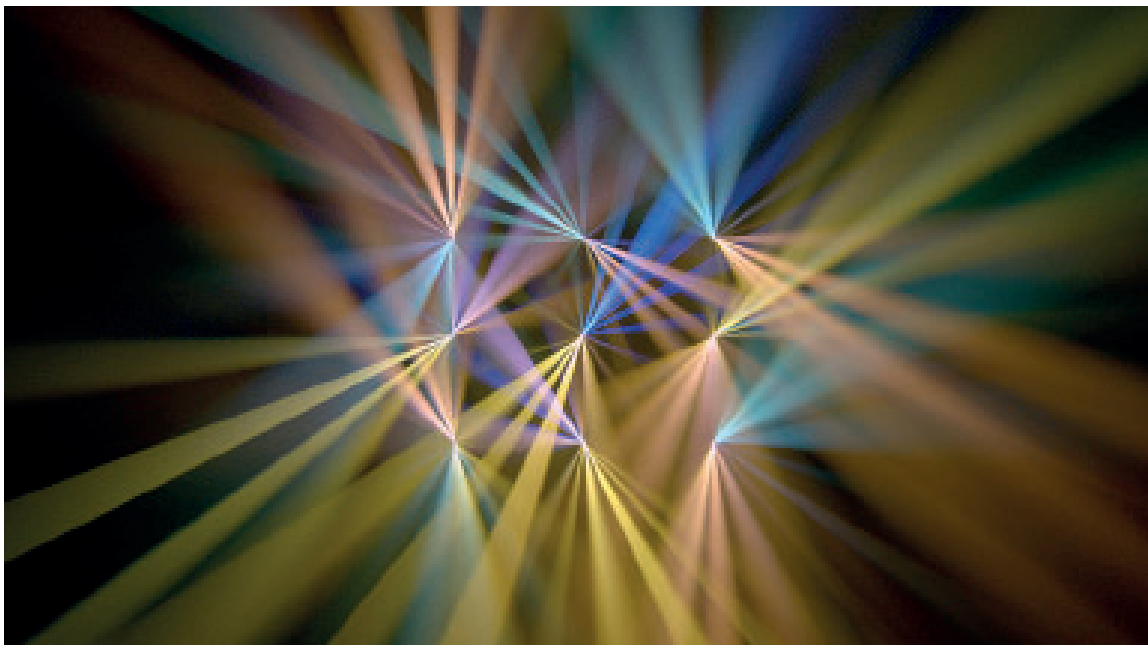


Amplify

Eos Family Training

Class Preparation Brief



Please read this document carefully and complete the tasks laid out *before* your **Amplify** session.

There is no specific time requirement for this, but you should allow a full day to complete this work.

Eos Family - Amplify Training

Amplify is designed to take the skills you have already learned and improve on them to help you manage your work flow and enhance your programming abilities.

You will have the opportunity to test your knowledge and programming prowess based on the skills learned in Level 1 and Level 2 Eos Family Training. The session will test your console knowledge as well as your understanding about show preparation, work flow, pre-production processes, fixture knowledge and programming skills.

At the end of the session, you will leave with solid knowledge on console preparation and work flow as well as having developed your programming skills and expertise.

As part of the preparation for your **Amplify** session, you are required to prepare a show file using the offline Eos Family software (or a console if you have access to one) and this will be used as the basis for the training session. All the information you need to create the show file is included in this document. **Please note that there is no time within the session to create this, you will need to bring it with you.**

Amplify is a fast-paced training session that aims to simulate professional programming environments. You will each have your own console for this session, but please be aware that it could be any of the consoles within the Eos family range (Ion Xe, Gio, Gio@5, Eos Ti) and you will be swapping consoles throughout the session.

Your trainer will assume the role of “grumpy lighting designer” in the programming portions of the session and will ask you to complete certain tasks. At the end of each task session, there is a chance to review the process and discuss what could have been done differently and how you can make simple changes to your methods that will make you more efficient on the console.

