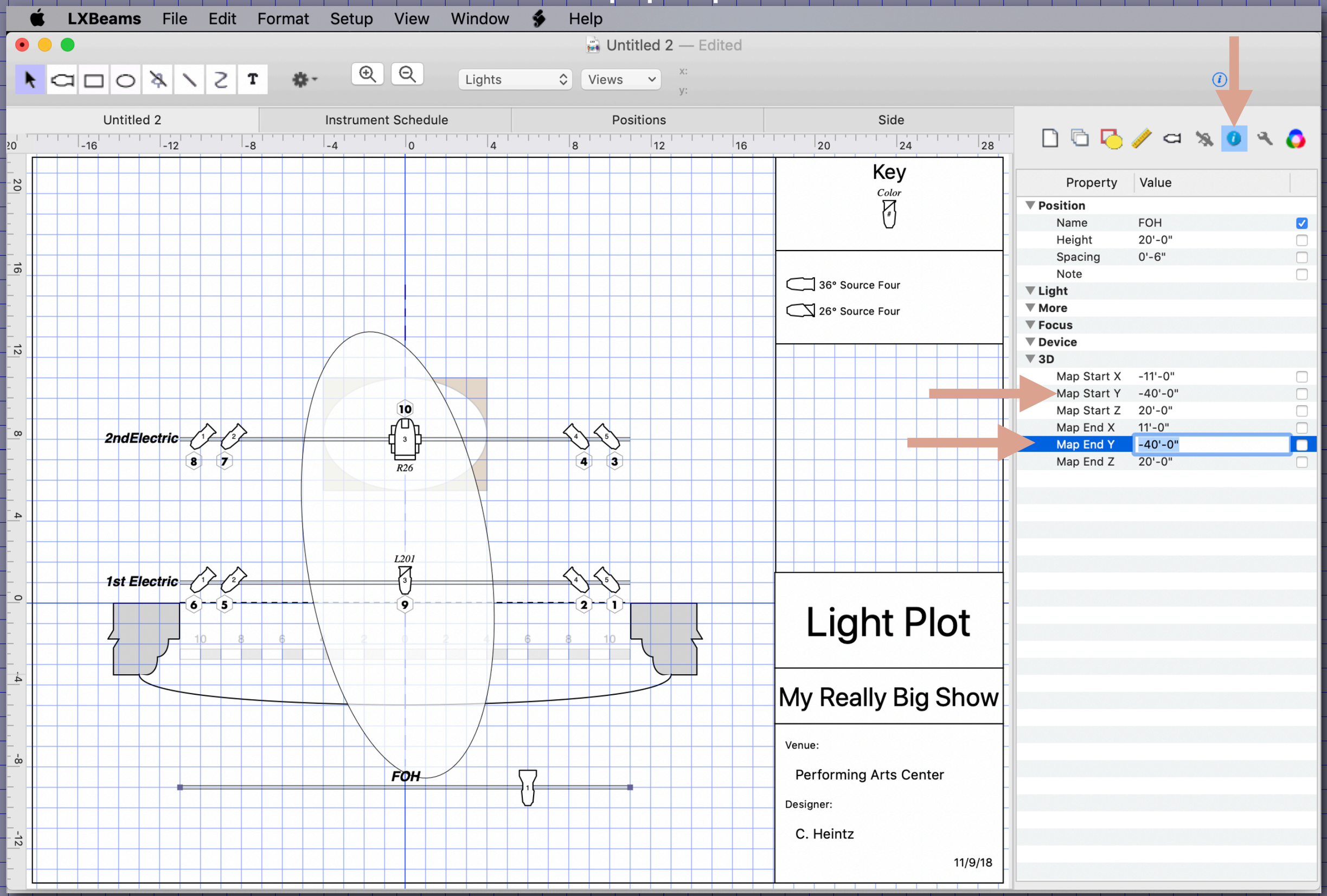
Notice the small size of the beam.

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



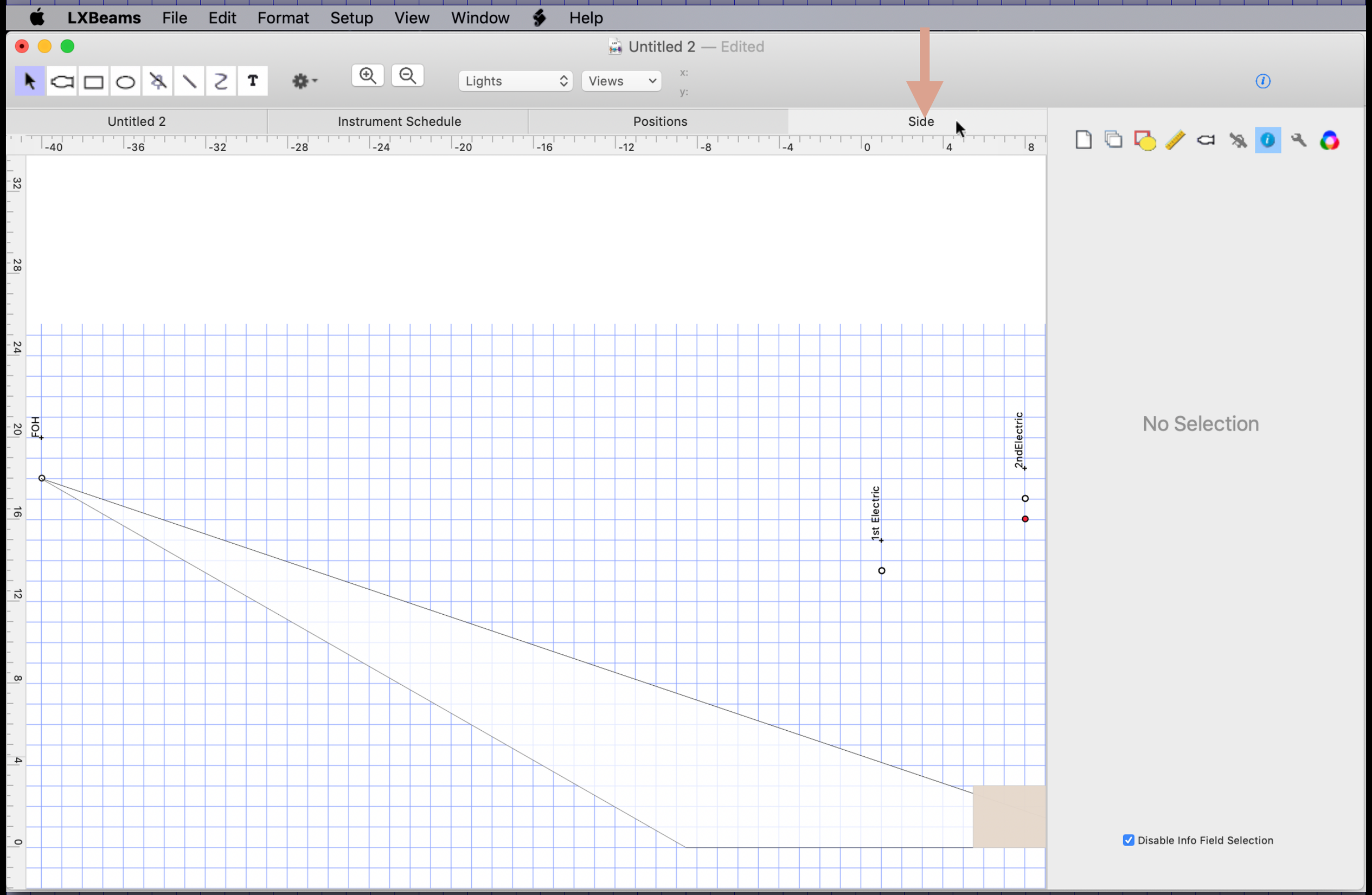
Select “Map to As Drawn”.

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.

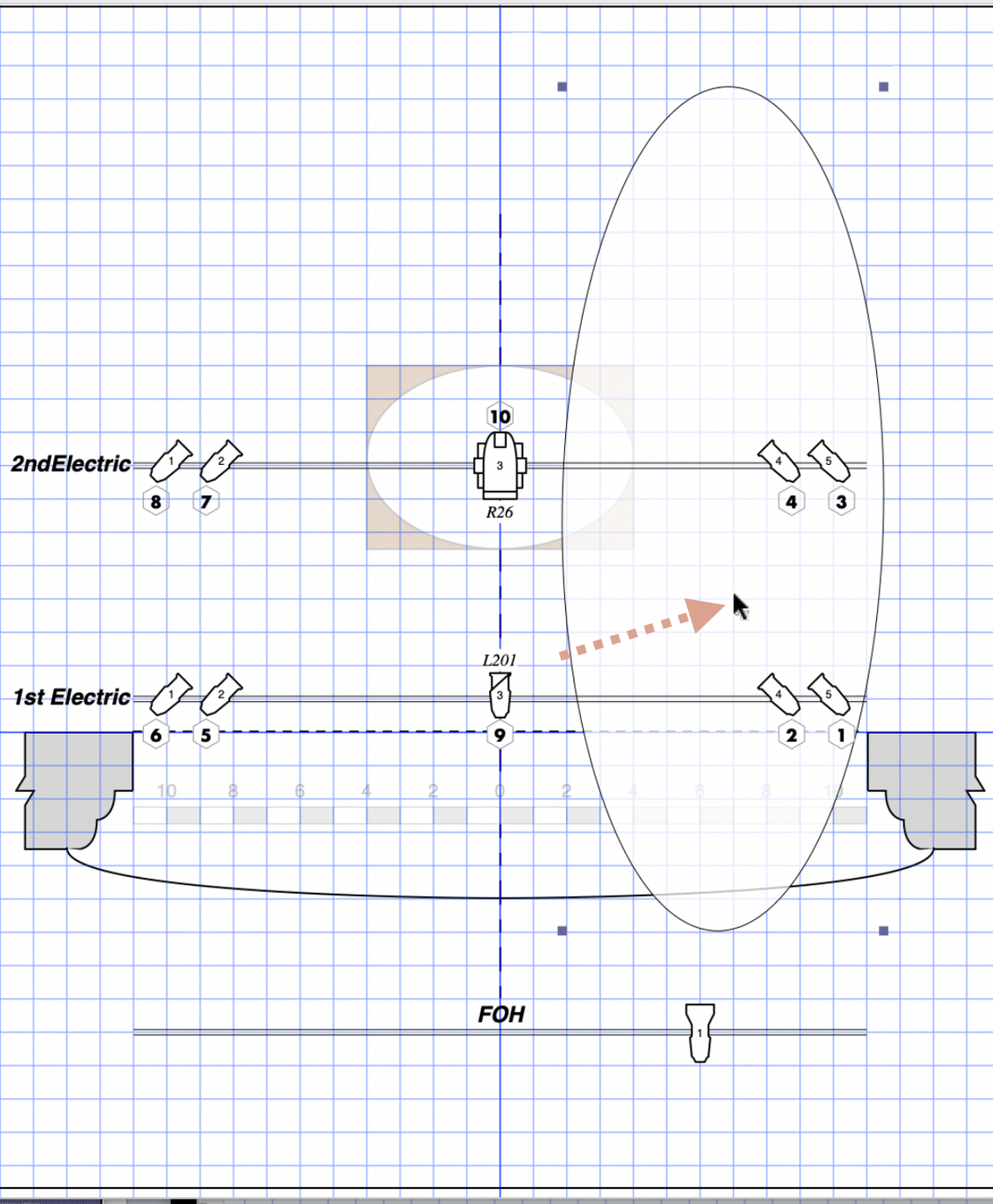
Drag the beam to a more straight-on location.

