Qlab Basics

Step 1. Get Qlab

Step 2. What does everything do?

You first step is to acknowledging that you have two main options, **Edit and Show**. Edit is used when constructing your show (adding and editing cues), show is used for shows and will just prevent you from changing anything mid show.

The **Go button** found in the top corner is used to start your tracks. You can either press the big button with you mouses or press the space bar. (For most shows pressing the space bar becomes the easiest and fastest way.)

You can either delete your cue by **command delete** or stop your cue from playing by pressing the **escape button**. Pressing the escape button once will do a fade and pressing it twice will do a hard stop.

**The Standby Indicator**: Found at the very top of your program. It states cue number and the cue name and in other words just tells you will play next. This standby indicator also highlights this said cue.

To **add Sounds**, you drag and drop into the program. On the left side you should see your C**ue Number**. These are helpful in organizing the shows. You can’t have two Cues the same number and generally sounds are whole numbers (1,2,3,4) and fades or groups are half numbers (1.5, 2.5, 3.5). These half numbers just help to keep things organized. You can also **Name your sounds** by clicking on the sound and typing it in.

**Cue Status**: you will often find one of these four symbols on your cues

* A green Triangle means the cue is active.
* A yellow Circle means the cue is leaded and is ready to be triggered
* A red X means the cue is broken and cannot be played
* A grey triangle outline means the cue has been stopped, but has an effect that must finish rendering before the cue can be started again

Now you try: Add a sound from the provided files (or use a mp3 converter for youtube) and add a sound to your Qlab.

You will also **Five categories** above your cue list.

* Target: Generally, it applies to fades and tells the program what sound certain functions apply to.
* Pre wait: This is SUPPER helpful. It essentially means you can set off a que and it will wait for however you want before going. If you can’t get something to work, the long way is adding a pre-wait. But you lose a little bit of control as if your actors start to slow down your sound pre-wait will not change.
* Action: Just how long your que will last for.
* Post wait and the **Anchor l**ooking thing: These two functions walk hand in hand. The Anchor has three options, Do not continue, Auto continue and auto follow. (I use mostly auto continue)

Some of the functions you can use (And we use the most) are the **Fade** and the **Group**

* **Groups** are helpful in many different ways. As you will later find in shows it gets tedious during some ques and it is easier to put sounds and their fades into a group so they start at the same time. This is also helpful if you want many different sounds to play in a fast period of time. Just set a pre wait and your good to go! However, you don’t have to set them all at once and can be used for organization. I.e: different parts of the play are different groups.
  + Helpful tips for a group are that they can get messy really fast. Try and keep it organized and number all of your cues appropriately.
  + In groups they refer to your sounds (Or animations) as children or child
  + You have four options in groups
    - Timeline- Start all children simultaneously
    - Start first child and enter into group
    - Start first child and go to the next cue
    - Start random child and go to next cue
* **The Fade** is arguably the most used function when constructing a show. It Essentially fades out your target cue so your sound doesn't start or stop abruptly. You should use it for almost every sound unless it a sound effect that comes and goes quickly.
  + Some helpful tips for the Fade: You will always need a target cue. You have to tell the program what you want it to effect and if you don’t have a target cue it will stop you from using it. As well you can change the curve of the fade from its standard S-Curve to a Custom curve.
  + The fade can have a delay (Pre wait). As seen in groups you can set off many different que’s at once. The pre wait can just make sure your sound doesn’t fade out right away.

**Flagged cues:** Making corrections during a play run is hard. It is easier to use flags to mark what ques need to be changed and then change them once your run is over.

Now you try: take your sound that you add previously and add a fade to it, play around with the settings and see what you can do. You can also Try using the anchor with a pre wait.

And now you have generally learned everything that is generally used when programing sound!! It takes practice and I suggest playing around with the program and seeing what works best for you. You will find that generally there are many ways to do something.

This is my email address - [slarsencalgary@gmail.com](mailto:slarsencalgary@gmail.com) - Let me know if you have any questions! If I scared you, you can always check out <https://qlab.app/docs/v3/general/getting-started/> if you have any questions or if you want to check out some of the functions that I didn’t talk about here.

*Note:* In the past our department was in charge of projection and animation. While I still think it was a fever dream, most of the functions above will apply to your projection. You will just find a few extra steps.