Included in this document you will find the following information:

- The Lighting Plan for the rig you will be using
- The Patch information for the lighting rig
- The list of Color Palettes and Beam Palettes you will need to create
- Additional information about your show file

Please note that it is assumed that you already have a good working knowledge of the console and that we will not be covering any of the topics that are covered in Level 1 & Level 2 Training in the Amplify sessions.

You can download the offline software for Eos by following the link below. There are also online training resources that you may find helpful while you are preparing your show which can also be accessed via the links below.

[Eos Family Nomad Software for PC and MAC v3.2.7](#)

[Eos Family Video Tutorials](#)



Amplify Training - PATCHING

Please patch the full rig as per the lighting plan included in this document and the patch information below. Don't forget to configure the scrollers as part of the patch procedure. The more information you are able to enter at this stage, the better. Consider using the **{Database}** within the **[Patch]** function.

CHN	TYPE	MODE	Univ.	Addr.	LABEL	NOTES
GENERIC DIMMER PATCH						
1	Dimmer (Source Four 26°)	Single channel	1	1	FOH General cover cool	
2	Dimmer (Source Four 26°)	Single channel	1	2	FOH General cover cool	
3	Dimmer (Source Four 26°)	Single channel	1	3	FOH General cover cool	
4	Dimmer (Source Four 26°)	Single channel	1	4	FOH General cover cool	
5	Dimmer (Source Four 26°)	Single channel	1	5	FOH General cover cool	
6	Dimmer (Source Four 26°)	Single channel	1	33	FOH General cover warm	
7	Dimmer (Source Four 26°)	Single channel	1	31	FOH General cover warm	
8	Dimmer (Source Four 26°)	Single channel	1	32	FOH General cover warm	
9	Dimmer (Source Four 26°)	Single channel	1	35	FOH General cover warm	
10	Dimmer (Source Four 26°)	Single channel	1	34	FOH General cover warm	
151	Dimmer (Source Four 26°)	Single channel	1	281	Boom cross Bay 1 SR	
152	Dimmer (Source Four 26°)	Single channel	1	282	Boom cross Bay 1 SL	
153	Dimmer (Source Four 26°)	Single channel	1	283	Boom cross Bay 2 SR	
154	Dimmer (Source Four 26°)	Single channel	1	284	Boom cross Bay 2 SL	
155	Dimmer (Source Four 26°)	Single channel	1	285	Boom cross Bay 3 SR	
156	Dimmer (Source Four 26°)	Single channel	1	286	Boom cross Bay 3 SL	
157	Dimmer (Source Four 26°)	Single channel	1	287	Boom cross Bay 4 SR	
158	Dimmer (Source Four 26°)	Single channel	1	288	Boom cross Bay 4 SL	
231	Dimmer (Source Four Fresnel)	Single channel	1	251	Houselights	
thru						
250						

CHN	TYPE	MODE	Univ.	Addr.	LABEL	NOTES
LED FIXTURES PATCH						
31	ETC Desire D60 Lustr+	Direct Str (9)	1	301	LED Toplight	
32	ETC Desire D60 Lustr+	Direct Str (9)	1	310	LED Toplight	
33	ETC Desire D60 Lustr+	Direct Str (9)	1	319	LED Toplight	
34	ETC Desire D60 Lustr+	Direct Str (9)	1	328	LED Toplight	
35	ETC Desire D60 Lustr+	Direct Str (9)	1	337	LED Toplight	
36	ETC Desire D60 Lustr+	Direct Str (9)	1	346	LED Toplight	
37	ETC Desire D60 Lustr+	Direct Str (9)	1	355	LED Toplight	
38	ETC Desire D60 Lustr+	Direct Str (9)	1	364	LED Toplight	
39	ETC Desire D60 Lustr+	Direct Str (9)	1	373	LED Toplight	
40	ETC Desire D60 Lustr+	Direct Str (9)	1	382	LED Toplight	
41	ETC Desire D60 Lustr+	Direct Str (9)	1	391	LED Toplight	
42	ETC Desire D60 Lustr+	Direct Str (9)	1	400	LED Toplight	
43	ETC Desire D60 Lustr+	Direct Str (9)	1	409	LED Toplight	
44	ETC Desire D60 Lustr+	Direct Str (9)	1	418	LED Toplight	
45	ETC Desire D60 Lustr+	Direct Str (9)	1	427	LED Toplight	
46	ETC Desire D60 Lustr+	Direct Str (9)	1	436	LED Toplight	