LXBeams File Edit Format Setup View Window Help

Untitled 2 — Edited

Lights Views x: y:

Untitled 2 | Instrument Schedule | Positions | Side



Key

Color

36° Source Four

26° Source Four

Light Plot

My Really Big Show

Venue:

Performing Arts Center

Designer:

C. Heintz

11/9/18

Spot/Flood: Axis:

Intensity:

Device: (by channel)

Focus:

Display: Transparency

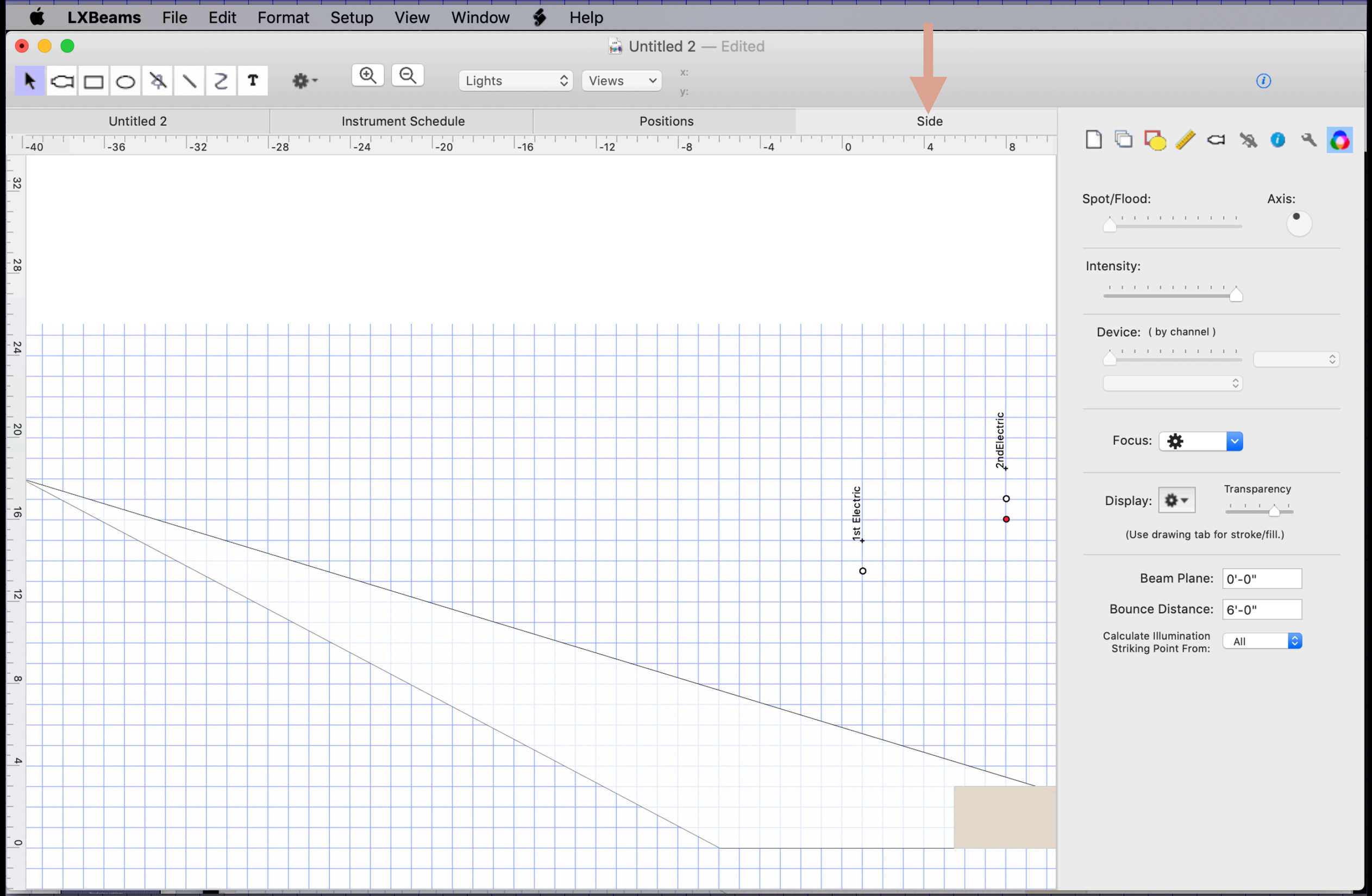
(Use drawing tab for stroke/fill.)

Beam Plane: 0'-0"

Bounce Distance: 6'-0"

Calculate Illumination Striking Point From: All

Switching to the side, not much has changed…



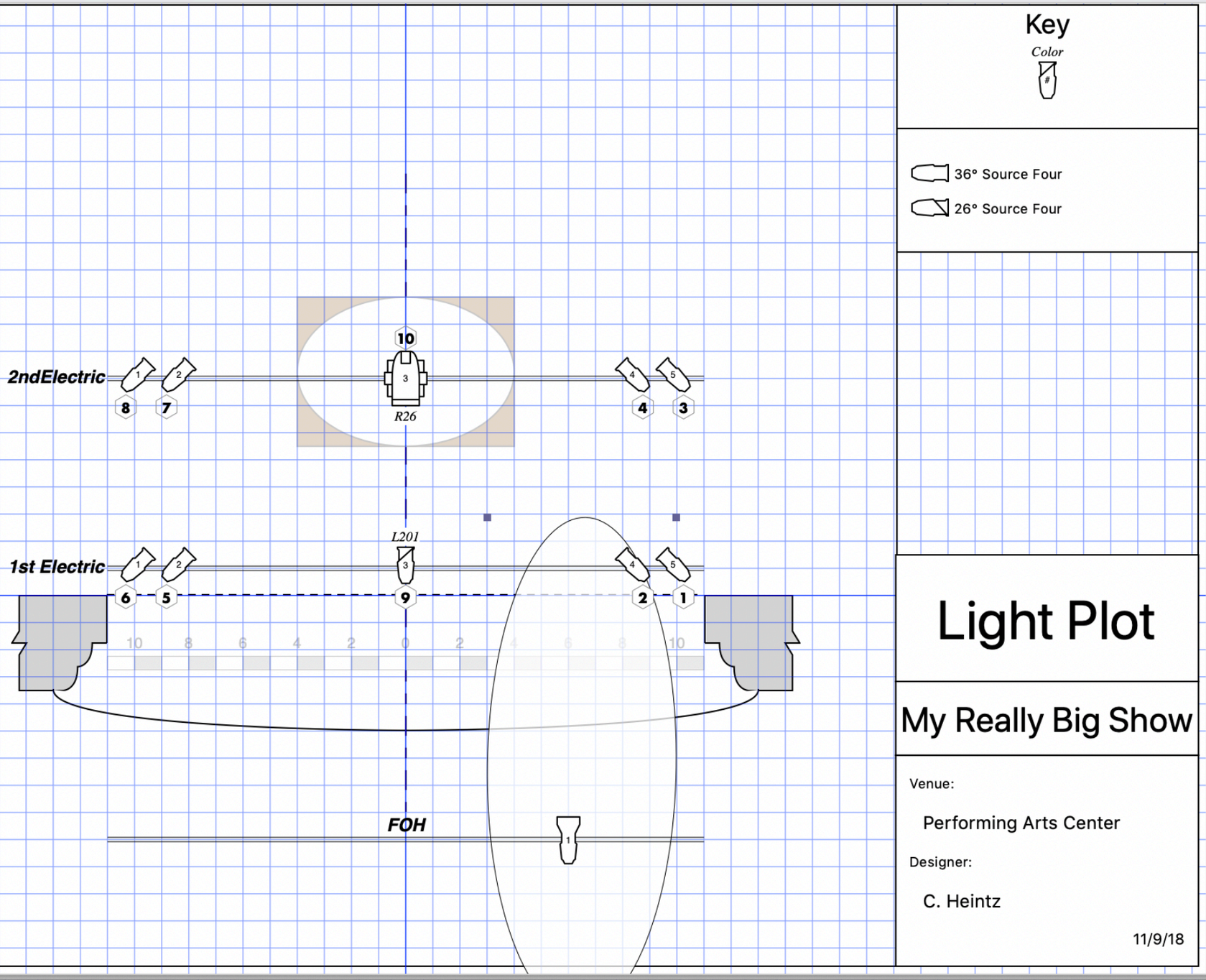
In the beams tab, change the “Beam Plane” setting.

LXBeams File Edit Format Setup View Window Help

Untitled 2 — Edited

Lights Views x: y:

Untitled 2 | Instrument Schedule | Positions | Side



Key

Color

36° Source Four

26° Source Four

Light Plot

My Really Big Show

Venue:

Performing Arts Center

Designer:

C. Heintz

11/9/18

Spot/Flood: Axis:

Intensity:

Device: (by channel)

Focus:

Display: Transparency

(Use drawing tab for stroke/fill.)

Beam Plane: 5'-0"

Bounce Distance: 6'-0"

