


L L G

- ! The SmartFade console works as a **L** - **P**.
 - o! To build a "look," adjust the faders on the top (B) or bottom (A) row.
 - o! Use the A/B Crossfader on the right to transition between rows B & A.
 - o! The Master (also on the right) controls all channels on both rows.
- ! Use the  to experiment with different colors, angles, etc.
 - o! You may: change color & gobos / refocus / adjust shutters of Rep units
 - o! You may not: move / strike / re-circuit / unplug Rep units
 - o! Exception: The Rover unit (Ch.16) may go anywhere on the deck.
- ! There are **2** on the 2 FOH pipe, for adding specials.
 - o! Additional units & lenses are available in the drawers under the deck.
 - o! Do not hang full-size units from other theatres on the Light Lab grid.
 - o! Be gentle when tightening c-clamps; the grid pipes are very thin.
- ! To access the grid,
 - o! Do not, under any circumstances, hang or climb on the grid.
- ! **D** from the Light Lab, including and especially:
 - o! Stepladder & rehearsal cubes
 - o! Wooden figures
 - o! Lighting instruments, accessories, cable, dimmers, or console
 - o! Wrenches or other tools
 - o! The Light Lab Information and/or the Color & Template binders