CHN	TYPE	MODE	Univ.	Addr.	LABEL	NOTES
LED FIXTURES PATCH						
47	ETC Desire D60 Lustr+	Direct Str (9)	1	445	LED Toplight	
48	ETC Desire D60 Lustr+	Direct Str (9)	1	454	LED Toplight	
49	ETC Desire D60 Lustr+	Direct Str (9)	1	463	LED Toplight	
50	ETC Desire D60 Lustr+	Direct Str (9)	1	472	LED Toplight	
51	ETC ColorSource Spot	Direct (6)	2	1	Pipe end gobo cover	
52	ETC ColorSource Spot	Direct (6)	2	7	Pipe end gobo cover	
53	ETC ColorSource Spot	Direct (6)	2	13	Pipe end gobo cover	
54	ETC ColorSource Spot	Direct (6)	2	19	Pipe end gobo cover	
55	ETC ColorSource Spot	Direct (6)	2	25	Pipe end gobo cover	
56	ETC ColorSource Spot	Direct (6)	2	31	Pipe end gobo cover	
57	ETC ColorSource Spot	Direct (6)	2	37	Pipe end gobo cover	
58	ETC ColorSource Spot	Direct (6)	2	43	Pipe end gobo cover	
59	ETC ColorSource Spot	Direct (6)	2	49	Pipe end gobo cover	
60	ETC ColorSource Spot	Direct (6)	2	55	Pipe end gobo cover	
61	ETC ColorSource Spot	Direct (6)	2	61	Pipe end gobo cover	
62	ETC ColorSource Spot	Direct (6)	2	67	Pipe end gobo cover	
71	ETC ColorSource Spot	Direct (6)	2	73	Pipe end gobo cover	
72	ETC ColorSource Spot	Direct (6)	2	79	Pipe end gobo cover	
73	ETC ColorSource Spot	Direct (6)	2	85	Pipe end gobo cover	
74	ETC ColorSource Spot	Direct (6)	2	91	Pipe end gobo cover	
75	ETC ColorSource Spot	Direct (6)	2	97	Pipe end gobo cover	
76	ETC ColorSource Spot	Direct (6)	2	103	Pipe end gobo cover	
77	ETC ColorSource Spot	Direct (6)	2	109	Pipe end gobo cover	
78	ETC ColorSource Spot	Direct (6)	2	115	Pipe end gobo cover	
79	ETC ColorSource Spot	Direct (6)	2	121	Pipe end gobo cover	
80	ETC ColorSource Spot	Direct (6)	2	127	Pipe end gobo cover	
81	ETC ColorSource Spot	Direct (6)	2	133	Pipe end gobo cover	
82	ETC ColorSource Spot	Direct (6)	2	139	Pipe end gobo cover	
141	ETC Source Four LED	Direct Str (9)	5	73	Boom cross Bay 1 SR	Series 2 Lustr
142	ETC Source Four LED	Direct Str (9)	5	82	Boom cross Bay 1 SL	Series 2 Lustr
143	ETC Source Four LED	Direct Str (9)	5	91	Boom cross Bay 2 SR	Series 2 Lustr
144	ETC Source Four LED	Direct Str (9)	5	100	Boom cross Bay 2 SL	Series 2 Lustr
145	ETC Source Four LED	Direct Str (9)	5	109	Boom cross Bay 3 SR	Series 2 Lustr
146	ETC Source Four LED	Direct Str (9)	5	118	Boom cross Bay 3 SL	Series 2 Lustr
147	ETC Source Four LED	Direct Str (9)	5	127	Boom cross Bay 4 SR	Series 2 Lustr
148	ETC Source Four LED	Direct Str (9)	5	136	Boom cross Bay 4 SL	Series 2 Lustr
Please patch as ETC Source Four LED Series 2 Lustr						