Calculate Illumination Striking Point From: All

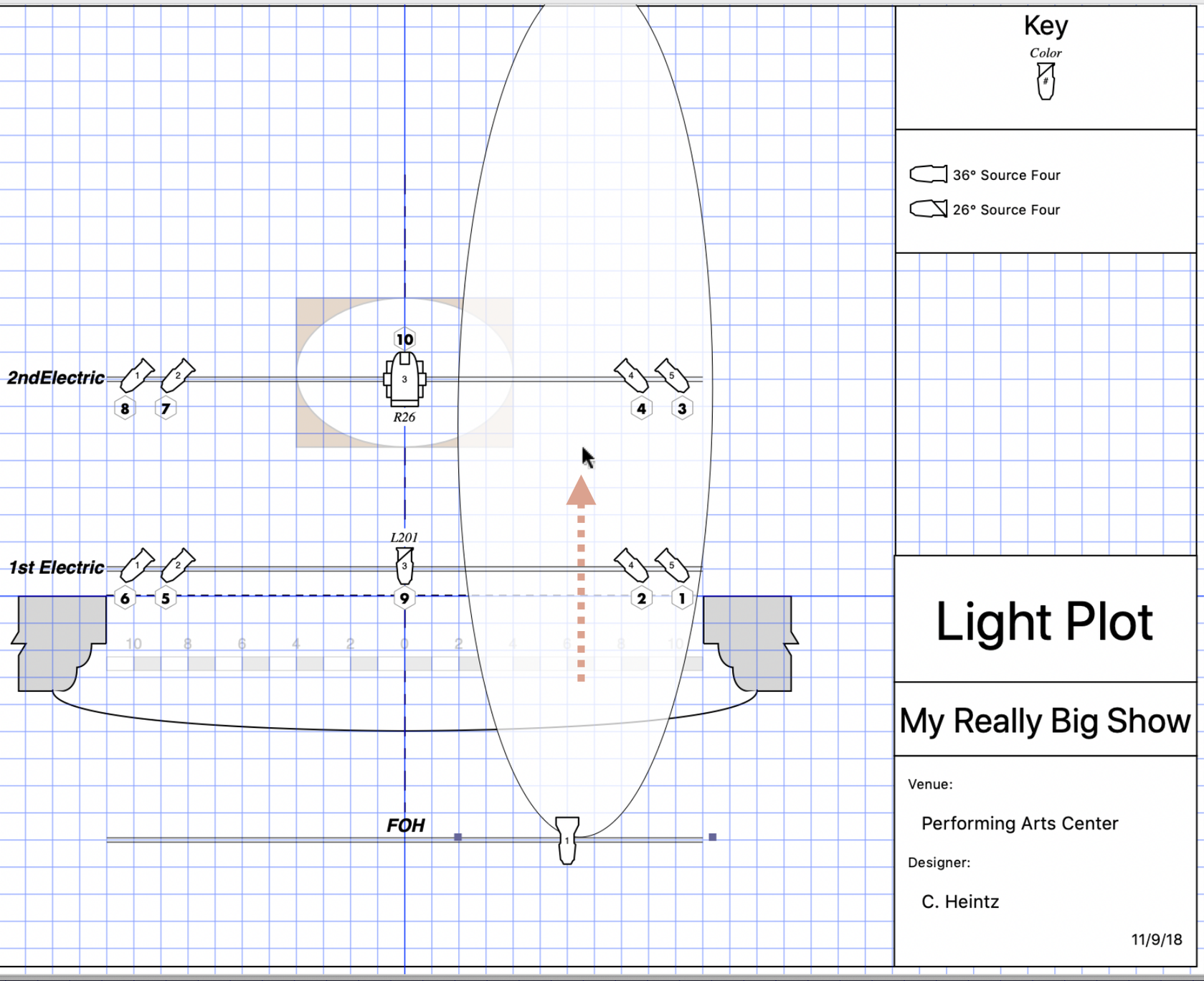
Reposition the beam upstage.

LXBeams File Edit Format Setup View Window Help

Untitled 2 — Edited

Lights Views x: y:

Untitled 2 | Instrument Schedule | Positions | Side



Key

Color

#

36° Source Four

26° Source Four

Light Plot

My Really Big Show

Venue:

Performing Arts Center

Designer:

C. Heintz

11/9/18

Spot/Flood: Axis:

Intensity:

Device: (by channel)

Focus:

Display: Transparency

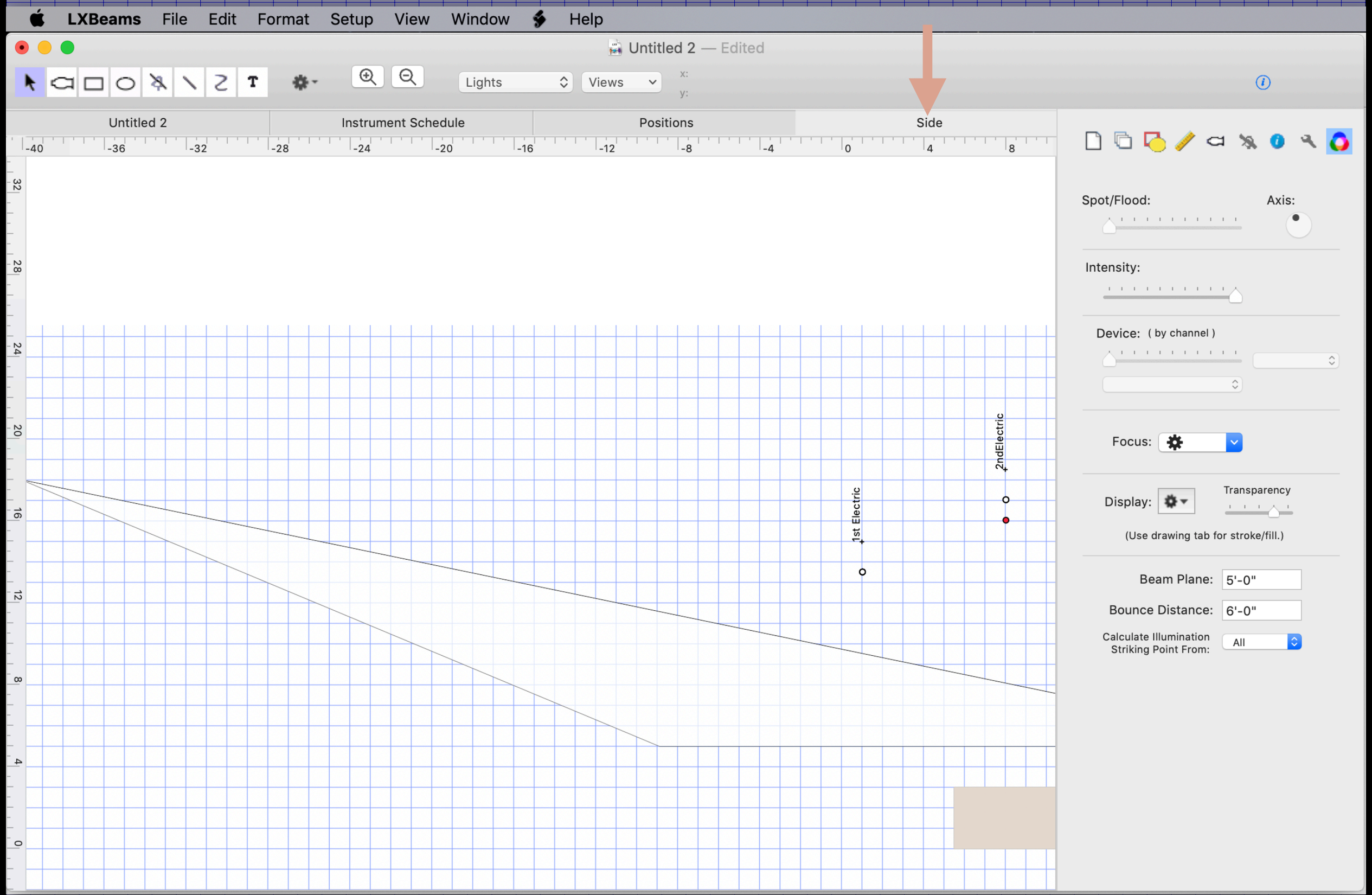
(Use drawing tab for stroke/fill.)

Beam Plane: 5'-0"

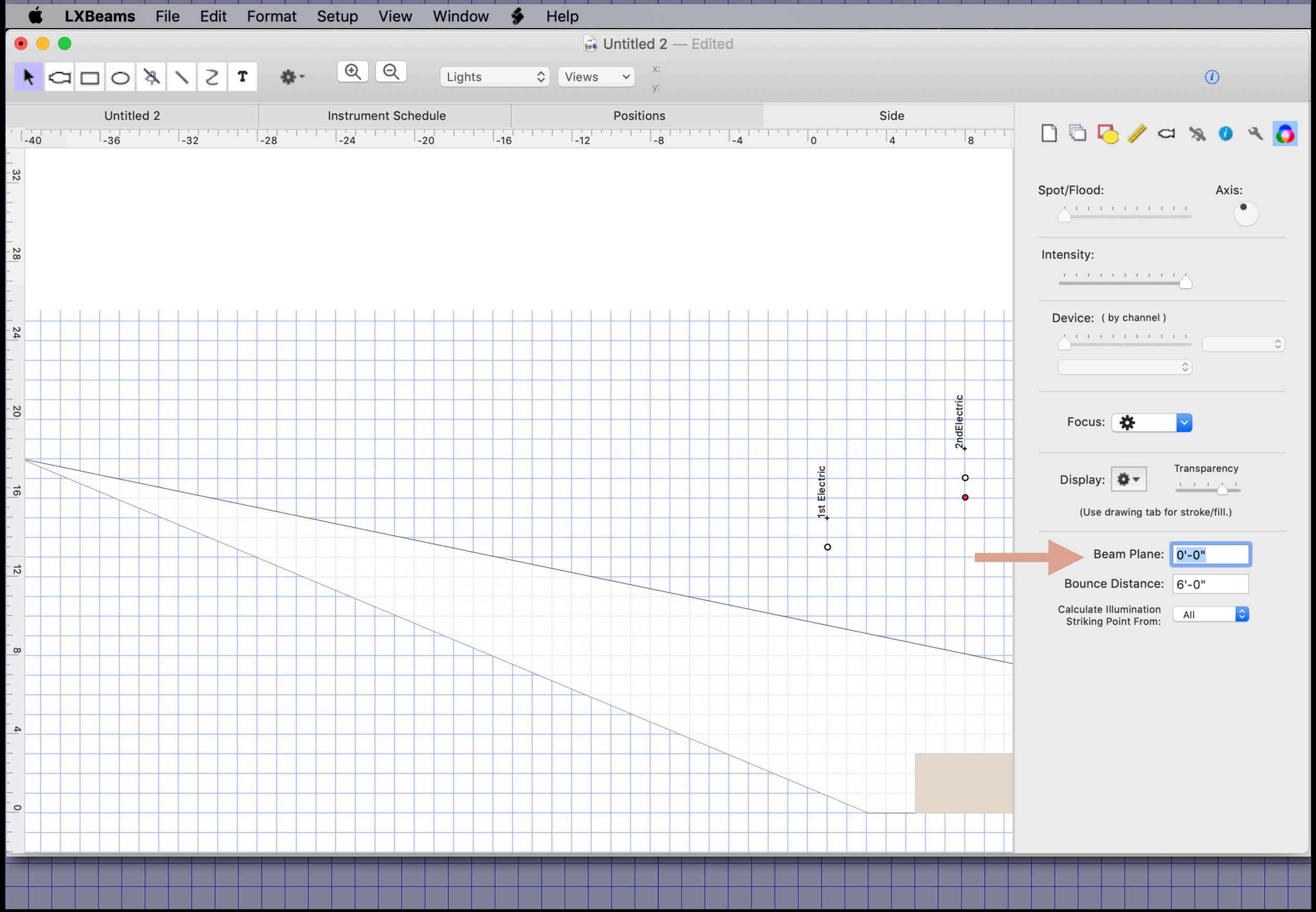
Bounce Distance: 6'-0"

