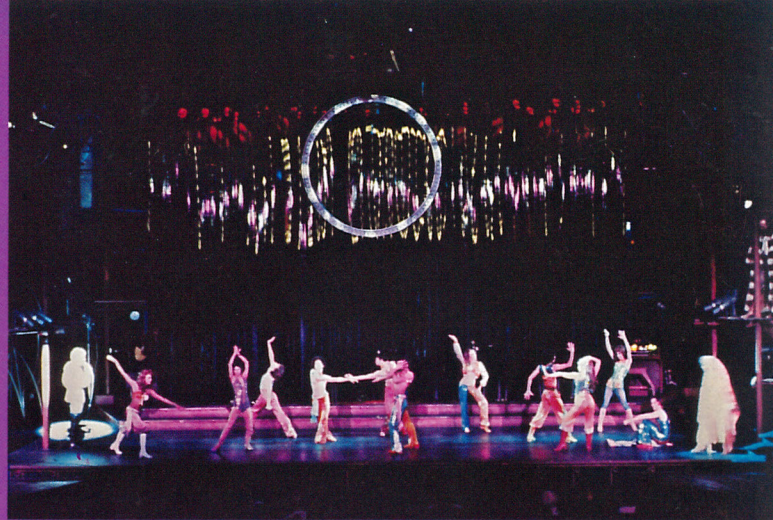


Light Palette™

LIGHTING CONTROL SYSTEM



STRAND CENTURY PRESENTS: A NEW WAY TO DESIGN, CONTROL AND PAINT WITH LIGHT

LIGHT PALETTE offers the designer new flexibility and creative freedom in the traditional techniques of theatre and television lighting. LIGHT PALETTE also opens new possibilities never available before with memory lighting control systems.

Multi-Part Cues

Perhaps the most dramatic of LIGHT PALETTE'S features is its ability to program and execute six simultaneous, separately timed parts in each cue. These parts, which can include fades at different rates, split fades, non-linear fades, delayed fades, on-off actions, etc., need not all start or end at the same time. This is the first memory system that allows the operator to push a single button to start a cue, and play back six separate actions.

Designed Cue Transitions

LIGHT PALETTE allows designers to control the *total* lighting for a show a new way. Not only can they design one stage "picture" after another—they can now, for the first time, also design sophisticated transitions between "pictures," with the assurance that these transitions will be accurately repeated. LIGHT PALETTE can handle the most complicated lighting cue at precisely the rate, and in the manner in which it was designed.

No More Written Cue Sheets

LIGHT PALETTE breaks new ground for the lighting designer in another way. It can eliminate the hours previously spent in writing the cue sheets! Cues are written and recorded in the memory and can be displayed, previewed or modified at any time. Cue information, in the LIGHT PALETTE, consists not only of channel intensities, but also the fade rate, delay and profile data to control the transitions throughout the show. The designer's paperwork and rehearsal time can be drastically reduced, leaving more time for the realization of artistic concepts.

A New Concept Of Group

Channels can be assigned to groups, as required, with *different levels*. An entire group can then be called up on stage at 100%, or any other proportion of its relative intensities. Groups can also be used to identify channels *only*, in breaking the stage picture into parts of a cue, in which case, the intensities presently on stage are preserved. This is a new and powerful way to handle repetitive groups of channels such as front-of-house, backlight, sidelight or color washes.

Realistic Operator Interface

Because Strand Century has been involved in the theatre for over 50 years, LIGHT PALETTE has been designed to deal with the needs of live performance situations. Anything programmed for automatic operation can always be modified or taken over manually during the performance. The operator always has complete control of the console... and the show.

Best Of All: Power, Speed, Versatility

LIGHT PALETTE combines the latest, state-of-the-art, micro-processor technology with an understanding of lighting design and control for theatre, television, ballet or opera. The board will do everything the previous generation of memory systems could do—but adds new power to record, display and play back much more information, and in much greater detail.

Also, this is the first memory control system that realistically approaches the concept of a dimmer per outlet. Not only can it control up to 512 dimmers*, it allows the user to patch dimmers to control channels electronically, at the console. Dimmer patching configurations may be changed and recorded as required.