CHN	TYPE	MODE	Univ.	Addr.	LABEL	NOTES
STAGE MACINERY CONTROL CHANNELS						
901	Dimmer	Single channel	21	501	Fly Bar Control Channel	
902	Dimmer	Single channel	21	505	Revolve Control Channel	

CHN	TYPE	MODE	Univ.	Addr.	LABEL	NOTES
LED FIXTURES PATCH cont/...						
301	Chroma-Q ColorForce II 72	RGBAx4 Off (24)	8	265	Cyclorama LED Top	
302	Chroma-Q ColorForce II 72	RGBAx4 Off (24)	8	241	Cyclorama LED Top	
303	Chroma-Q ColorForce II 72	RGBAx4 Off (24)	8	217	Cyclorama LED Top	
304	Chroma-Q ColorForce II 72	RGBAx4 Off (24)	8	193	Cyclorama LED Top	
305	Chroma-Q ColorForce II 72	RGBAx4 Off (24)	8	169	Cyclorama LED Top	
306	Chroma-Q ColorForce II 72	RGBAx4 Off (24)	8	145	Cyclorama LED Top	
307	Chroma-Q ColorForce II 72	RGBAx4 Off (24)	8	121	Cyclorama LED Top	
308	Chroma-Q ColorForce II 72	RGBAx4 Off (24)	8	97	Cyclorama LED Top	
309	Chroma-Q ColorForce II 72	RGBAx4 Off (24)	8	73	Cyclorama LED Top	
310	Chroma-Q ColorForce II 72	RGBAx4 Off (24)	8	49	Cyclorama LED Top	
311	Chroma-Q ColorForce II 72	RGBAx4 Off (24)	8	25	Cyclorama LED Top	
312	Chroma-Q ColorForce II 72	RGBAx4 Off (24)	8	1	Cyclorama LED Top	
351	Chroma-Q ColorForce II 72	RGBAx4 Off (24)	9	265	Cyclorama LED Bottom	
352	Chroma-Q ColorForce II 72	RGBAx4 Off (24)	9	241	Cyclorama LED Bottom	
353	Chroma-Q ColorForce II 72	RGBAx4 Off (24)	9	217	Cyclorama LED Bottom	
354	Chroma-Q ColorForce II 72	RGBAx4 Off (24)	9	193	Cyclorama LED Bottom	
355	Chroma-Q ColorForce II 72	RGBAx4 Off (24)	9	169	Cyclorama LED Bottom	
356	Chroma-Q ColorForce II 72	RGBAx4 Off (24)	9	145	Cyclorama LED Bottom	
357	Chroma-Q ColorForce II 72	RGBAx4 Off (24)	9	121	Cyclorama LED Bottom	
358	Chroma-Q ColorForce II 72	RGBAx4 Off (24)	9	97	Cyclorama LED Bottom	
359	Chroma-Q ColorForce II 72	RGBAx4 Off (24)	9	73	Cyclorama LED Bottom	
360	Chroma-Q ColorForce II 72	RGBAx4 Off (24)	9	49	Cyclorama LED Bottom	
361	Chroma-Q ColorForce II 72	RGBAx4 Off (24)	9	25	Cyclorama LED Bottom	
362	Chroma-Q ColorForce II 72	RGBAx4 Off (24)	9	1	Cyclorama LED Bottom	