Calculate Illumination Striking Point From: All

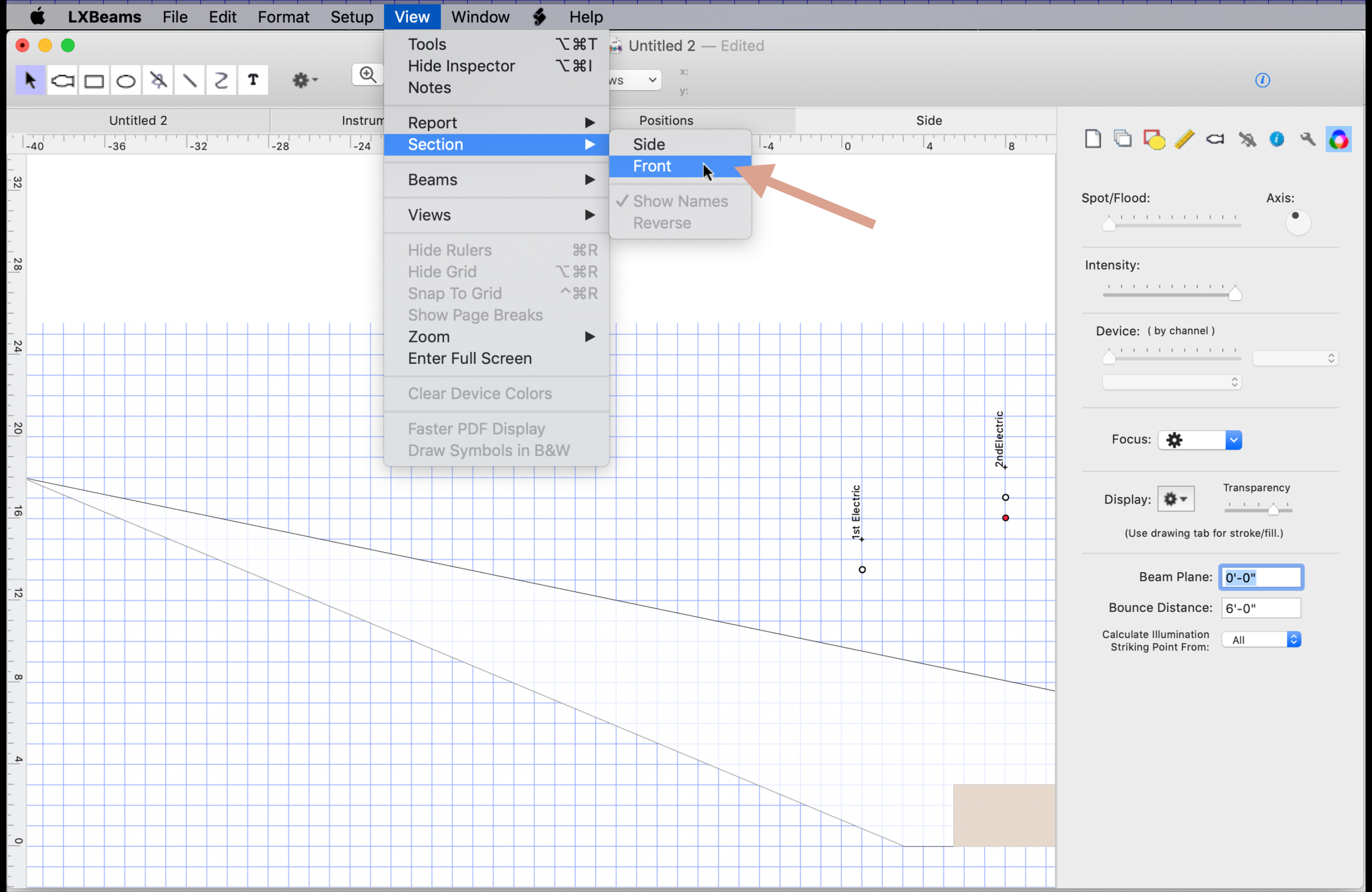
Looking at the side view, you see the new projection plane.



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



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



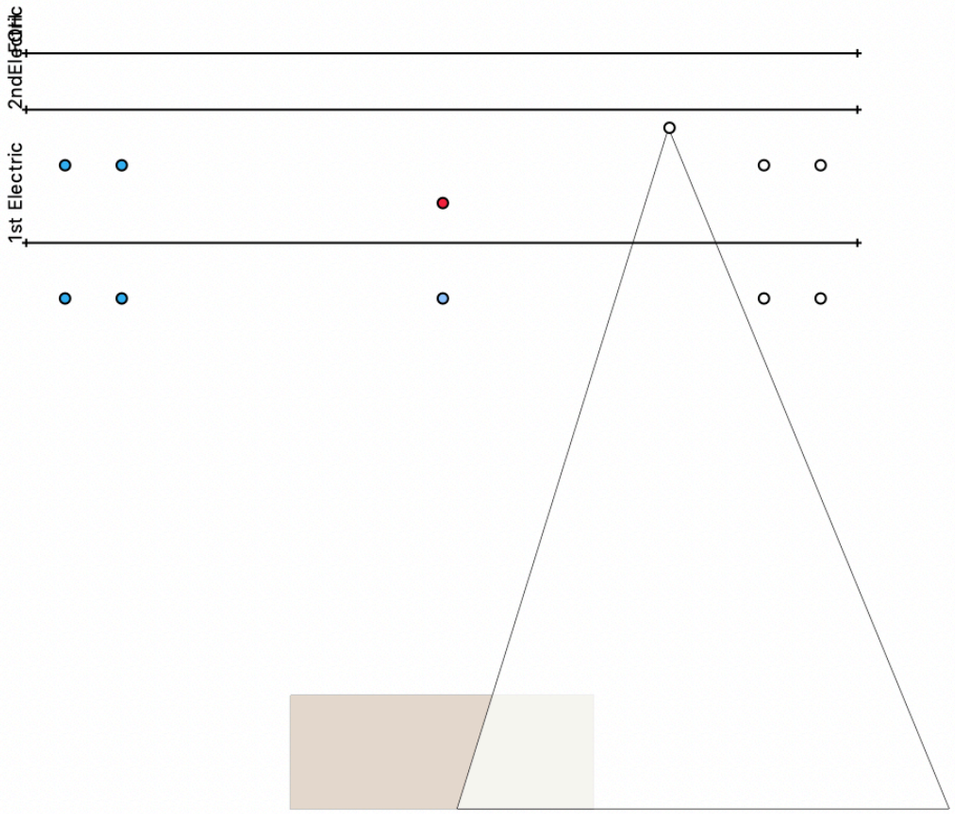
This creates a new tab showing a front projection.

LXBeams File Edit Format Setup View Window Help

Untitled 2 — Edited

Lights Views x: y:

Untitled 2 | Instrument Schedule | Positions | Side | Front



Spot/Flood: Axis:

Intensity:

Device: (by channel)

Focus:

Display: Transparency

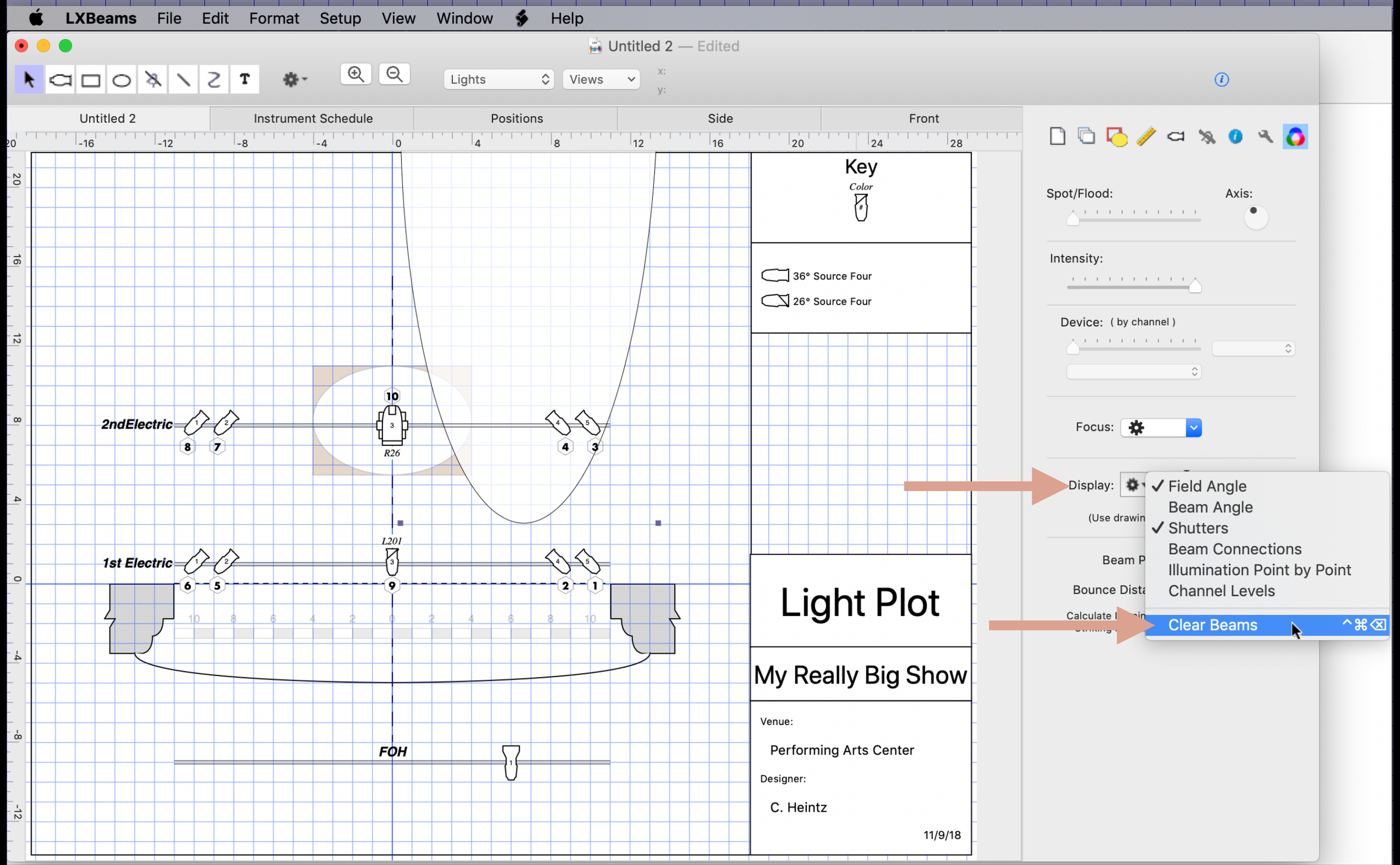
(Use drawing tab for stroke/fill.)