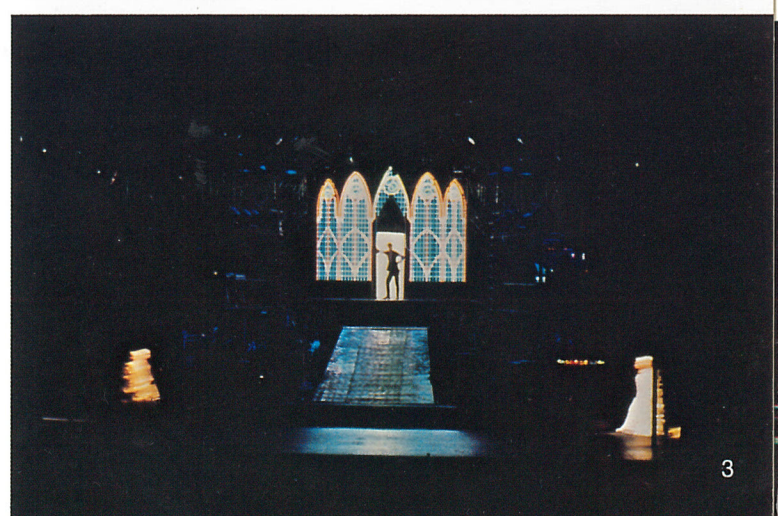
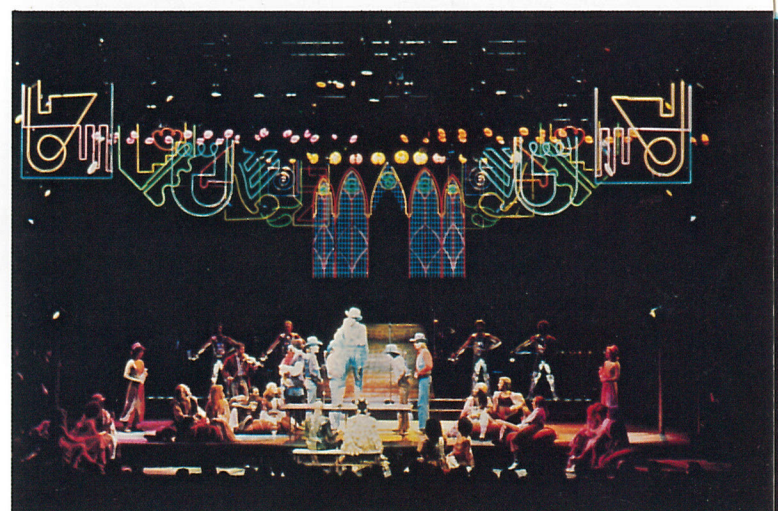
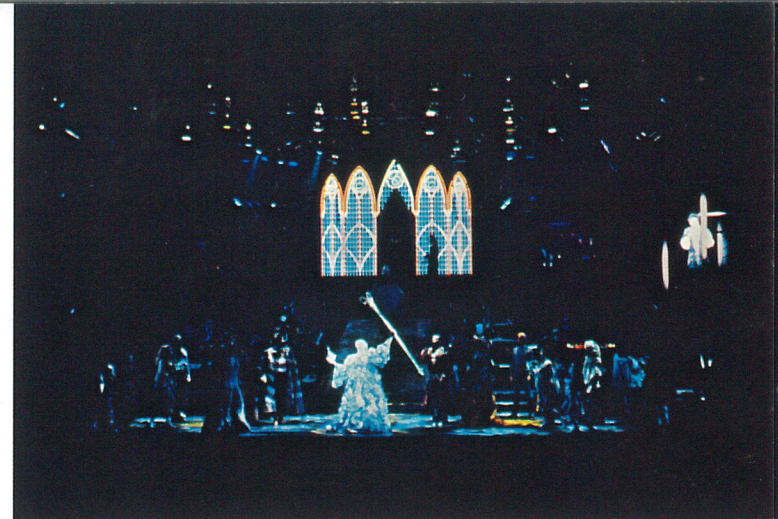
With all its power, speed and versatility, LIGHT PALETTE is engineered so that a single operator can run the most complex cues with complete dependability. The designer is freed from time-consuming paperwork to concentrate on artistic creativity.

It's New—But Its Reliability Has Been Tested

Although LIGHT PALETTE is a product of the latest development in electronics and stagecraft, it has already been ordered and installed by theatres doing some of the most advanced lighting today. It has months of field tests behind it—and thousands of live performances.

LIGHT PALETTE handles the transitions from one stage picture to another in precisely the time and manner in which it was designed.

