

Animated Lighting Visualizer™ Training Manual



Revision 1.1
March 28, 2005

Using the Visualizer™

Animated Lighting's Visualizer™ add-on to the Animation Director software allows you to simulate lighting shows you have created. Simply import a picture of your house, draw lights on the picture, create a show, and view your show on the picture as it would look using Animated Lighting's various controllers.

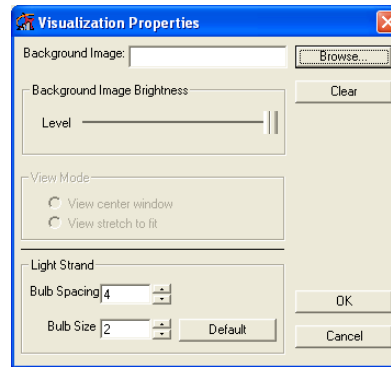
You must have Animation Director v3.1.244 or newer to use the Visualizer™.

Starting the Visualizer™

1. Start Animation Director.
2. Open the lighting show you wish to use with the Visualizer™.
3. Open the 'Window' menu and select 'Visualizer'. (If you do not see this option, contact Animated Lighting to purchase the Visualizer™ add-on.)

Adding a background picture and selecting light colors

1. If you wish to use a picture in the background of the Visualizer™, open the 'Edit' menu at the top of the window and select Properties.



2. Click the 'Browse' button to select the picture you wish to use as your background.
3. Drag the 'Background Image Brightness' slider to adjust the darkness of your picture to simulate darkness.
4. Use the 'Light Strand' Settings to modify your default bulb size and spacing. Make sure your 'Bulb Spacing' has a larger value than 'Bulb Size' for viewing light strings.
5. Click the 'OK' button to close the window.



Additional Software

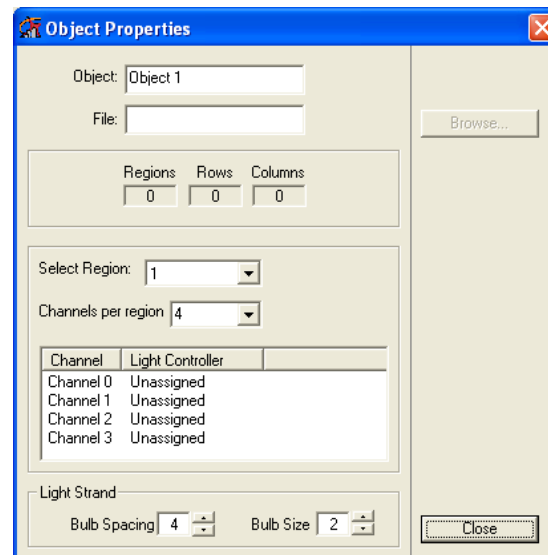
Drawing Lights on Your Background Picture

Once you have a background picture setup you can now add lights.

1. Select the String button from the toolbar at the top of the screen.



2. Left-click a point on the picture to create a starting point for your light string.
3. Move your mouse pointer to another location and left-click again to make an anchor point. This will not end the string of lights; it will give you an anchor point. This gives you the ability to trace features of objects in your background picture.
4. Double-click to end the light string. The following window should appear:



5. In the 'Object Properties' window that pops up when you end a light string, give the string of lights you just created a name in the 'Object' field. This name will be referenced later when mapping the light string names to channel names that you assigned in your light show. Also select the number of channels this light string will have by changing the value in the 'Channels per region' field.

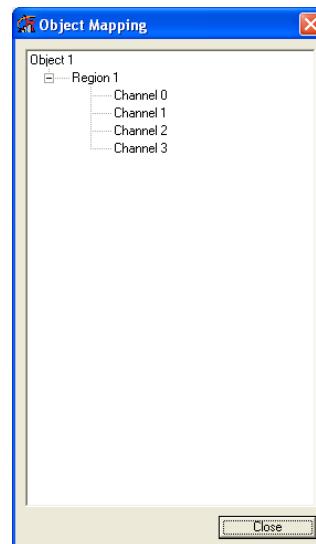


Additional Software

- Colors for the different channels in the string are assigned when you map channels in the Visualizer™ back to channels in your light show.
- You can change the default bulb spacing and bulb size for this particular string of lights by adjusting the values at the bottom of the window.
- Click the 'Close' button when you are finished with this string.
- Continue to place light strings until you feel you are finished or until you have enough channels to fill all of your light controllers. Remember, 4 colors = 4 channels.
- To delete a light string, first select the 'Select' button in the toolbar, click on the string you wish to delete, and then either hit the Delete key on your keyboard or right-click and select Delete from the menu that appears.
- Save your Visualizer™ project frequently.

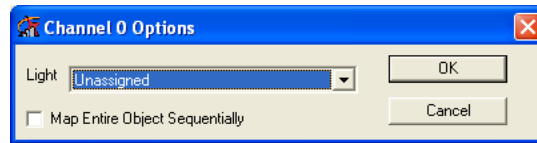
Assigning channels to your Controllers (Mapping)

- Once you have light strings placed on your background image you can now assign them to controllers.
- If not already opened, press Ctrl+Tab to view the 'Show Programming Window' and then open your light show. Make sure all controllers to be used are checked and that all lights are labeled according to location and color. Press Ctrl+Tab to return to the 'Visualizer™ window.
- In the Visualizer™ window open the Edit menu at the top of the screen and select the 'Controller' menu option. A window similar to the following picture should appear:



Additional Software

4. Double-click the channel you wish to associate to channels setup in your light show. The following window should appear:



5. Open the Light drop-down field and select which channel in your light show you would like the Visualizer™ channel associated with.
6. If you wish for your whole project to be sequentially assigned channels, check the check box at the bottom of the window.
7. Click the 'OK' button.
8. Repeat these steps for all of your light strings (unless you sequentially mapped all the channels) being careful not to place a new string over the channels you have already mapped.
9. Once you are finished, click the 'Close' button.
10. Save your Visualizer™ project once you are finished.

Running the Visualizer™ with Grids

1. Switch back to the Show Programming Window by pressing (Ctrl+Tab).
2. Press the 'System' button in the toolbar at the top of the screen.
3. Select the 'Settings' tab and then change the Port drop-down field to 'Vizualizer'.
4. Click the 'Close' button.
5. Click the 'Test' on the grid routine you wish to run.
6. Animation Director should flip back over to the Visualizer™ window and your lights should start turning on and off on as appropriate.

Running the Visualizer™ with Grid and/or Code Routines

1. Switch back to the Show Programming Window by pressing (Ctrl+Tab).
2. Press the 'System' button in the toolbar at the top of the screen.
3. Select the 'Settings' tab and then change the Port drop-down field to 'Vizualizer'.
4. Click the 'Close' button.



Additional Software

5. Open the 'Routines' menu at the top of the screen and select 'Monster Brain Simulation' so that it is checked when you view the menu.
6. Click the 'Compile' button in the toolbar to compile all of the routines in your show.
7. Click the 'Load' button in the toolbar and download the show to the virtual Monster Brain™
8. Click the 'Run' button to start your show.
9. Animation Director should flip back over to the Visualizer™ window and your lights should start turning on and off on as appropriate.

