

Basic “must be able to” for a Lighting Programmer

- Turn the desk on
 - Set up the desk in a familiar mode (e.g. change from AT to Direct Select on Eos, set screens to display useful data etc.)
 - Understand the displays (e.g. the significance of colours on the channel output display of the Eos)
 - Flash through the rig quickly and thoroughly
 - Control moving lights and scrollers live
 - Home fixtures
 - Colour match fixtures and save into colour palettes
 - Record beam palettes and use them to build cues
 - Record position palettes using a common starting point to minimise “flipping”
 - Build a basic cue containing fixture intensities and attribute information
 - Record a cue and give it a name
 - Record time information in a cue, including separate in, out and delay times
 - Update cues that have previously been created
 - Save the show locally and on USB
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- Understand how to use Group Time and Group Delay within a cue (Eos)
 - Understand how tracking works on the desk, be able to turn it on and off, and be able to create blocking cues
 - Record to independents
 - Record to a sub-master
 - Record key cues to palettes, and selectively recall information from them
 - Record key levels from another cue
 - Copy moving light information from one cue into a new cue
 - Build and record simple intensity chases
 - Build and record attribute chases using palettes
 - Assign chases to sub-masters
 - Start and Stop Dynamic Effects
 - Capture and Release channels / attributes
 - Freeze and un-freeze the desk
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- Set up a profile and assign to scrollers and moving lights
 - Patch a rig of generic lanterns with scrollers, and moving lights
 - Set up a network, with at least one other device