*Please inquire about larger systems, if required.



A GUIDE TO THE CONSOLE

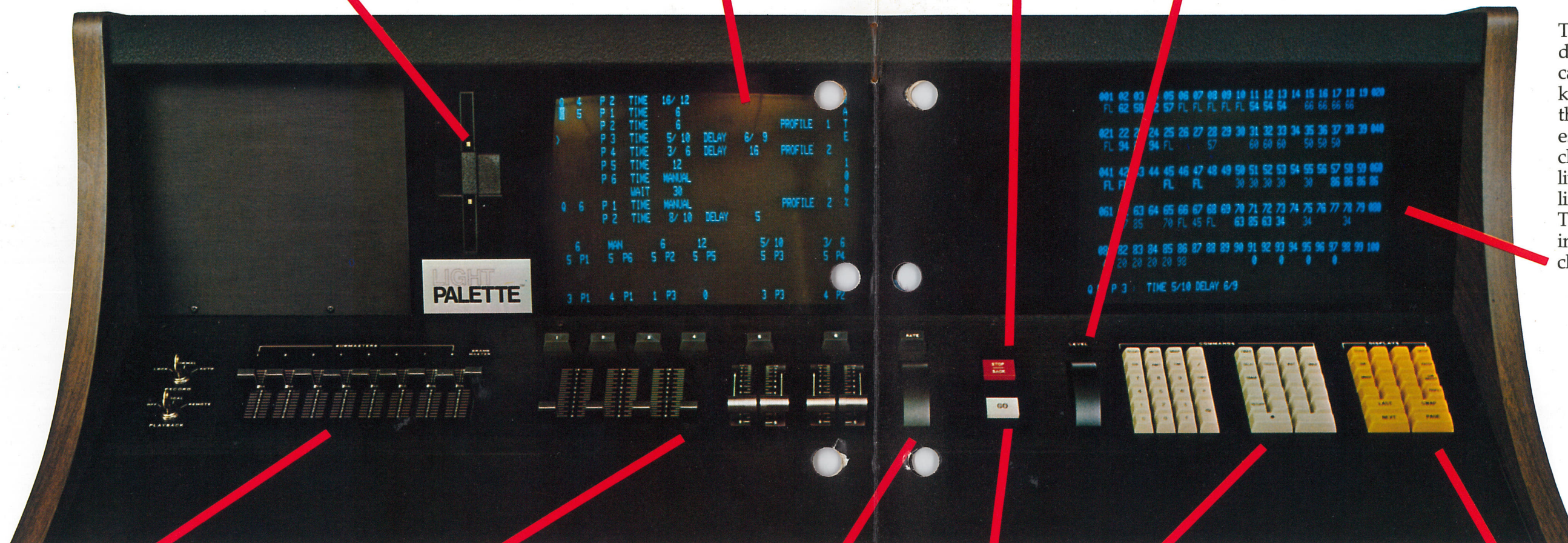
A disc records all the show information for library storage. This provides a permanent record of cue sheet data, intensities, patching, submasters, groups and fade profiles.

This screen displays cue sheet and playback information. Up to ten lines of cues are displayed with a clear indication of running cues, cues on stage and next cue. All data for each cue part is displayed, such as time or manual, split-fade, delays and profile.

STOP/BACK button stops a running cue and can reverse the action to allow the cue to be run again.

The LEVEL WHEEL is used for a variety of functions. It can set lighting levels directly or modify the levels that have previously been set digitally. It can also take command of the total stage lighting and adjust the intensity, proportional to the original recorded levels, including an overrange capability to allow the lighting to be brought up to more than 100% of its recorded levels.

This screen primarily displays information called up by the display keyboard below. After the set up format is established it is used for channel intensity display, live or blind, as well as a line of cue information. The dual intensity display indicates active and static channels.



PLAYBACK SUBMASTERS proportionally modify the recorded levels of channels assigned to them, including a 50% overrange capability.

LIGHT PALETTE has six faders, of which two (faders 5 and 6) have separate up and down fade rates for split fading. Any fade can be programmed to be manual, or if timed, can be taken over manually at any time, without matching.

The RATE WHEEL allows proportional modification of all recorded fade rates. It can also take control of all running fades so they can be completed manually.

GO button initiates recorded cues with up to six parts.

The COMMAND keyboards are used to enter, modify and record all intensity and cue sheet information, as well as patching, submaster, group and profile assignment.

