# MINUIT UNE®

IVL QUICK START SHOWFILE FOR AVOLITES :

Hello and welcome to your introduction to the IVL quick start show file on Avolite consoles.

In this explanation we will take you through an easy and useful tour of preset functions for efficient access which will allow you to save time whilst discovering, manipulating and recording your design with IVL's.
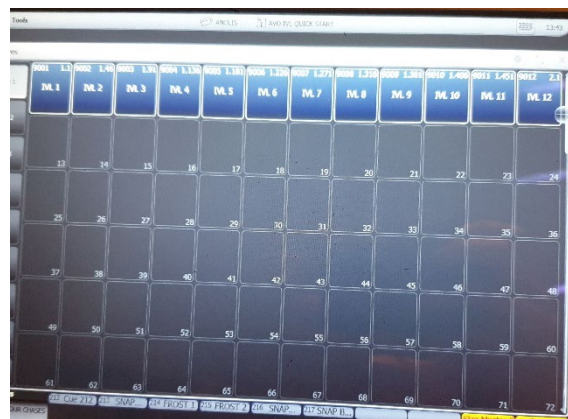
« WORKSPACES »

In the Workspaces window you will find a selection of windows most relevant to assist with the easy operation of your IVL's.
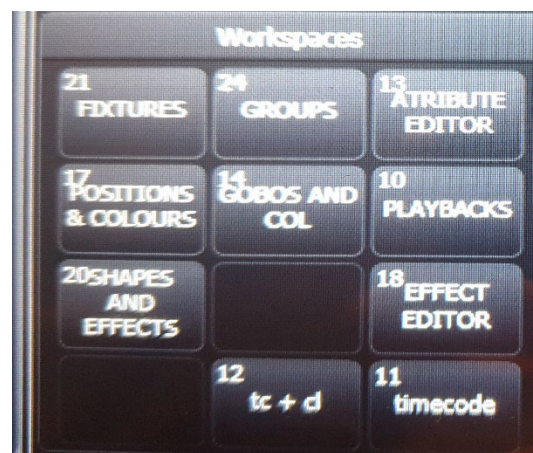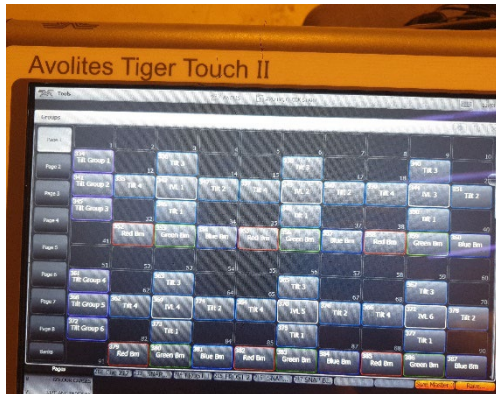

1. FIXTURES:

There are 12 fixtures pre-assigned in this window. The fixture IDs commence at 9001 through 9012 and are currently addressed at 1.001 onwards. You can easily change those addresses in the patch window by pressing 'Patch' and then the relevant functions.

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2. GROUPS:

There are 4 pages in this window to assist you with positioning and assigning to groups.

PAGE 1:   Here you will find 12 fixtures set out in the square position hung on a vertical bar. Depending on your hanging orientation, i.e. horizontal bar, you will need to move your tilt numbers round to the relevant positions bearing in mind that 'Tilt 1' will always be on the side of the IVL with the screen and cables.
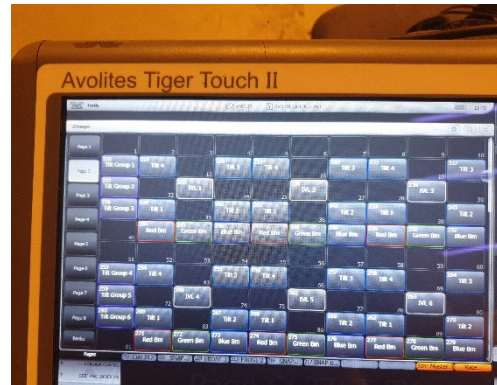
PAGE 2: Here are the same fixtures hung in the diamond position on a vertical bar. Once again you will need to move your tilts round to the relevant position when hung on a horizontal bar.
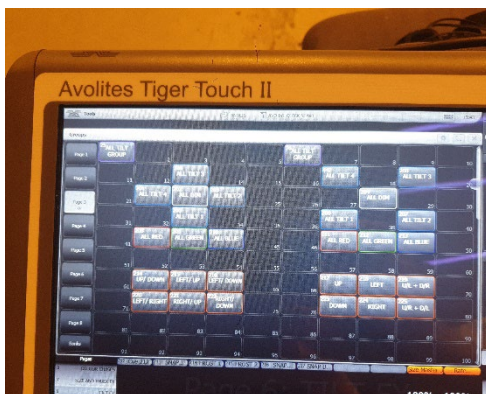
PAGE 3: In this window you will find 2 IVLs set out in the square and diamond position. These are set out for you to assign elements from each relevant hung fixture in the relevant window. From there you can assign the relevant combinations of tilts to the windows directly underneath, giving you a quick access to those elements in those fixtures located in your groups.
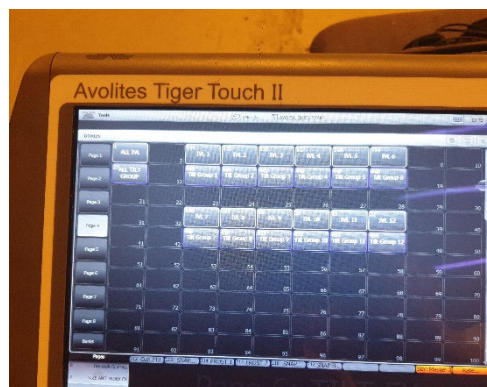
PAGE 4: Here you can arrange your fixtures in a shape which reflects your positions of IVLs in your designed rig.

