

# Strand Lighting



**Right at your fingertips: the world's best and most comprehensive range of entertainment lighting.**

The concept of carrying details of the full Strand Lighting range, and much valuable supplementary information as well, all between the covers of a single publication has been voted a great success by customers and other readers.

Now, in this second edition of *Strandbook*, you have in convenient form the latest data on the world's finest lighting equipment for stage, studio and architectural applications.

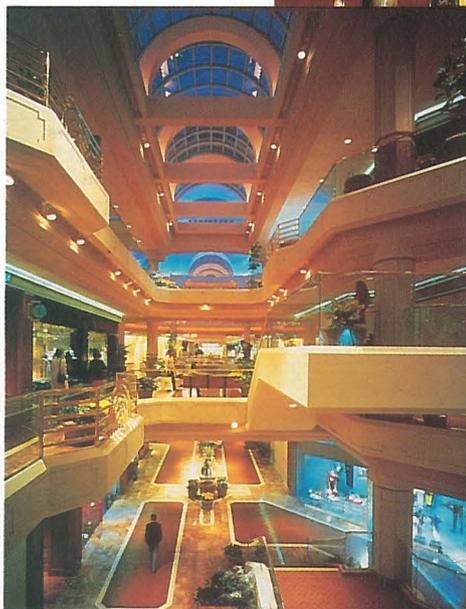
It meets every requirement from low-cost luminaires for small productions to engineered lighting and control systems for major theatres, TV and film studios and numerous other installations and buildings.

Strand has always been in the forefront for product innovation, and the 90's will bring new technological challenges and triumphs. Strand research and development will ensure that there is continuous product improvement across the range, as well as revolutionary advances with totally new products and systems.

Buying from Strand, or its authorised distributors and dealers, is an assurance of having the best products on the market with the best advice and service from the world leader in the field.

For you that means excellent performance always with sure reliability and safety, and true economy in operation.

▲ All Yorkshire TV's three studios are controlled by Galaxy boards, linked to Strand PIP dimmers. A fourth Galaxy is used for outside broadcasts or as a stalls control in the studio.

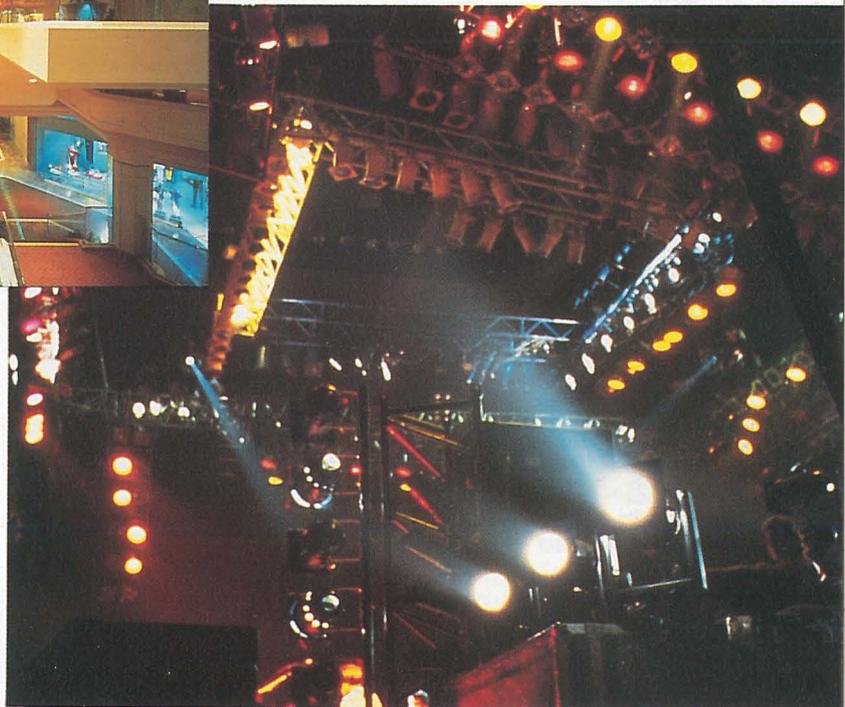


▲ Shopping Mall - a combination of low voltage lighting with colour and projected effects using Strand luminaires.

▶ The newly opened West Yorkshire Playhouse in Leeds. Strand Galaxy desks provide control of Strand and other luminaires in both of its theatres.



▲ The opulent Elgin Theatre and the associated Winter Garden, Toronto, Canada uses Strand controls and luminaires.



▲ Dynamic rock lighting created with the aid of Showchangers luminaires.

