

“Pixels” tutorial

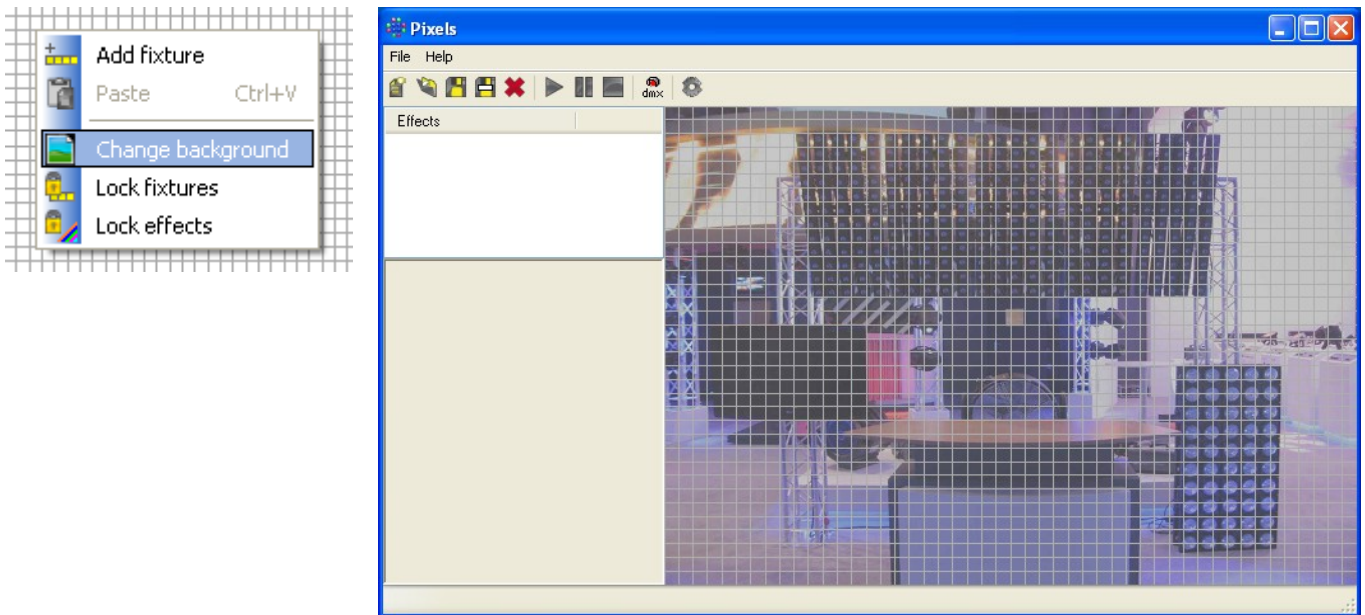
Pixels is dedicated to generate scenes for RGB led fixtures.
This tutorial is for people who are already friendly with the software.

Part 1: set up the fixtures

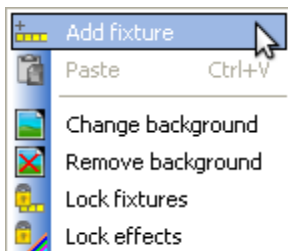
Set the grid resolution. The minimum size for a RGB led is 1x1 pixel.



Load a picture of the stage as “background” screen.



