VERSION 8.0.1.XXX – DEVELOPED BY: AVOLITES MEDIA LTD. POWERED BY: SALVATION (TM) HARRISON DIGITAL MEDIA INC. DRIVEN BY: DAVE GREEN, TREY HARRISON, STEVE WARREN, J.B, CIARAN ABRAMS, SELVIN COOPER, ARRAN ROTHWELL-EYRE, SIMON GRAHAM, MARY, PRADS, GREG, ADAM, OLIE, ALL AT AVOLITES AND YOU. SPECIAL THANKS MARK CALVERT. LETS ROCK!

Ai Quick Start Guide

VERSION 8.X

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with Additions by Dave Green & Ciaran Abrams

AI Quick Start Guide

Make sure all video or controller connections are made before running the software.

- Start Ai, then on the stage construction page (the truss icon in the top right) delete all existing fixtures - select the fixture icon at the bottom of the screen with the mouse and press delete. Delete the fixtures from right to left.

- Add a screen fixture – thats the third icon from the left at the top of the screen.

- In the fixture properties box on the right (the grey box) enter 1.6 in scale width, 0.9 in scale height 1920 in CanvasResX and 1080 in CanvasResY.

- Now go to the performance page – the piano icon in the bottom right.

- Now create a new bank of media by clicking on the plus sign at the bottom of the media banks on the right and enter a name.

- next, drag some media in from the windows browser into the middle area of the Ai interface.

- Select the screen fixture icon at the bottom to see the layer widget on the left and make sure that the top layer is selected by using the left mouse button (the selected layer has flashing blue handles)

- now left click one of your media tiles to play that content on the selected layer.

- Select layer 2 and trigger a different piece of media to that layer

- on layer one, select Additive from the blend mode drop down menu on layer one and then adjust the layer intensity value either numerically or with the vertical fader.

- Right click on the layer to see the quick layer properties and add an AiColourise effect and adjust it with the parameter controls

- go to the output page - the coaxial connector icon at the bottom left.

- Select the screen fixture, the press the number 2 to send video to output 2.

- in the tools bar on the left, choose the second option down (the region tool)

- in the left window drag a region and then double click it to expand it to cover the full canvas. In the right hand window draw a region and then hold shift + click it to to convert it to a triangle based region.

- Select the transform tool from the left hand bar and in the right window, click and drag the corner points to apply keystoning to your image.

- You should now see the combined, effected layers being played on your outputs.