

PIXMOB SCHOOL

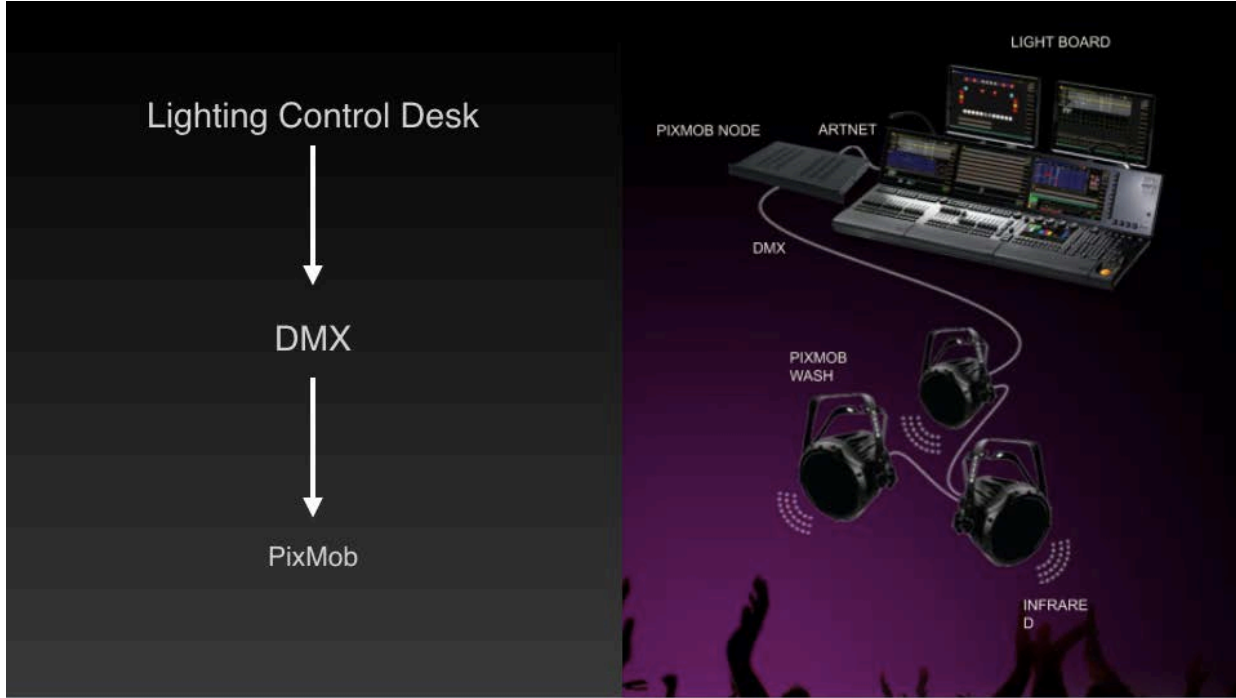


PixMob Video Training
Series: Introduction to
PixMob

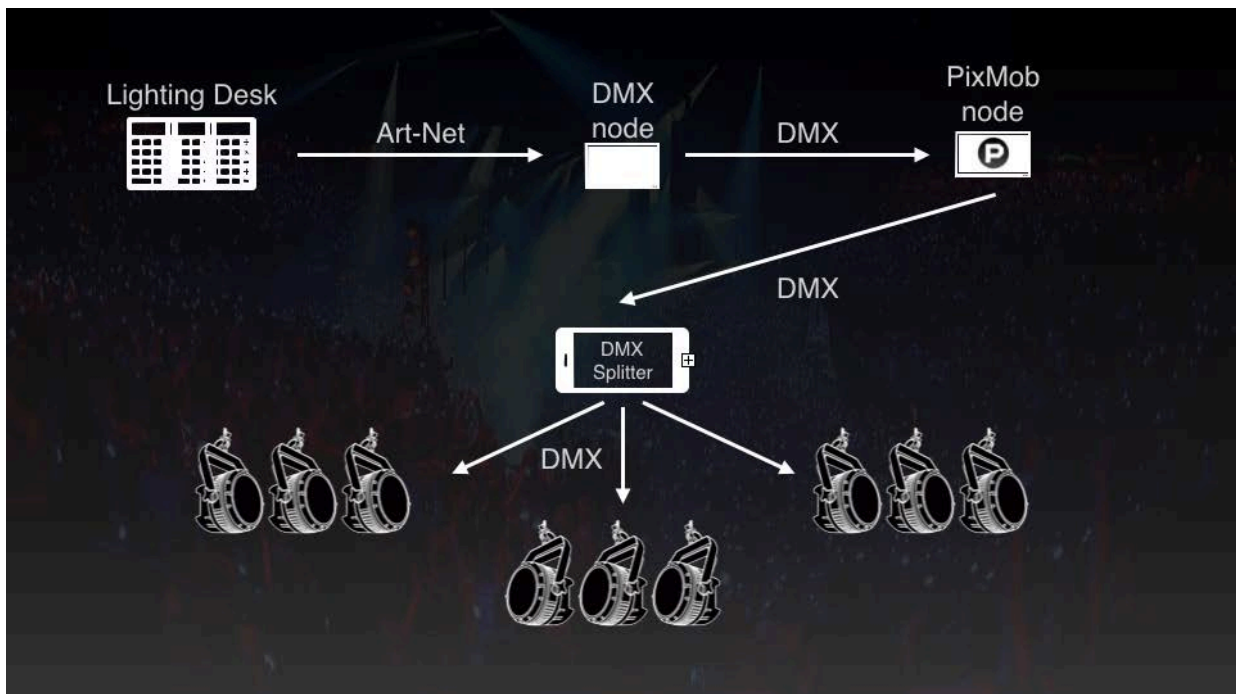
Part 1
Tech Setup

Tech Setup

Our control system is based in industry standard DMX control and is very easy to integrate into existing productions. Any DMX capable lighting control desk can control our fixtures, and we support the industry standard, **GrandMa2**.



The basic setup of a PixMob show looks like this:

