

Please send copies of anything you create for the visualiser to “vis (at) avolitesdownload.com” so it can be added to the main database.

With gobos, we tend to use the number gobos to represent the gobo wheel positions;

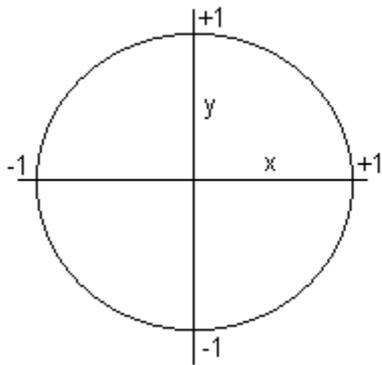
No gobo – Twelve point circle (blank gobo)

Gobo 1 – Number one

Gobo 2 – Number two and so on...

The system for creating gobos is very basic and requires a lot of number crunching, which can get very boring.

The system uses a simple vector co-ordinate system:



Your gobo should fit within this circle. The value of the co-ordinates should never go above 1 or below -1 .

The format of the gobo library is as follows:

(// means the line is ignored, the following lines are for our reference)

```
//-----
// Gobo 0 - Default Gobo
//-----
```

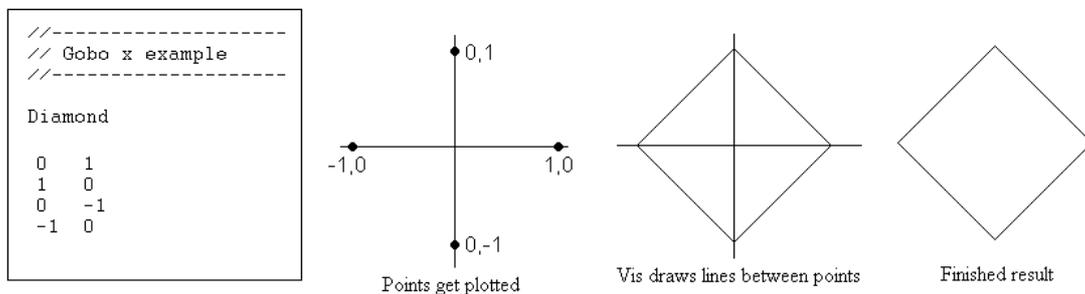
(name of the gobo)

Twelve Point Circle

(x & y coordinates)

```
1.0 0.0
0.866 0.5
0.5 0.866
0.0 1.0
-0.5 0.866
-0.866 0.5
-1.0 0.0
-0.866 -0.5
-0.5 -0.866
0.0 -1.0
0.5 -0.866
0.866 -0.5
```

The visualiser works by drawing a line between the points see example below:



The easiest way to put your own gobos in is to take a piece of grid paper. Draw the x and y axis on it. Make -1 to $+1$ the width of you paper, to make it as large as possible. It's a good idea to have a few copies of the blank grid before you start, so you can make mistakes. Draw your gobo on the paper. Convert the gobo into straight lines by drawing over it with a straight edge. Try to find a route for the lines to follow, so you can use a continuous line to create the gobo. Mark all the corners of all the lines as points. Pick a starting point, this is your first set of co-ordinates. Now follow your route through all the points, adding each point to the list as you go.

When you create a new gobo please can you send the information to us and we will add it to the main gobo library.