Beam Plane: 0'-0"

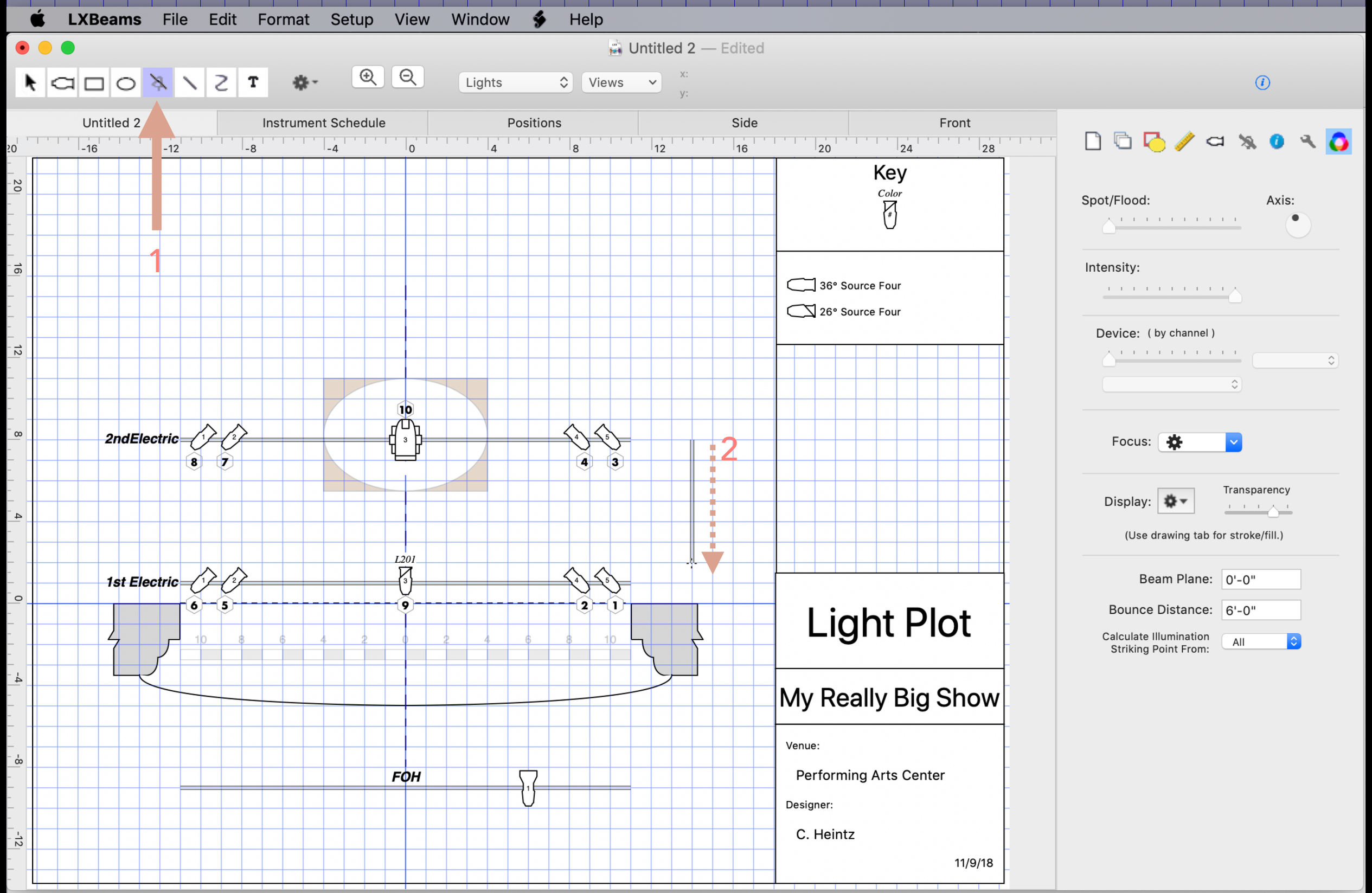
Bounce Distance: 6'-0"

Calculate Illumination Striking Point From: All

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

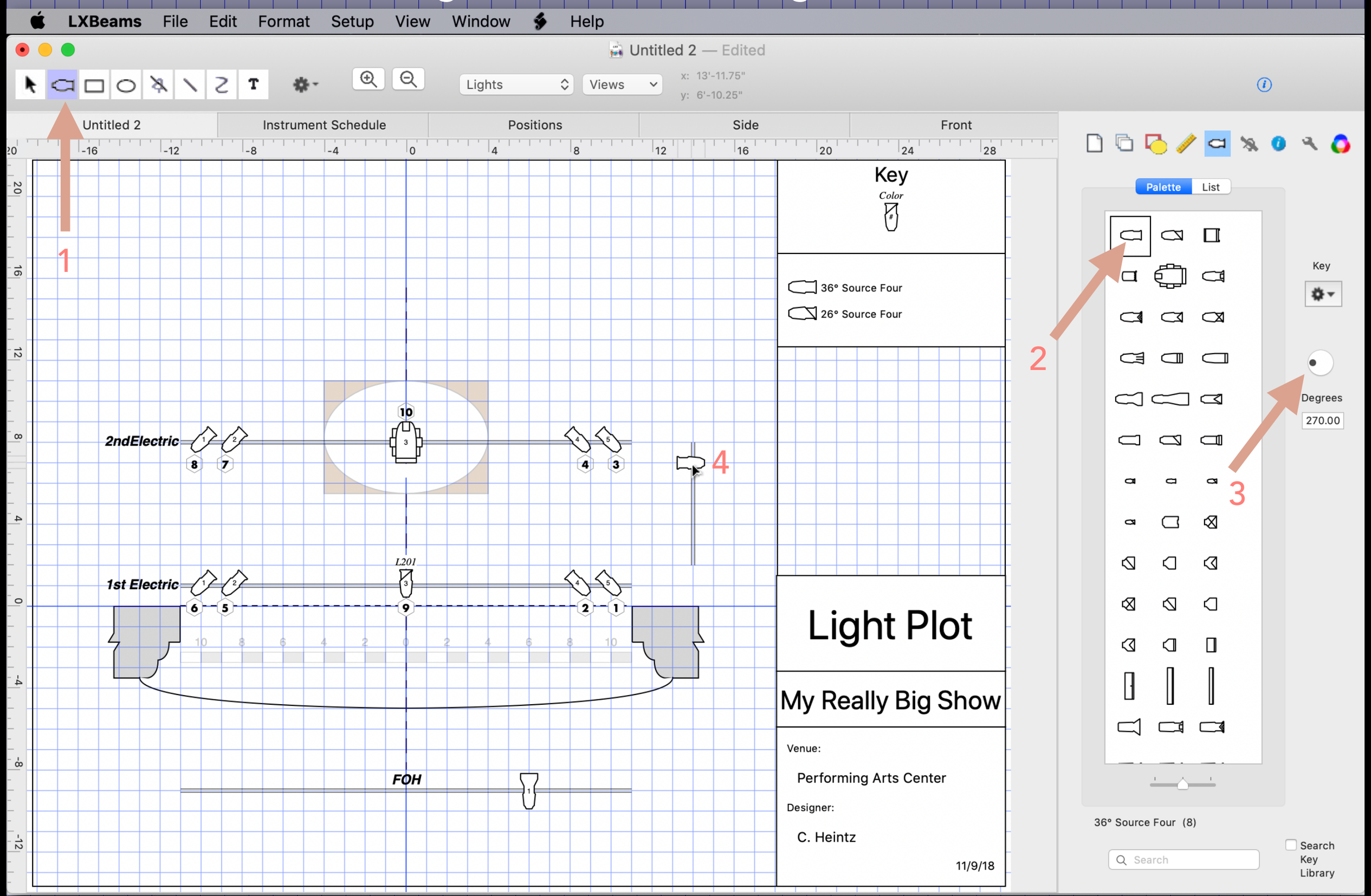


Use the position tool to draw a line on the side of the stage.



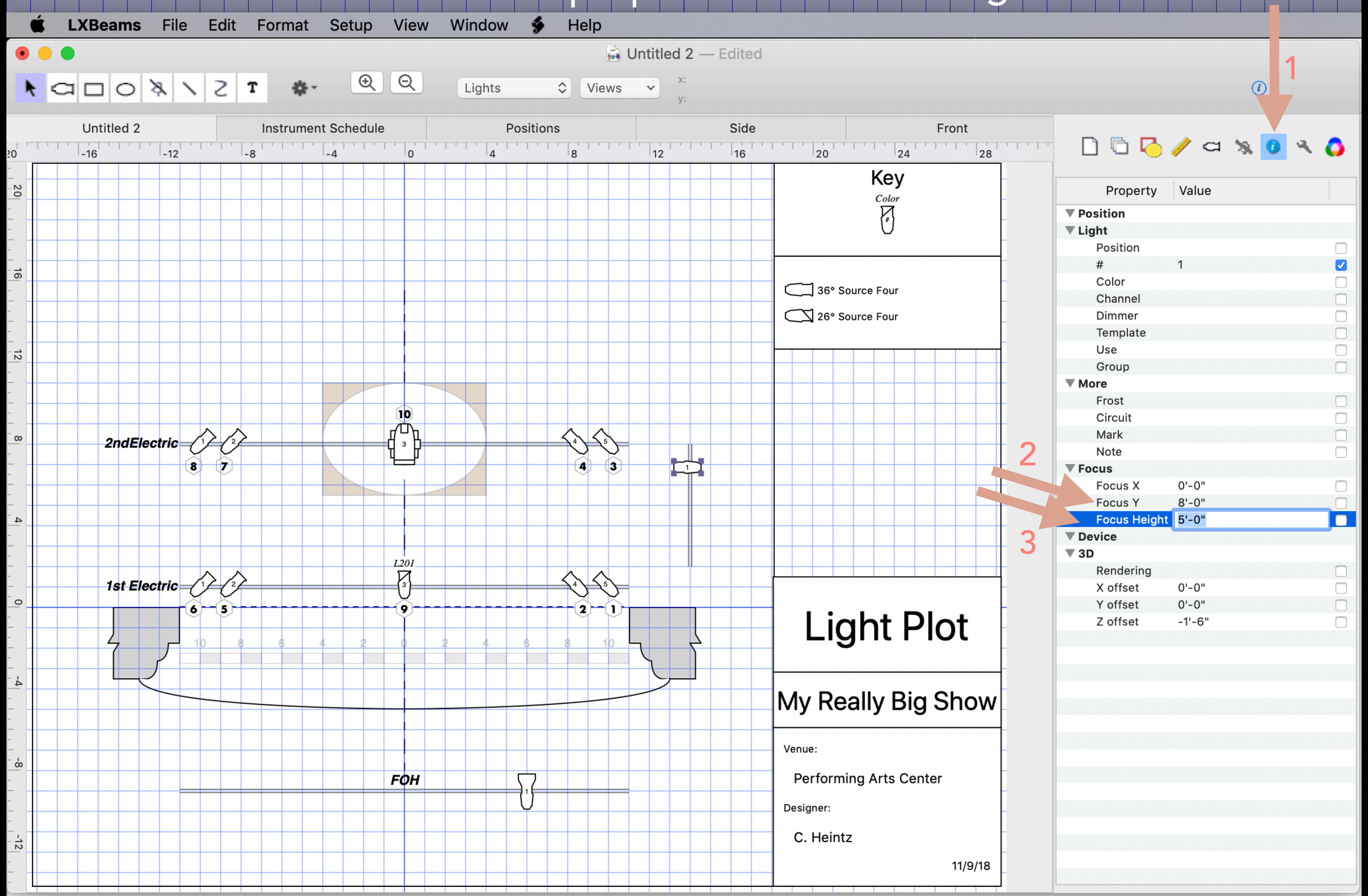
It is common to represent booms (in section) on a plan view plot.

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



Use a 36° and point it to the left.

Edit the focus properties of the new light.