NOTE:

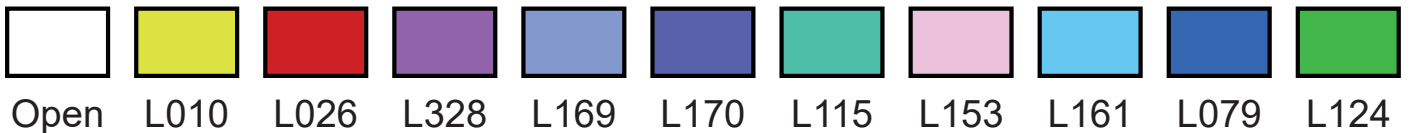
To patch the cyc lights as multi-cell units, please use: Type - RGBA x4 Off MC (24)

CHN	TYPE	MODE	Univ.	Addr.	LABEL	NOTES
MOVING LIGHTS PATCH						
101	HES SolaFrame Theatre	Standard (47)	2	201 *	FOH Mover	* Think Offset
102	HES SolaFrame Theatre	Standard (47)	2	251	FOH Mover	
103	HES SolaFrame Theatre	Standard (47)	2	301	FOH Mover	
104	HES SolaFrame Theatre	Standard (47)	2	351	FOH Mover	
105	HES SolaFrame Theatre	Standard (47)	2	401	FOH Mover	
111	HES SolaFrame 750	Standard (47)	3	1	Stage Spot	
112	HES SolaFrame 750	Standard (47)	3	48	Stage Spot	
113	HES SolaFrame 750	Standard (47)	3	95	Stage Spot	
114	HES SolaFrame 750	Standard (47)	3	142	Stage Spot	
115	HES SolaFrame 750	Standard (47)	3	189	Stage Spot	
116	HES SolaFrame 750	Standard (47)	3	236	Stage Spot	
117	HES SolaFrame 750	Standard (47)	3	283	Stage Spot	
118	HES SolaFrame 750	Standard (47)	3	330	Stage Spot	
121	HES SolaWash 2000	Standard (36)	4	1	Stage Wash	
122	HES SolaWash 2000	Standard (36)	4	37	Stage Wash	
123	HES SolaWash 2000	Standard (36)	4	73	Stage Wash	

CHN	TYPE	MODE	Univ.	Addr.	LABEL	NOTES
MOVING LIGHTS PATCH						
124	HES SolaWash 2000	Standard (36)	4	109	Stage Wash	
125	HES SolaWash 2000	Standard (36)	4	145	Stage Wash	
126	HES SolaWash 2000	Standard (36)	4	181	Stage Wash	
127	HES SolaWash 2000	Standard (36)	4	217	Stage Wash	
128	HES SolaWash 2000	Standard (36)	4	253	Stage Wash	
161	HES SolaFrame 750	Standard (47)	5	301 *	Boom Mover	* Think Offset
162	HES SolaFrame 750	Standard (47)	5	351	Boom Mover	
163	HES SolaFrame 750	Standard (47)	5	401	Boom Mover	
164	HES SolaFrame 750	Standard (47)	5	451	Boom Mover	
165	HES SolaFrame 750	Standard (47)	6	1 *	Boom Mover	* Think Offset
166	HES SolaFrame 750	Standard (47)	6	51	Boom Mover	
167	HES SolaFrame 750	Standard (47)	6	101	Boom Mover	
168	HES SolaFrame 750	Standard (47)	6	151	Boom Mover	

CHN	TYPE	MODE	Univ.	Addr.	LABEL	NOTES
SCROLLER PATCH						
151 P2	Generic Scroller	Single channel	1	291	Boom Scroller	
152 P2	Generic Scroller	Single channel	1	292	Boom Scroller	
153 P2	Generic Scroller	Single channel	1	293	Boom Scroller	
154 P2	Generic Scroller	Single channel	1	294	Boom Scroller	
155 P2	Generic Scroller	Single channel	1	295	Boom Scroller	
156 P2	Generic Scroller	Single channel	1	296	Boom Scroller	
157 P2	Generic Scroller	Single channel	1	297	Boom Scroller	
158 P2	Generic Scroller	Single channel	1	298	Boom Scroller	

