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Nota di contenuto	Cover; Title Page; Copyright Page; Dedication; Table of Contents; List of Tables and Figures; Acknowledgments; Introduction; 10 Things Every Programmer Should Know; #1-Understanding the Fixtures; #2-Basic Console Operations; #3-Patching and Addressing; #4-Making Lights Move; #5-Long Hours and Late Nights; #6-Subtractive versus Additive Color Mixing; #7-Tracking; #8-Protect the Data; #9-How to Admit Your Faults; #10-Who to Call; But Wait! There's More...; 1. Programming Philosophies; The Automated Lighting Programmer; The Hollywood Syndrome; Creativity and Consistency; Learning to Program Look for OpportunitiesProgramming Exercises; Explore Your World; Never Stop Learning; Be an Artist; 2. Automated Lighting Concepts; DMX-512; DMX Protocols; Fixture Modes; Crossfade; Bump; Parameter Abilities; Precedence (HTP and LTP); Tracking; Nontracking Consoles; Tracking Consoles; Advantages of Tracking; Disadvantages of Tracking; Practice Makes Perfect; 3. Preparing for Programming; Fixture Setup; The Console; Preparing the Patch; Numbers Everywhere; Groups; Grouping Basics; Too Many Numbers; Selecting with Groups; Additional Group Features; Read All About It; Building a Basic Outline Protecting Your WorkAlways Be Prepared; 4. Basic Programming; Understanding Your Fixtures; Speed Channels; Conventional Channels; Palettes/Presets; 5. Intermediate Programming; Mark Cues; Tricks of

the Trade; Automated Mark Cues; The Magic of Marking; Block Cues; Marking and Blocking; Organization; Overblocking; Effects Generators; The DMX Protocol; Trigonometry to the Rescue; Modifying the Starting Point; Modifying the Size and Rate; Offsetting Each Fixture; Different Wave Forms; Other Parameters; Intensity Effects; Adding Dynamics; Adjusting Intensity Effects; Use Effects Wisely
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Pixel Mapping