Set the focus to 8′-0″ upstage and 5′-0″ high

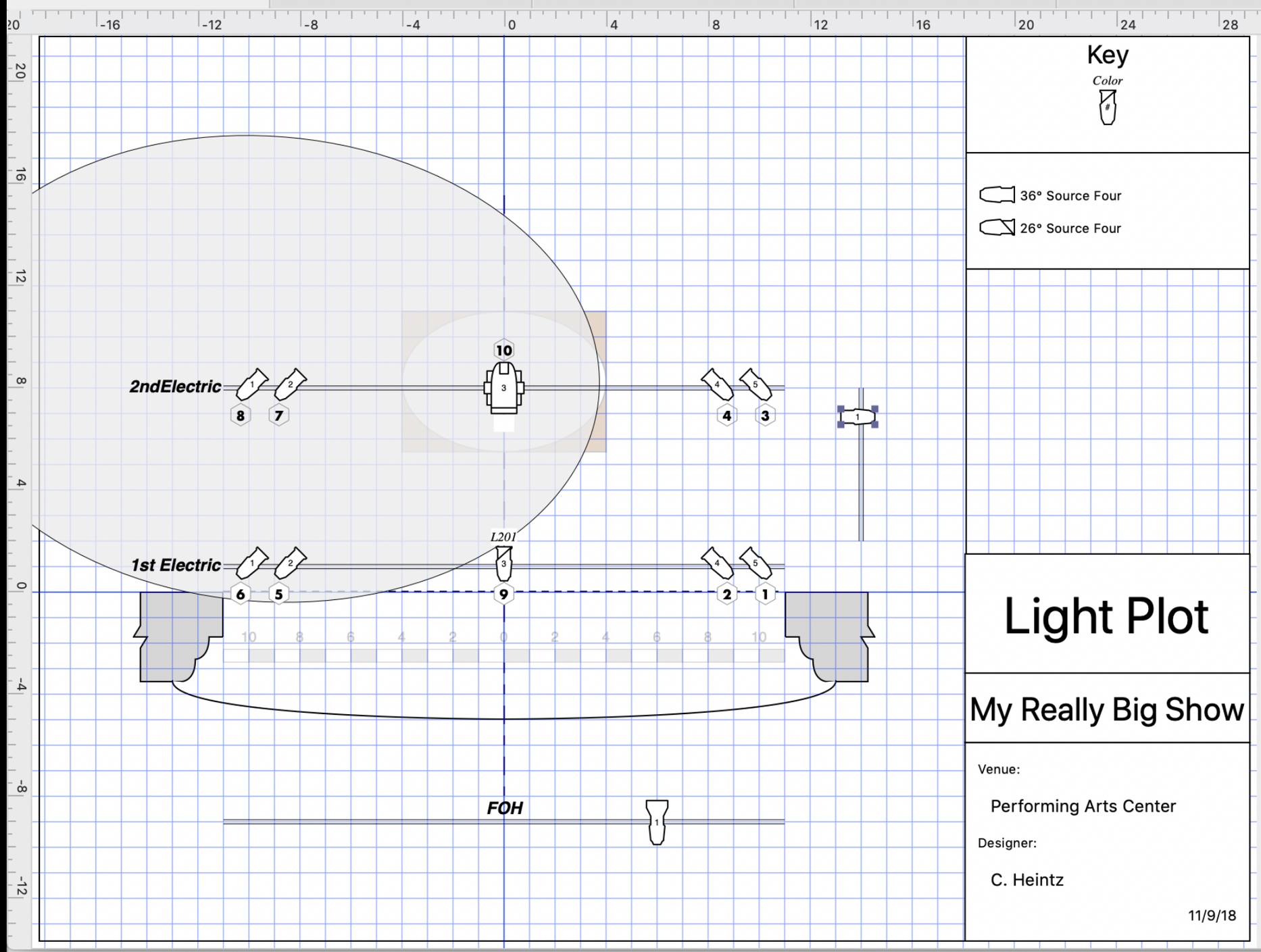
Turn the light on to see its beam.

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

Light Plot

My Really Big Show

Venue:

Performing Arts Center

Designer:

C. Heintz

11/9/18

Spot/Flood: Axis:

Intensity:

Device: (by channel)

Focus:

Display: Transparency

(Use drawing tab for stroke/fill.)

Beam Plane: 0'-0"

Bounce Distance: 6'-0"

Calculate Illumination Striking Point From: All

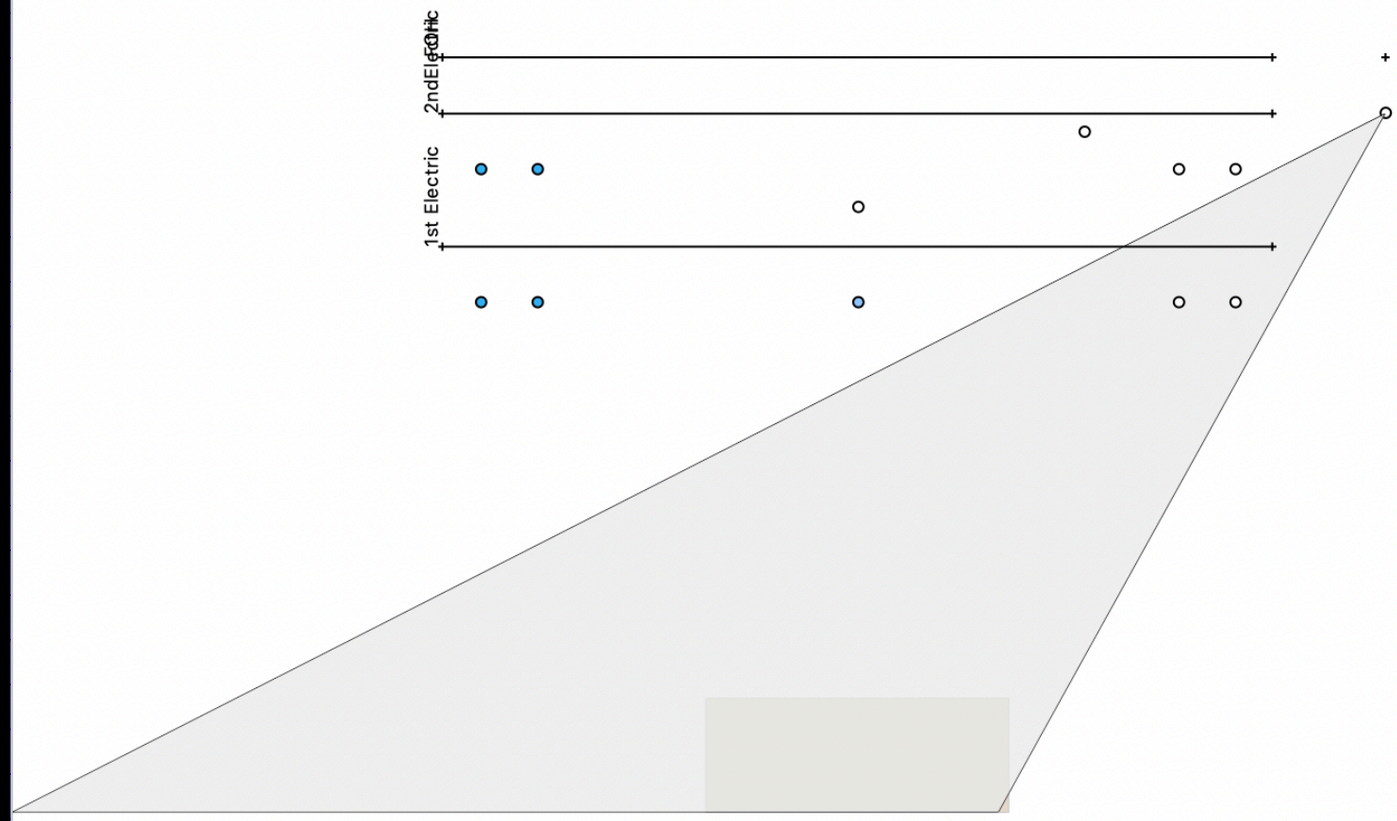
Switch to the front tab to see this is not what was intended.

LXBeams File Edit Format Setup View Window Help

Untitled 2 — Edited

Lights Views x: y:

Untitled 2 | Instrument Schedule | Positions | Side | Front



Spot/Flood: Axis:

Intensity:

Device: (by channel)

Focus:

Display: Transparency

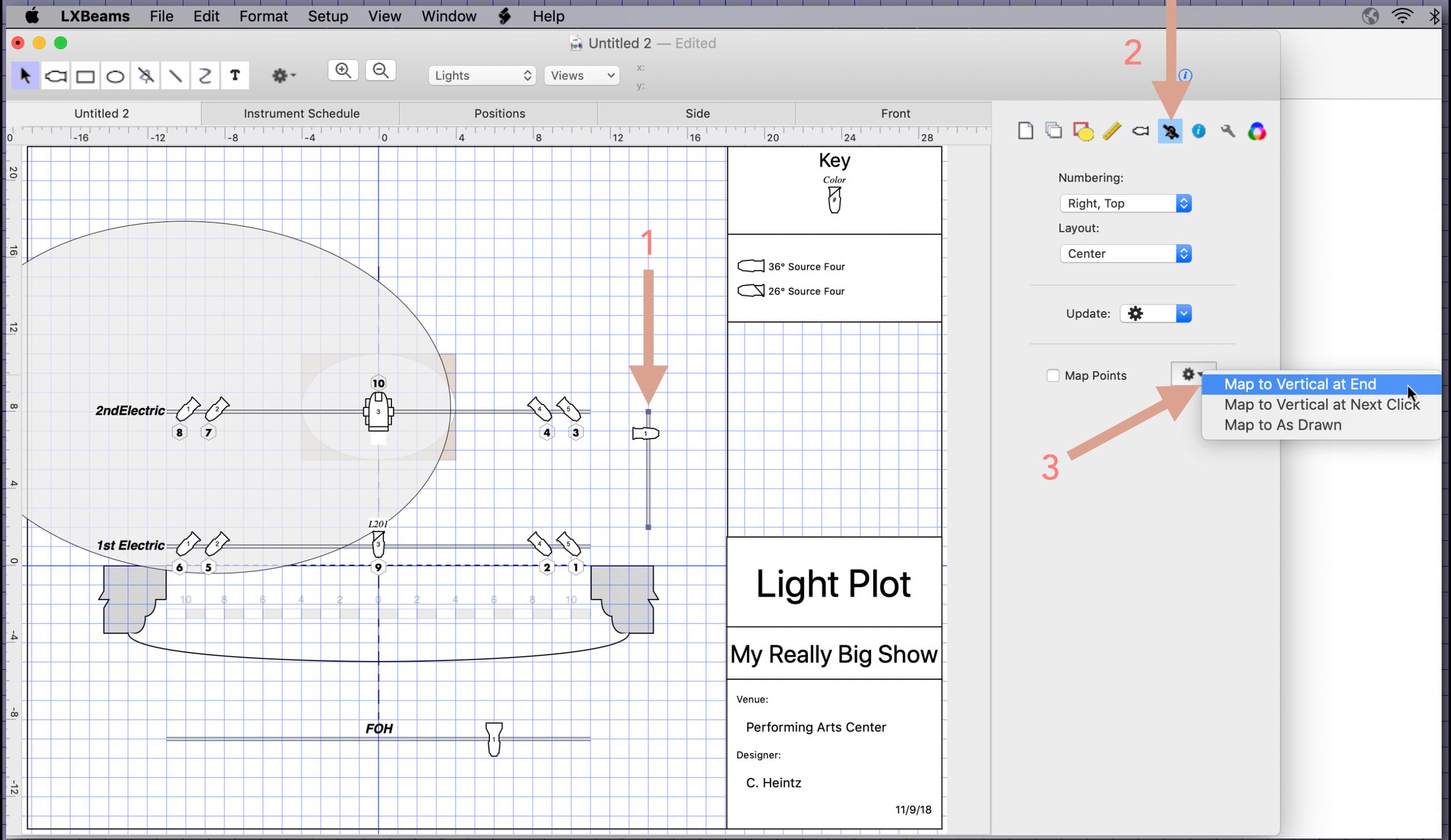
(Use drawing tab for stroke/fill.)