SCROLLER COLOURS



CHN	TYPE	MODE	Univ.	Addr.	LABEL	NOTES
BACK WALL PIXEL MAP PARS						
701	Generic RGB LED	8-Bit (3)	20	1	Pixel Map Pars	
thru						
870						
871	Generic RGB LED	8-Bit (3)	21	1	Pixel Map Pars	
thru						
892						

Amplify Training - COLOR PALETTES

Please create the following Color Palettes for the show. All Color Palettes should apply to all fixtures in the rig capable of changing colour. The scrollers have a pre-determined set of colours and these form the basis for your palettes.

All colours refer to the Lee filters range

Where 'fixture colour' is specified, the internal colour mixing system of the fixtures should be used.

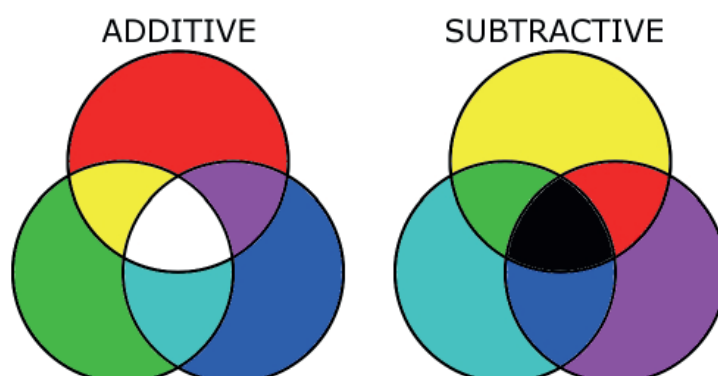
All Color Palettes should be stored 'By Type'.

Filter #	Filter Name	Label
OPEN	Clear (Open Frame)	OPEN
L010	Medium Yellow	L010
L026	Medium Red	L026
L328	Follies Pink	L328
L169	Lilac Tint	L169
L180	Dark Lavender	L180
L115	Peacock	L115
L110	Middle Rose	L110
L165	Daylight Blue	L165
L119	Dark Blue	L119
L139	Primary Green	L139
White	Colour home	White

In addition to the above colours, you should consider what other colours you may want to create as part of your show file and include these as part of your show file creation process.

For example, you may want some CMY/RGB options too.

Amplify is intended to run as a 'tech session'. Give some thought to which other colours you might want to have prepared as part of your show file and include these as part of your preparation.











Amplify Training - BEAM PALETTES

Please create the following Beam Palettes for your show.

All Beam Palettes should be created for all fixtures where the feature parameters are common or overlap

All Beam Palettes should be created as 'By Type' and should be 'Locked'.

Beam Palette #	Description	Label
1	Narrow Zoom (0%) on all fixtures	0 ZM
2	25% Zoom on all fixtures	25 ZM
3	50% Zoom on all fixtures	50 ZM
4	75% Zoom on all fixtures	75 ZM
5	Full (100%) Zoom on all fixtures	FL ZM
6	Gobo sharp at 0 Zoom	Gobo Sharp
7	Gobo sharp at 25 Zoom	Gobo Sharp
8	Gobo sharp at 50 Zoom	Gobo Sharp
9	Gobo sharp at 75 Zoom	Gobo Sharp
10	Gobo sharp at Full Zoom	Gobo Sharp
11	Leaf Break Up (Rotating Wheel)  	Leaf
12	Blocks Break Up (Rotating Wheel)  	Blocks
13	Spots Break Up (Rotating Wheel)  	Spots
14	Linear Break Up (Rotating Wheel)  	Linear
15	No Gobo (open)	Open Gobo
16	Gobo Rotate fast CW	<<<
17	Gobo Rotate Slow CW	<
18	Stop Gobo Rotation	Stop Rot
19	Gobo Rotate Slow CCW	>
20	Gobo Rotate Fast CCW	>>>
21	Prism Rotate CW	<<
22	No Prism	Prism Out
23	Prism Select	Prism
24	Stop Prism Rotation	Stop Rot
25	Prism Rotate CCW	>>