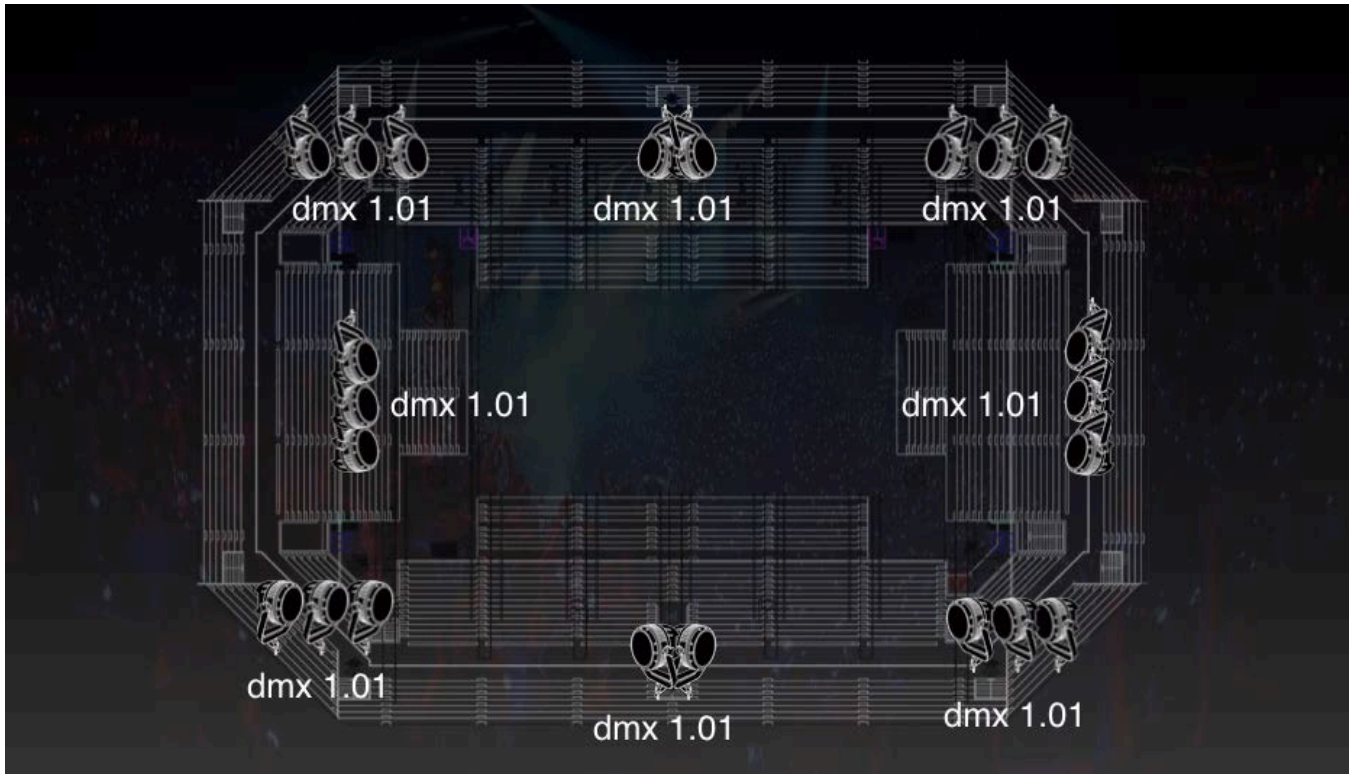


- A control desk sends 1 dedicated DMX universe for the PixMob fixtures.
- This universe is then output to physical DMX by 1 unique node in the system.
- This universe feeds the input of a PixMob Node.
- The PixMob node processes the DMX signal and reduces its frequency to 20 frames per second.
 - **We need this lower rate DMX in order to keep our IR emitters in sync with each other****
- From the output of the PixMob node, we can feed the PixMob Washes or Moving Heads directly, or we can use a DMX splitter to send the signal to multiple sections of the lighting rig.