Beam Plane: 0'-0"

Bounce Distance: 6'-0"

Calculate Illumination Striking Point From: All

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



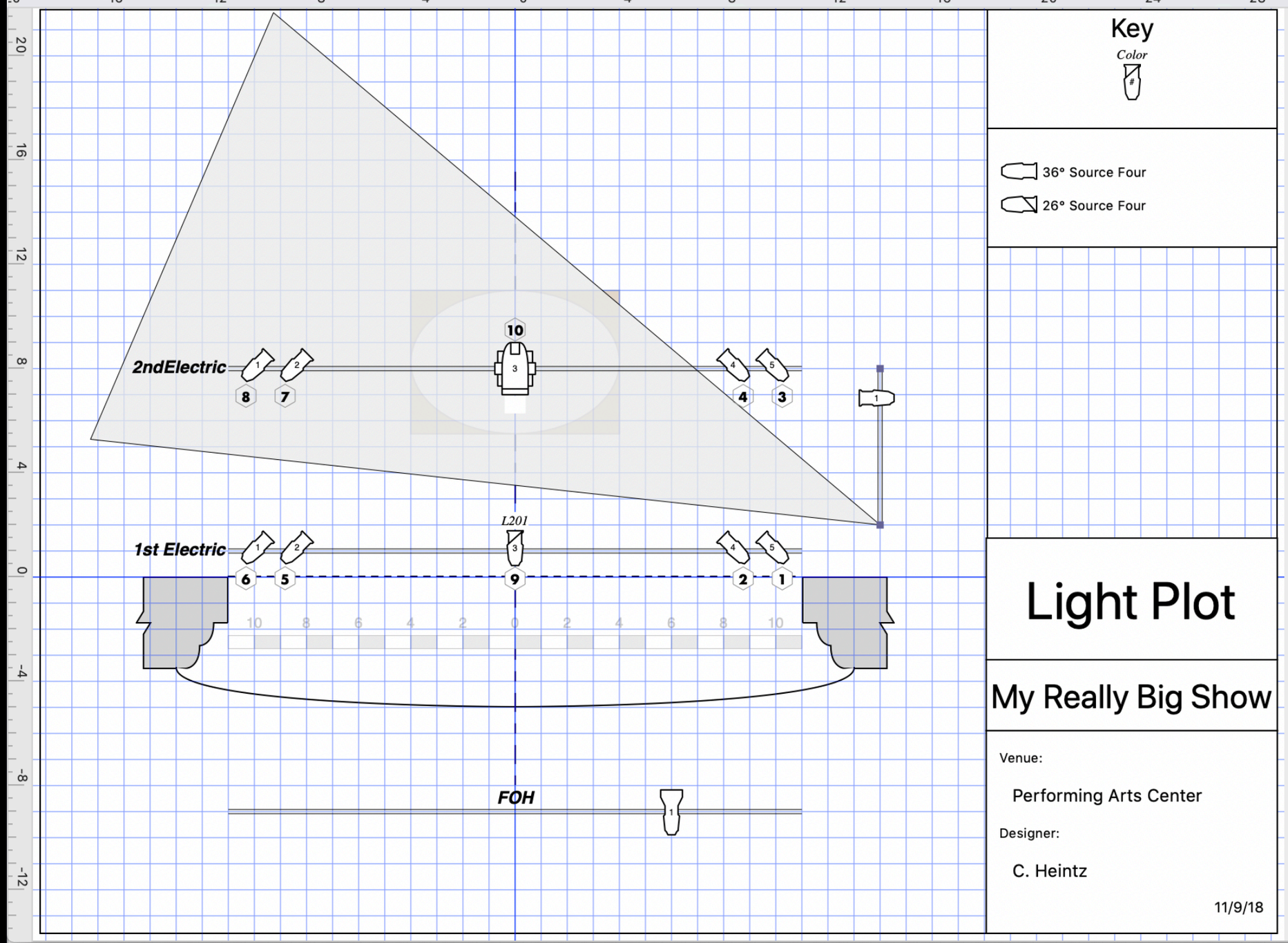
The beam changes quite a bit.

LXBeams File Edit Format Setup View Window Help

Untitled 2 — Edited

Lights Views

Untitled 2 | Instrument Schedule | Positions | Side | Front



Key

Color

36° Source Four

26° Source Four

Light Plot

My Really Big Show

Venue:

Performing Arts Center

Designer:

C. Heintz

11/9/18

Numbering:

Right, Top

Layout:

Center

Update:

Map Points

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

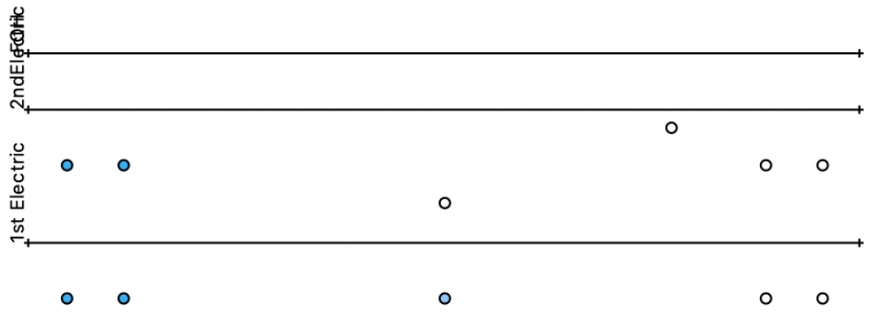
Switching to the front tab, it is closer…

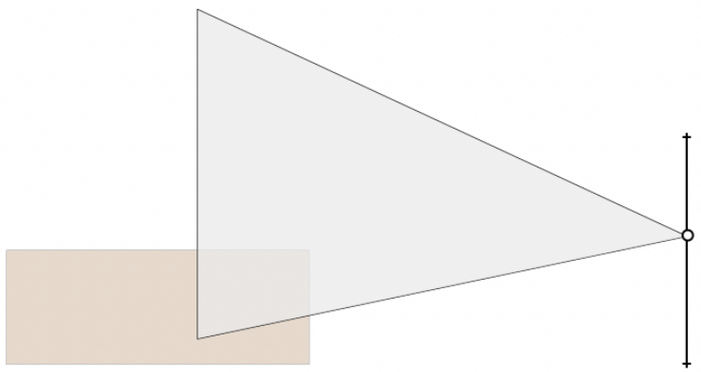
LXBeams File Edit Format Setup View Window Help

Untitled 2 — Edited

Lights | Views | x: | y:

Untitled 2 | Instrument Schedule | Positions | Side | Front





Spot/Flood: Axis:

Intensity:

Device: (by channel)

Focus:

Display: Transparency

(Use drawing tab for stroke/fill.)

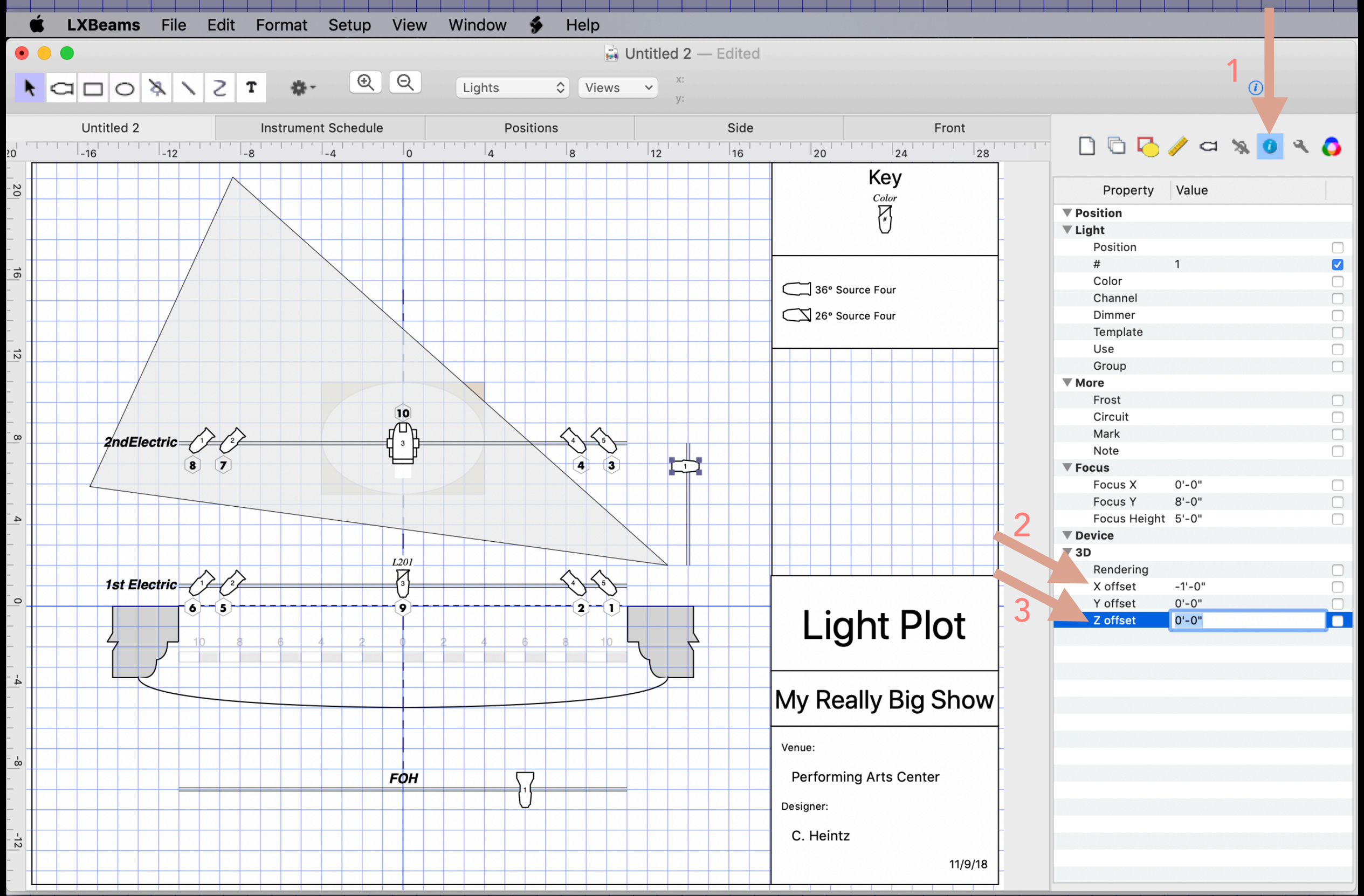
Beam Plane: 0'-0"

Bounce Distance: 6'-0"