The DISPLAY KEYBOARD brings information on to the display screen. It provides immediate and random access to stage or preview display of cues and parts, dimmer/channel patching, group assignment, submaster assignment, any section of the cue sheet, dimmer profiles, and all initial set-up information.

SOME SPECIAL FEATURES AND HOW THEY CAN EXPAND YOUR CREATIVITY

Multi-faceted Cues

LIGHT PALETTE will execute complex, multi-part and follow-on cues with just a touch of the GO button. Each cue can have up to six parts and each part contains intensity information, length of fade (or manual fade), separate up and down times for split fades, delays and fade profile.

More Capacity For Greater Creative Freedom

LIGHT PALETTE can handle as many as 512 dimmers, 256 control channels and has memory capacity for 200 cues, depending on the size of the system. This capability in dimmers, channels and cues allows virtually every requirement in theatre, television, opera or dance to be met.

Designed For The Realities Of Live Performance

LIGHT PALETTE can't prevent variables in a show—a change in timing or an actor skipping a cue—but it was designed to provide rapid and direct methods for dealing with the inevitable variables of a live performance. The operator always has control of the board, even in the midst of a series of

complex cues and fades. Running fades can be instantly slowed down, stopped, accelerated or taken over manually without matching. Cues can be skipped or called up out of normal sequence. Up to 10 lines of cue information, as well as what is presently on stage, are visible on the console display.

Auto-Record

This facility provides automatic up-



dating of fade times when they are modified manually. During a series of rehearsals, this feature allows the timing to be "polished" and recorded without using stop-watches and taking notes.

Non-Linear Fades

A designer can create his own "profile" for a fade, if it is to be other than linear. This feature is particularly useful in a show with projections. The fade profile can be modified to overcome the lag normally present in projection lamp