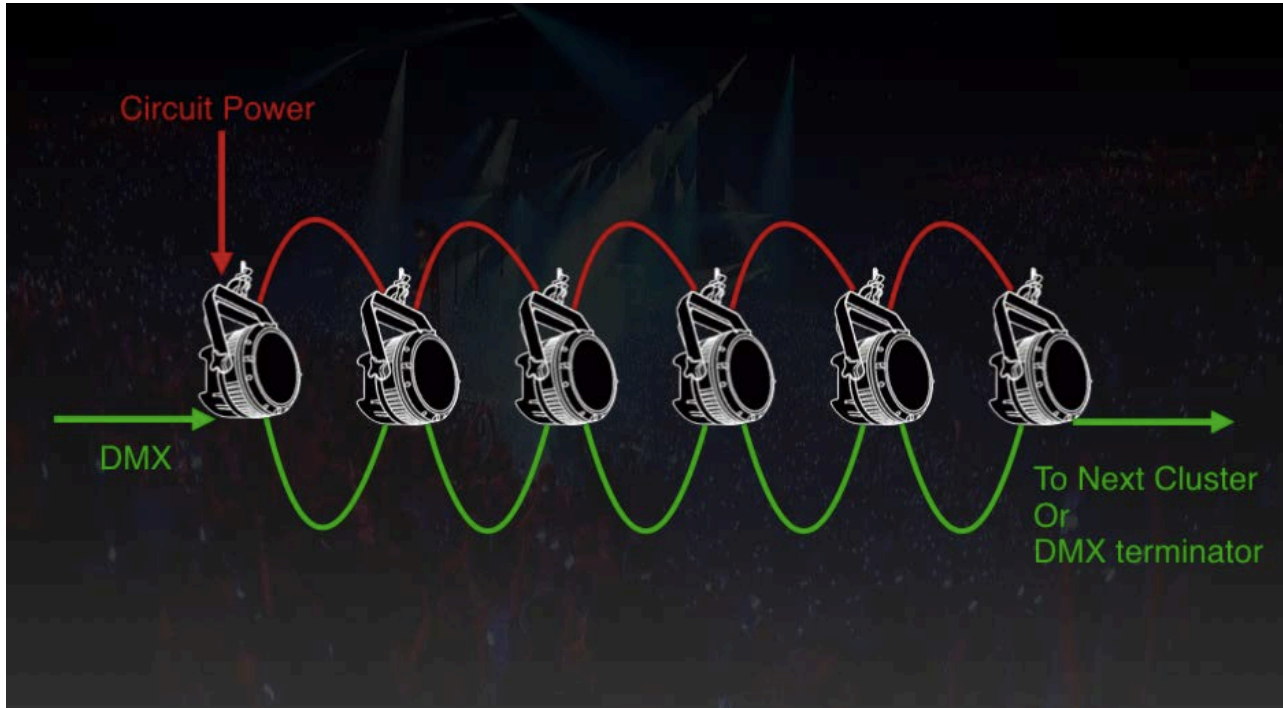
PixMob Wash

- The PixMob Washes are IR emitters that flood the space with the IR PixMob signal.
- We aim to cover the whole audience area with our IR, so we must use multiple washes.
- The number of emitters depends on the size of the venue or space.
- To simplify the installation, PixMob washes are usually clustered together in groups of up to 6 units.
- Each Wash is focused in different orientations to cover the area as needed.