NOTE:

For "Gobo sharp" palettes, set the Edge value to 100% for all palettes. This is correct for use on the visualiser.

Select gobo images that are similar for the different fixture types.

Amplify Training - SUBMASTERS

Please create the following Submasters for your show file.
You may need to apply additional settings to some of them.
You can assign them to any fader.

SUBMASTER #	Description	Channels
1	Overhead working light / Tea Break look	31 thru 50
4	FOH Generic Inhibit	1 thru 10
5	FOH Mover Intensity Inhibit	101 thru 105
99	Stage Automation Control (only form of control for this channel)	902
10	House lights	231 thru 250

Amplify Training - Other Requirements

In addition to the patching, color palettes, beam palettes and submasters, please also complete the following as part of your show file.

- Create as many **Groups** as you think may be necessary for the show.
- Please record a Rig check sequence for the show. This should be a separate Cue List (99) and not form part of the main cue list. It should be as comprehensive as possible.
- Consider how you might want your monitors and display surfaces set up and prepare these accordingly.
- Save your show to a USB memory stick and bring it along to the Amplify session. There will be time allocated at the start of the day to check your work.

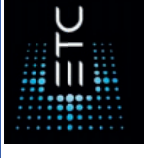
Good luck!



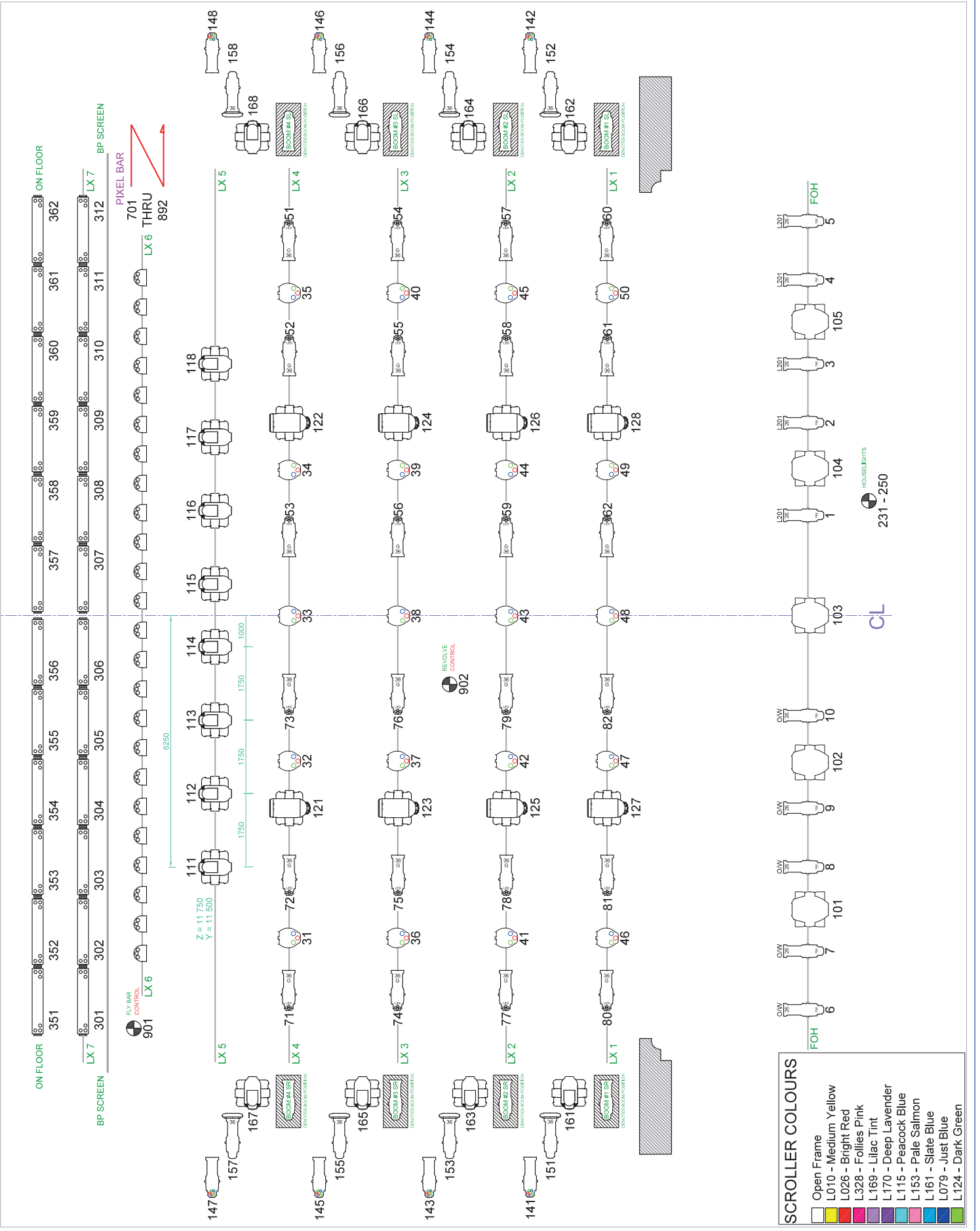
ETC S4 w/Scroller
 ETC ColorSource Spot
 ETC S4 LED Series 2 Lustr+
 ETC Source Four
 ETC D60 Lustr +
 RGB LED PAR
 HES SolaWash 2000
 HES SolaFrame 750
 HES SolaFrame Theatre
 ColorBlast 12
 Practical Channel

LEGEND
 L1 - L10: COLOR REF.
 L11 - L15: BRANDED
 L16 - L20: COLOR REF.
 L21 - L25: COLOR REF.
 L26 - L30: COLOR REF.
 L31 - L35: COLOR REF.
 L36 - L40: COLOR REF.
 L41 - L45: COLOR REF.
 L46 - L50: COLOR REF.
 L51 - L55: COLOR REF.
 L56 - L60: COLOR REF.
 L61 - L65: COLOR REF.
 L66 - L70: COLOR REF.
 L71 - L75: COLOR REF.
 L76 - L80: COLOR REF.
 L81 - L85: COLOR REF.
 L86 - L90: COLOR REF.
 L91 - L95: COLOR REF.
 L96 - L100: COLOR REF.

MIND THE GAP



PRODUCTION: MIND THE GAP
 THEATRE: THE ANYWHERE THEATRE
 DIRECTOR: FRED FOSTER
 DESIGNER: P. ANO FORTISSIMO
 MUSICIAN: TUTU MCTWIRLY
 COSTUME: Konishi / Gonsanan / Rendall
 HAIR: ALEX Q. GOH
 MAKEUP: NOYSE BOYSE
 LIGHTING LAYOUT PLAN
 For Eos Essentials / Eos Amplify
 NOT TO SCALE
 Please do not remove from the training room. To be used as support material for official ETC console training only.



SCROLLER COLOURS

- Open Frame
- L010 - Medium Yellow
- L026 - Bright Red
- L328 - Follies Pink
- L169 - Lilac Tint
- L170 - Deep Lavender
- L115 - Peacock Blue
- L153 - Pale Salmon
- L161 - Slate Blue
- L079 - Just Blue
- L124 - Dark Green