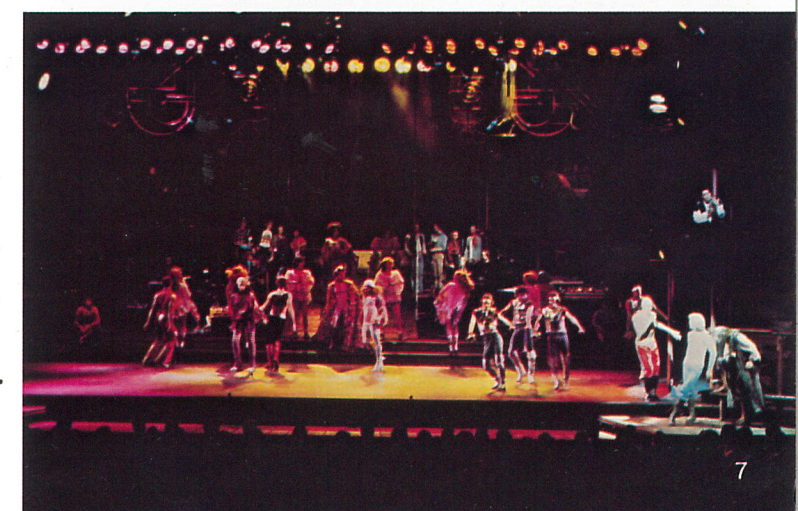
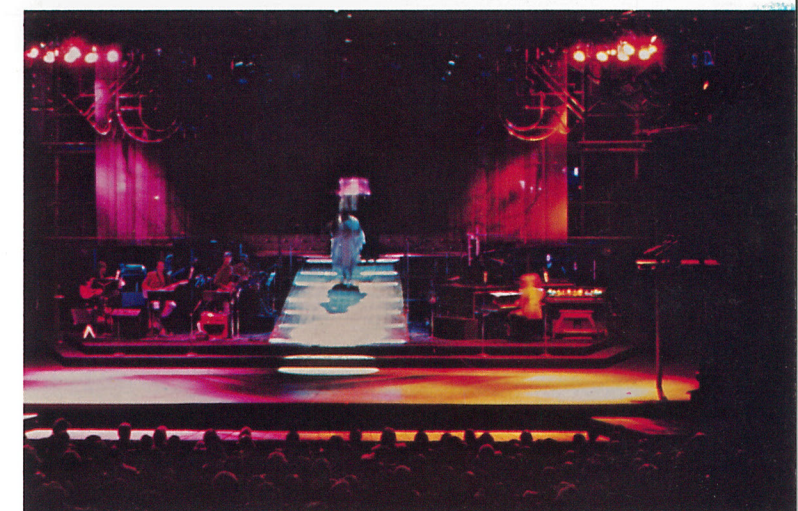
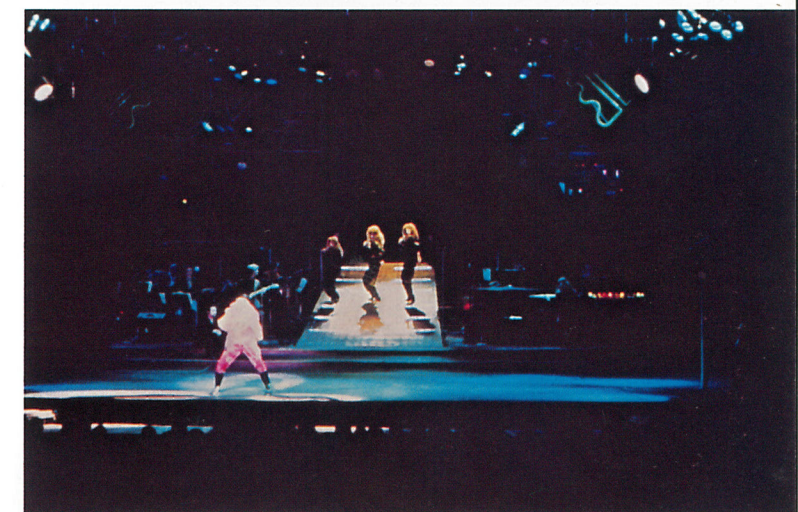
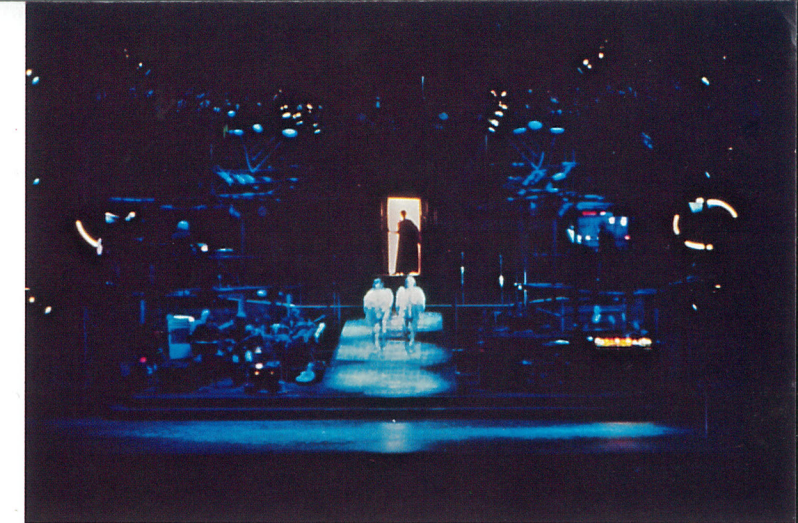
filaments, so that the projection appears to fade smoothly with the other lighting.

Back-Up Memory Module

This self-contained module has been designed to keep pace with the sophistication of the main console, something a row of manual controls obviously can not do. The unit has its own power supply, memory and

micro-processor and will drive one of the main console CRTs. Approximately 100 complete cues can be selected from the main memory and automatically loaded into the back-up. The back-up provides a means to select and play back these cues and also to write new ones if required.

LIGHT PALETTE will execute complex, multi-part and follow-on cues with just a touch of the GO button. Each cue can have up to six parts.



OPTIONS



Designer's Remote Console

This self-contained portable console is designed to be placed wherever convenient during rehearsals for direct access to most of the functions of the LIGHT PALETTE. It incorporates a CRT Display and Command keyboards, Level Wheel and Go and Stop buttons. Levels may be set, cues may be written and rehearsed, modifications made and information recorded.

Printout

Provides a printed record of level information, the complete cue sheet and a track sheet showing channels moving in each cue.



Remote Control Module

This hand-held module provides for calling up dimmers from remote locations for lamp check or focus check without an operator at the main console. It can also call up and run pre-recorded cues.

Special Effects Package

This plug-in software program provides "disco" type effects of forward and reverse chase, flash, scintillate, cycle and sound activated responses.



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Production photos from "Rockabye Hamlet"
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