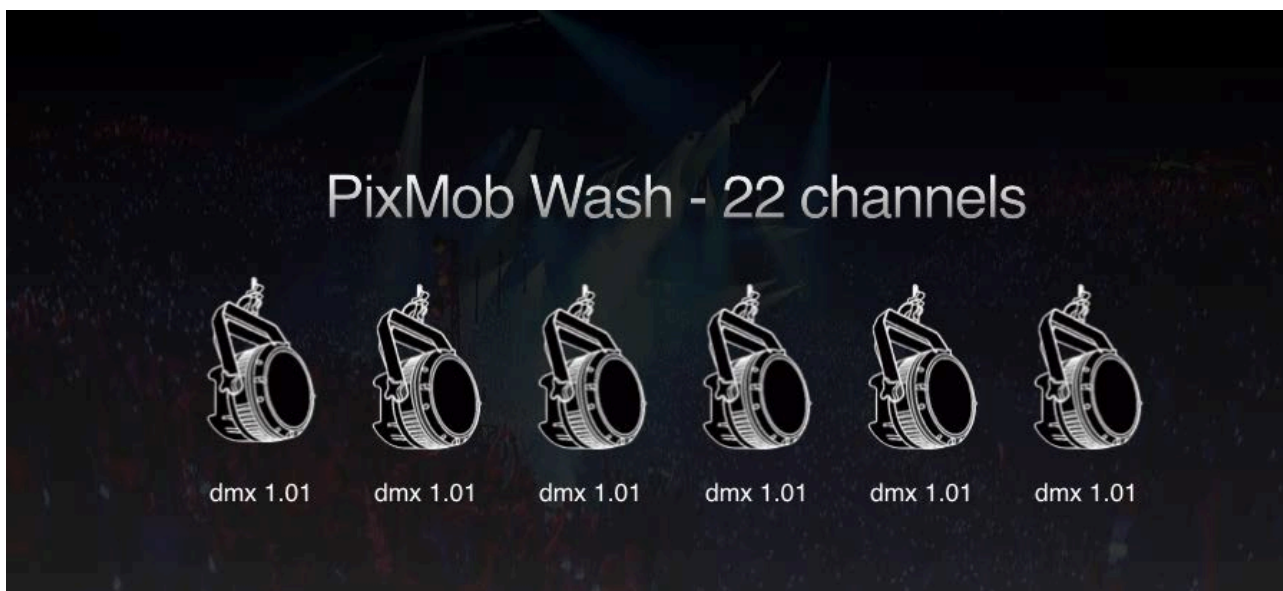
In the below cluster model, we can set up as many as we need. All Clusters need to be fed the dedicated universe coming from the PixMob node.



- Each Wash has a Power in, Power out, Dmx in and Dmx out connection, so they are very easy to daisy-chain.