Calculate Illumination Striking Point From: All

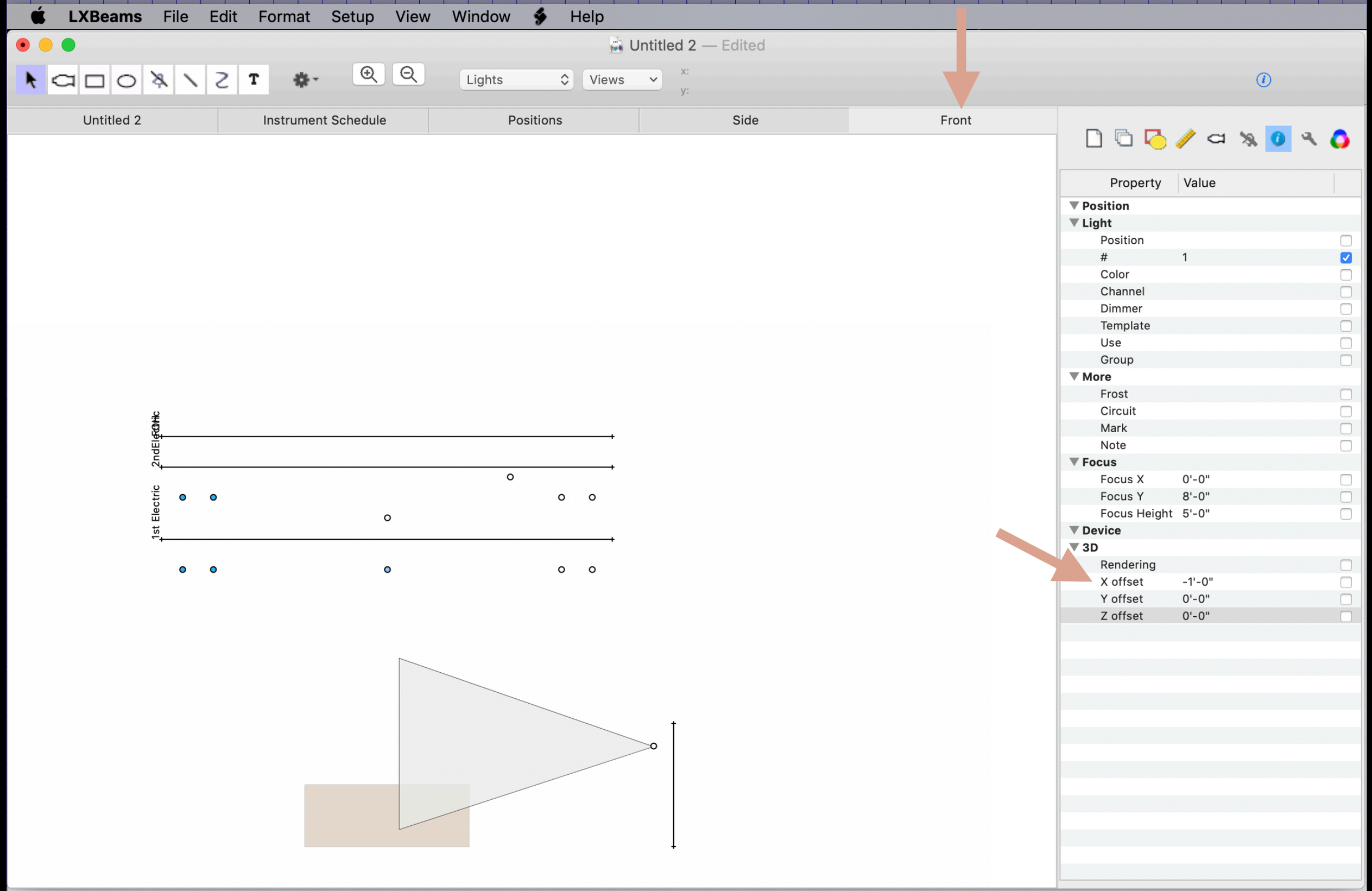
The position has been mapped to vertical. But the light is perhaps 18” below intended.

Edit the 3D offset properties of the light.



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

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.

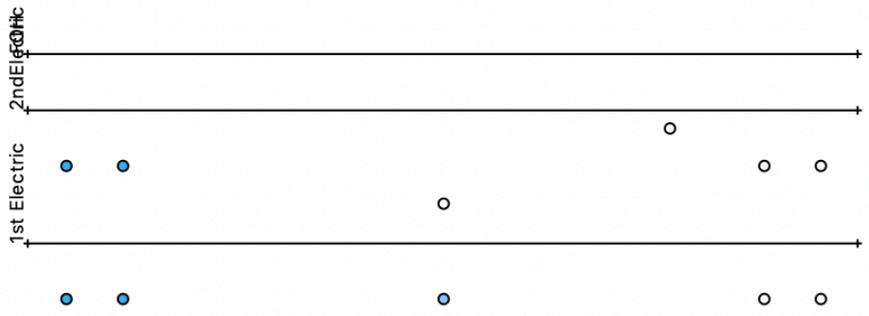
And if you choose View→Beams→Show Model.

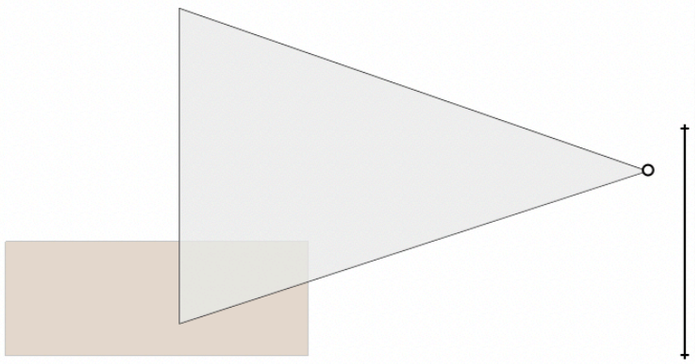
LXBeams File Edit Format Setup View Window Help

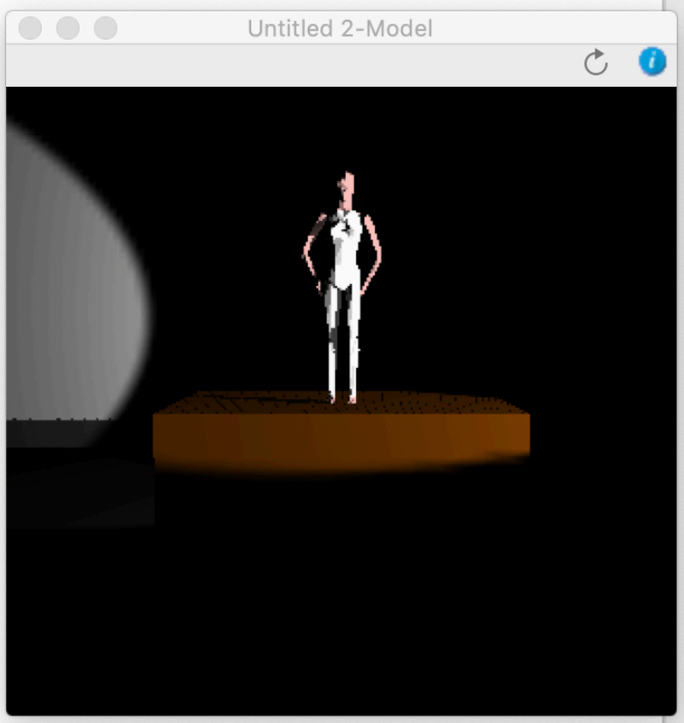
Untitled 2 — Edited

Lights Views x: y:

Untitled 2 | Instrument Schedule | Positions | Side | Front







No Selection

Disable Info Field Selection

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.

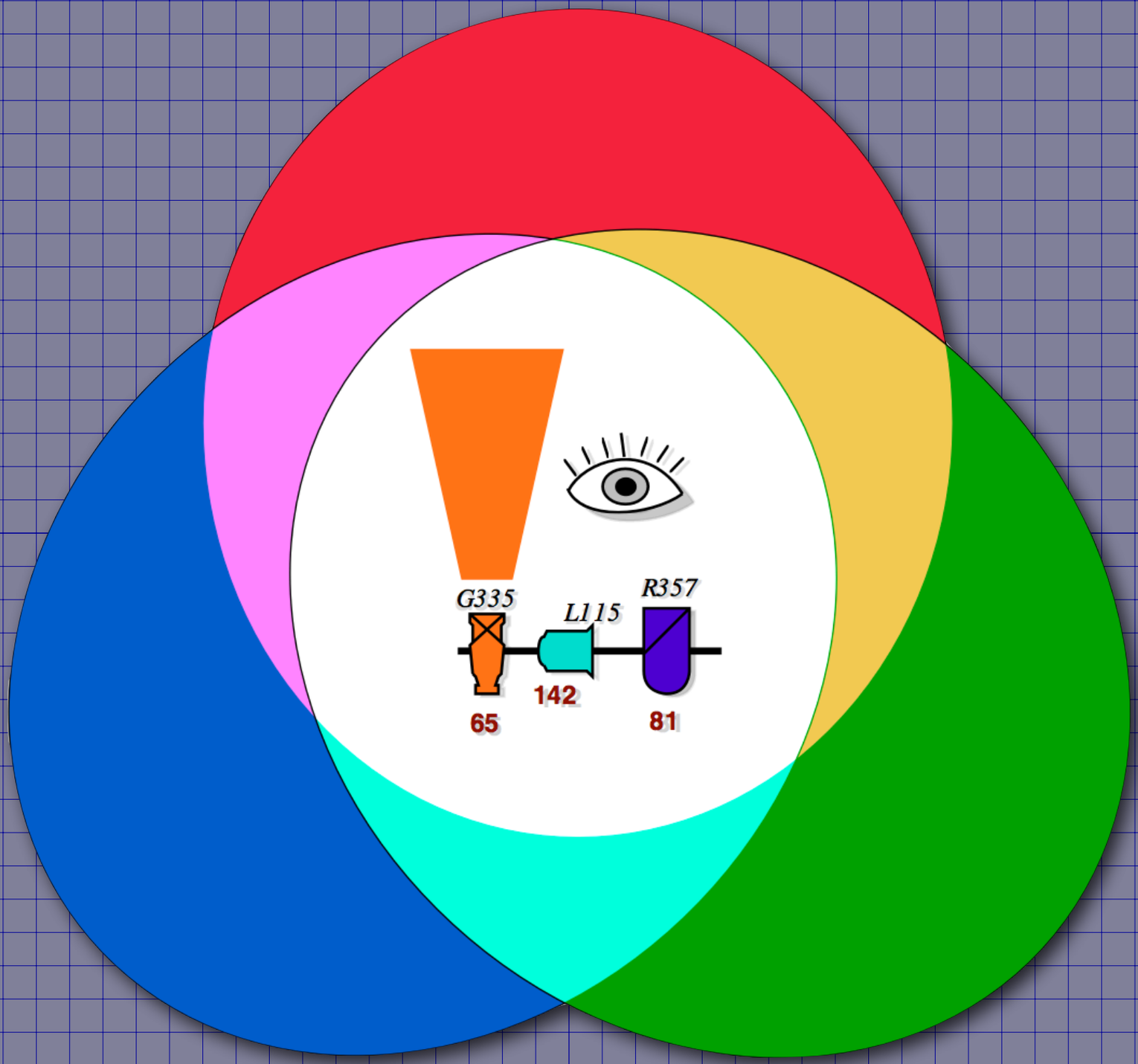
In this section we've looked at Mapping a Position's Location.

- 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

https://www.claudeheintzdesign.com/lx



claudeheintzdesign@gmail.com