« ATTRIBUTE EDITOR »

This window gives you a dynamic access to all the elements of the IVLs on the touch screen, for easy visibility and manipulation.

Simply select your fixtures in your 'GROUPS' window and you can access the following selection with ease by pressing each of the below buttons.

INTENSITY:

Dimmer and strobe functions.

POSITIONS:

Individual or collectively selected Tilt Control.
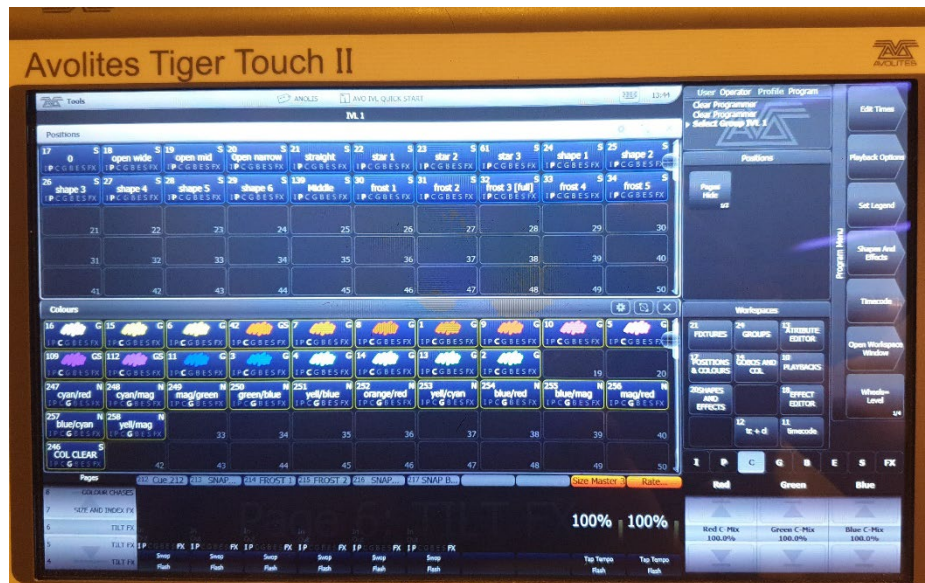
SPECIAL:

On, Off and Reset functions.

COLOUR:

A full range of colours available in the RGB spectrum, Picker and Filters.
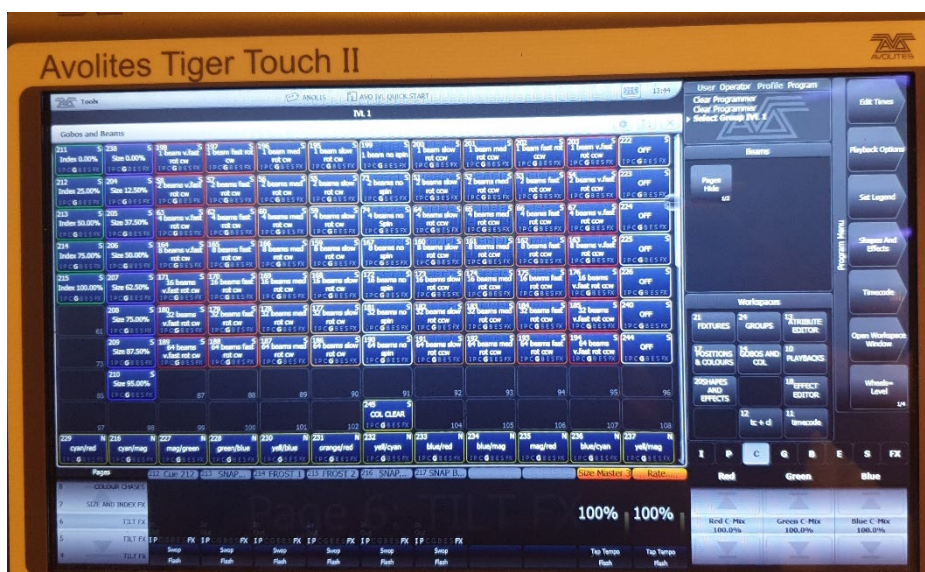
GOBO:

Access to your number of 'Beams', beam 'Index', 'Spin' rotation speed and direction and 'Size'.