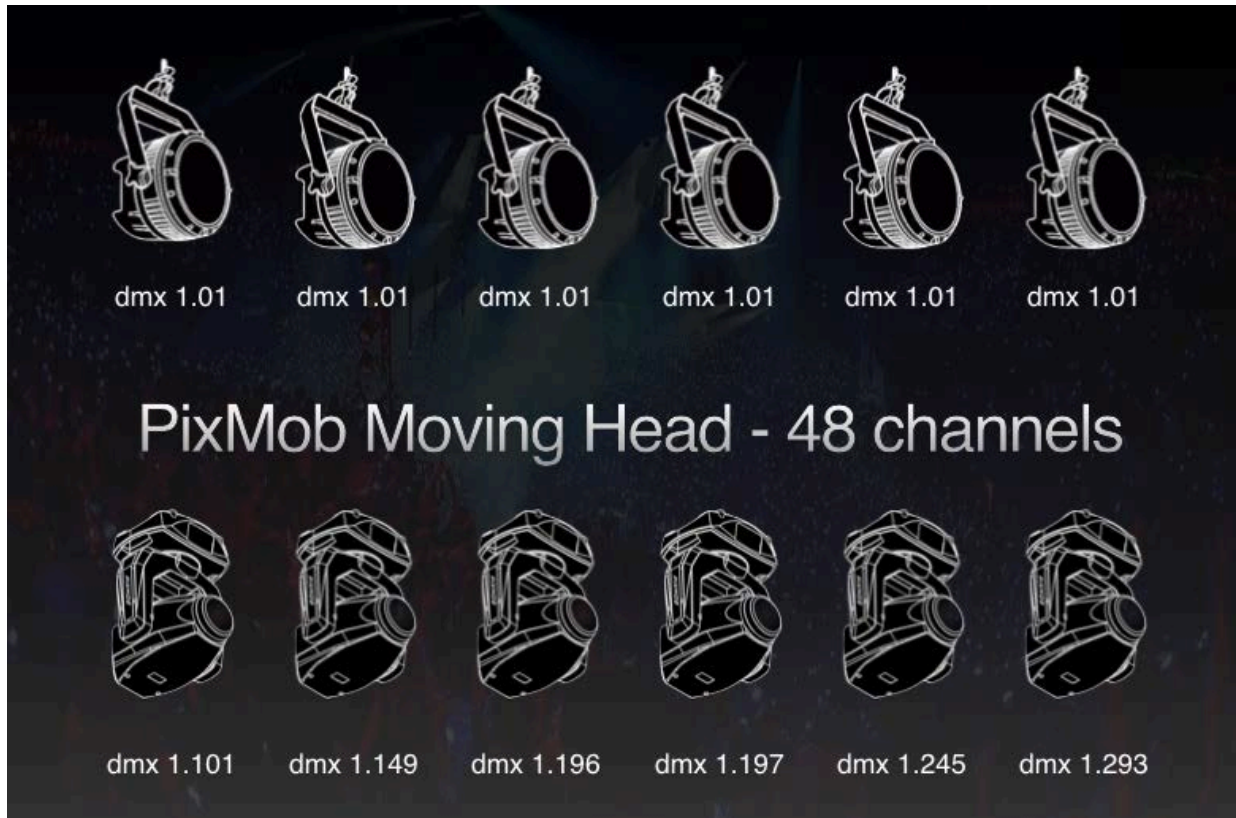


- They take 22 DMX control channels to operate.
- Because all Washes need to be in sync and sending the same command at all times, they will usually be set to the same DMX address.
- We control only 1 fixture on the control desk even if those commands are transmitted by many PixMob washes.

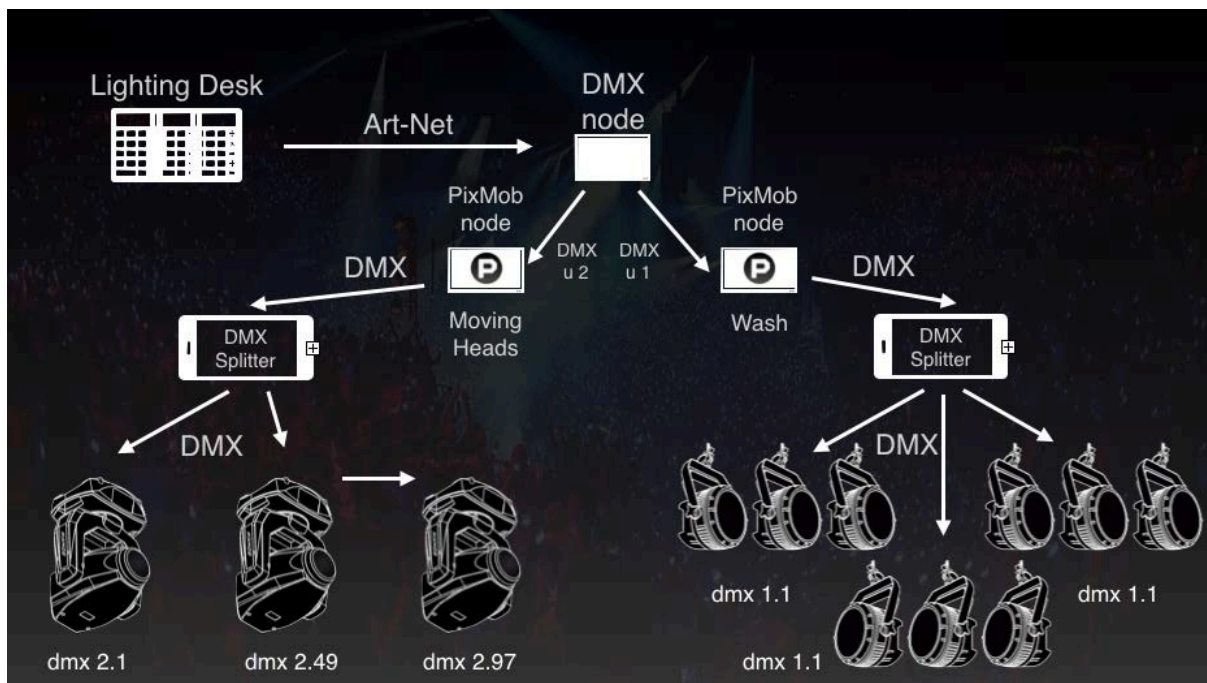


If we use PixMob Moving Heads in addition to the Washes:

- We need to consider that Moving Heads do take individual DMX addresses and they use 48 control channels.
- We can use the same universe for both Washes and Moving Heads, as long as we don't run out of DMX channels.



- If we need to use a separate universe for moving heads that implies the use of a second PixMob node and DMX splitter creating a separate DMX distribution scheme just for the Moving Heads.



- As a general rule, each system has to be used individually, meaning that **if the Washes are sending IR, the MH must not be and vice-versa.**

