



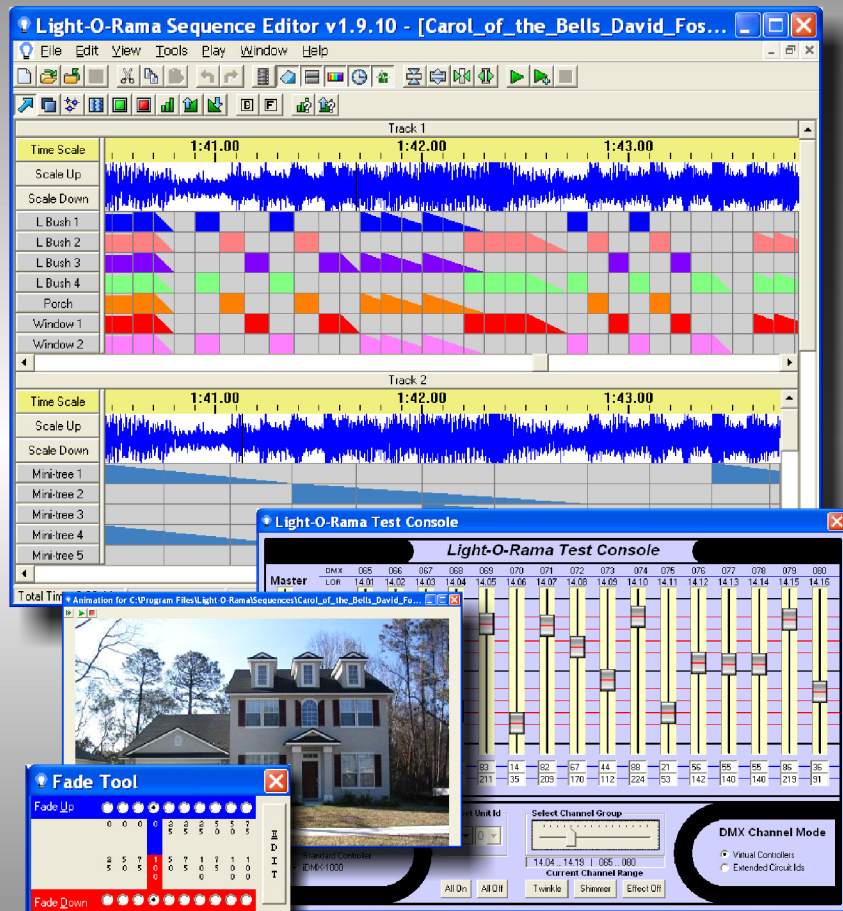
Showtime Suite II

Light-Rama

The best 4 years running just got way better

www.lightorama.com

Light and Animation Sequencer



Sophisticated Audio Handling

Audio Visualization

Beat Wizard auto sets timings

VU Wizard auto sets timings

The drudgery of manually tapping out or placing your event timing marks is now HISTORY. The Beat or VU Wizards can do it in seconds.

Interactive Shows

Use motion sensors, pressure mats or other switches to trigger shows.

Our Show Directors have multiple trigger inputs for this purpose.

PC based Interactive Shows use inputs already available on most of our existing controllers.

Large Complex Shows

Multiple Tracks with independent timings break down your display

Sequence-in-Sequence Play lets you define complex effects you can call from other Sequences

Multiple Networks give you double, triple or quadruple the controller command bandwidth

- ◆ Simple, Intuitive Interface with Powerful Wizards
- ◆ Audio & Video Synchronization
- ◆ Support for Most Media File Types
- ◆ Transparent DMX Support
- ◆ Background & Foreground Effects
- ◆ Floating Tool Palates Speed Your Sequencing
- ◆ Virtual Test Console lets you experiment easily
- ◆ Undo & Redo of ALL Sequence Editor Functions
- ◆ Integration with Holiday Lights Designer for a Photo-realistic Animation Visualization Window
- ◆ For complete control, use the Show Editor & Schedule Editor to set up your shows - OR -
- ◆ Use a few SimpleShowBuilder Screens for the most common show building & scheduling options
- ◆ Shows with well over 1000 channels have been sequenced and run with this software

Animated Signs

Tired of complicated programming or sending out controllers for your Animated Electric Signs? Use the Sequence Editor to design and test your animation and then download it into one of our ETL Safety Approved (UL508) Lighting Controllers.

Imagine it, then do it

Required: Windows Vista/XP/2000/ME/98SE
500 MHz Pentium III, 512 MB RAM

Recommended: 2.0 GHz Pentium 4, 1 GB RAM