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« POSITIONS + COLOURS »

Here you will find a selection of preassigned tilt positions and colours to assist you with easy programming.

« GOBOS + Mode 2 »

In this window you will find a very useful range of preassigned gobo functions with 'INDEX' positions, 'SIZE' percentages, 'BEAM' numbers and their relevant rotations clockwise and counter clockwise with a relevant 'OFF' button to stop rotation. There is also a range of Split Colours used in 'MODE 2'.

« PLAYBACKS »

In this window you can find a range of specific effects created using the 'KEY FRAME SHAPES' effect engine. You will find Dimmer Effects, Shutter Effects, Position Effects and colour effects.

* These Playbacks are assigned to all fixtures but are easily adjusted and updated by pressing the 'INCLUDE' button and then the relevant Playback button and then by pressing the 'EFFECT EDITOR' window which will allow you access to be able to change the character of the recorded shape.


« SHAPES AND EFFECTS »

These are effect templates created with the 'Shape Generator' from which you can then Edit with the steps found at the top of the next page.

* When viewing these, select the 'Tilt Groups' on your selected fixtures to allow you to see the full recorded effects.

« FADER PAGES »

The fader pages are designed to give you fader access to an array of pre-programmed Tilt, Colour, gobo/beam effects and presets.
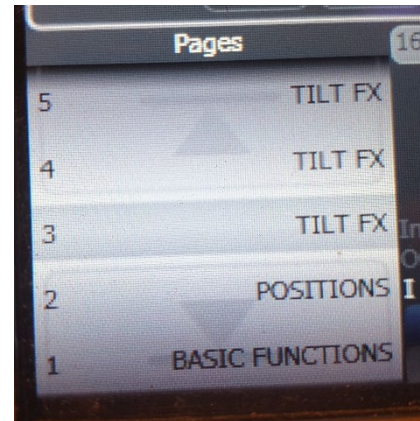
Page 1: BASIC FUNCTIONS will give you access to a collective DIMMER, SIZE, INDEX, ROTATION and SHUTTER options, as well as a 'ROTATION RESET' and both an 'IVL ON' and 'IVL OFF' buttons.

Page 2: MODE 2 & POSITIONS faders will give you access to the individual beam size of the RED, GREEN and BLUE beams in MODE 2. It also contains some positions which you can crossfade between.

Pages 3 – 6: TILT FX on the faders are related to the SIZE and RATE masters at the end of each fader bank. You can adjust them by including in the programmer, and adjusting the shape.

Page 7: SIZE AND INDEX FX where you have an interesting selection of both these elements which you can add to any tilt and colour effects.

Pages 8 – 9: COLOUR CHASES where you have exactly that, and of which you can add beam numbers, rotation and tilt FX as well.

Pages 10 – 12: MODE 2 FX have a selection of premade split colours and split colour FX on both with and without included tilt positions.

« TILT EFFECTS »

If you wish to copy any of the Effects from the 'SHAPES AND EFFECTS' Workspace Window, you can do so by following these steps:

1. Open the 'GROUPS' workspace window.
2. Select your fixtures you intend to use.
3. Locate fixtures by pressing the 'LOCATE' button.
4. Select the 'TILT GROUPS' located under each of the fixtures you have selected.
5. Open the 'SHAPES AND EFFECTS' workspace window.
6. Select the shape you intend on using.
7. Press the 'Shapes and Effects' soft key on the side of the screen.
8. Press the 'Shape Generator' soft key on the opened menu.
9. Press 'Edit' soft key on the opened menu.
10. Adjust and/or highlight the options above your encoder wheels.
11. Record onto your desired fader.

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If you wish to create a Tilt movement from the 'Shape Generator' effect engine, you can do so in these 2 options which will determine if the effect is run on all tilts together or on individual tilts in each fixture.

« ALL TILTS »

- Select your fixtures in the 'GROUPS' Workspace Window and 'LOCATE' them.
- Select your tilts. You can choose to use **all tilts** or selected **tilts individually** to add an effect to. Only those selected Will respond to the shape you choose.
- press 'Shape Generator' soft key and select 'Create'.
- Open the 'Pan / Tilt' option and you will be given a selection of shapes to choose from.
- Select a shape, and you will be presented with a range of options on the wheel encoders which will allow you to adjust the selected elements in those options.
- The 'Spread' option will allow you to spread the shape over **all your selected fixtures**.

« INDIVIDUAL TILTS »

- Select your fixtures in the 'GROUPS' Workspace Window and 'LOCATE' them.
- Select the **'Tilt Group'** of the selected fixtures.
- Select the 'Shape Generator' soft key and select 'Create'.
- Open the 'Pan / Tilt' option and you will be given a selection of shapes to choose from.
- Select a shape, and you will be presented with a range of options on the wheel encoders which will allow you to adjust the selected elements in those options.
- Having selected the **'Tilt Groups'**, the 'Spread' option will now allow you to spread the selected shape over all your your **individual tilts** in those selected fixtures.

Should you have any questions, don't hesitate to get in touch with us through our website and Facebook community and support page and we will be happy to assist.

We wish you a pleasant journey and a great show !

The Minuit Une Team.