Add the RGB led fixtures



Fixture properties

DMX addressing

DMX address

Universe

Name

Rotate left

Rotate right

1
4
7
10
13
16
19
22
25
28
31
34

right click on pixel for manual addressing

Shared channels

First channels

Last channels

Edit

Pixels

Horizontal

Vertical

Type

Led shape

Matrix auto addressing

Start corner

Orientation

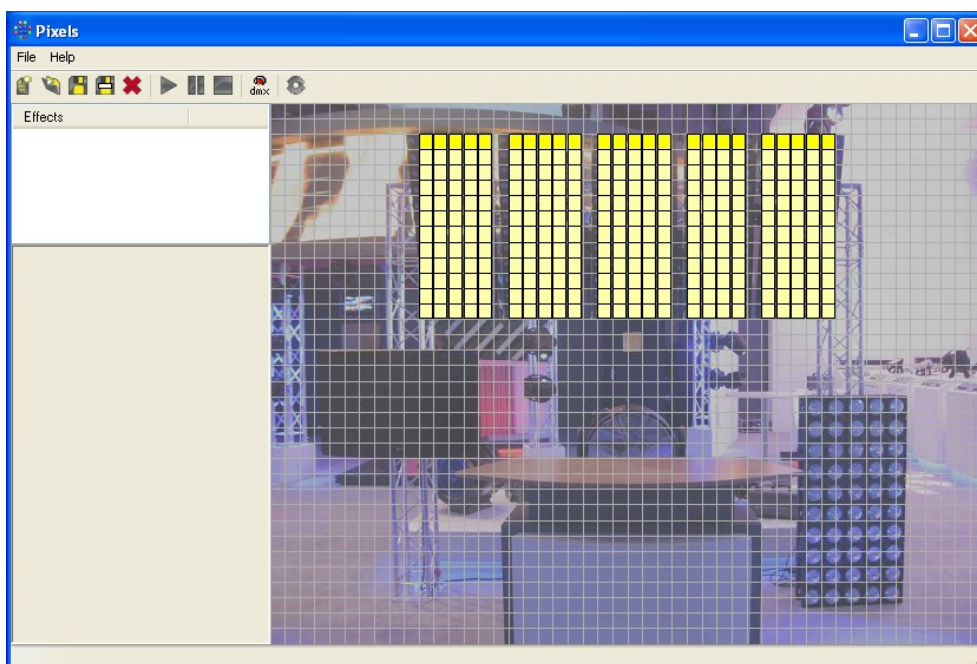
Snake mode

Patch

Mouse addressing

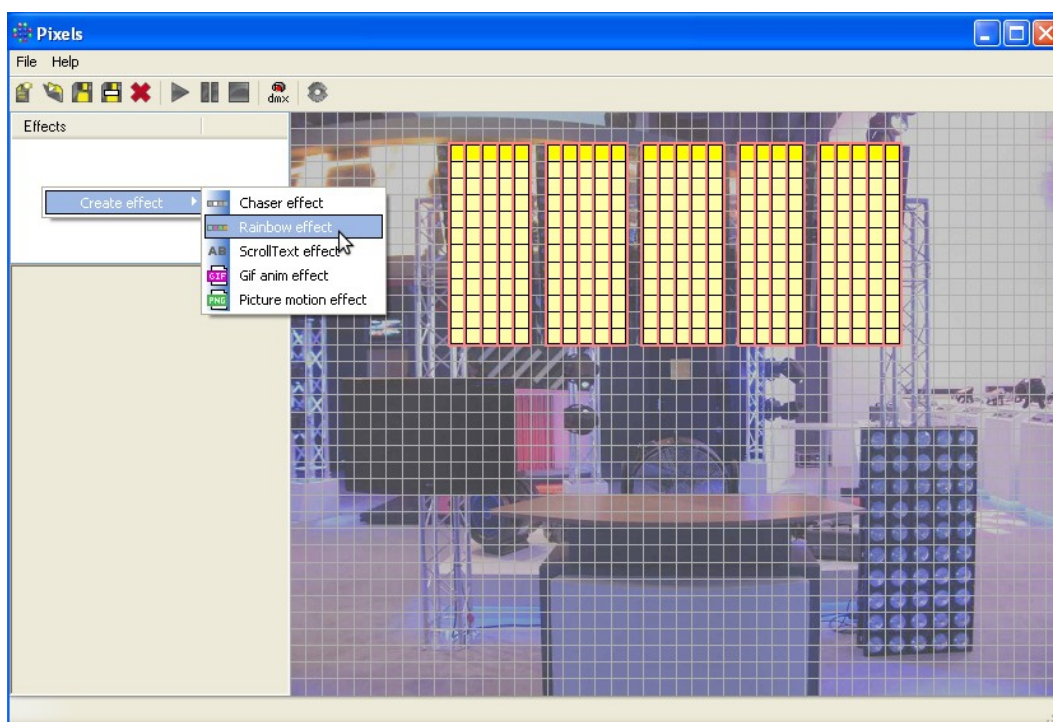
Start

Repeat this operation for all fixtures

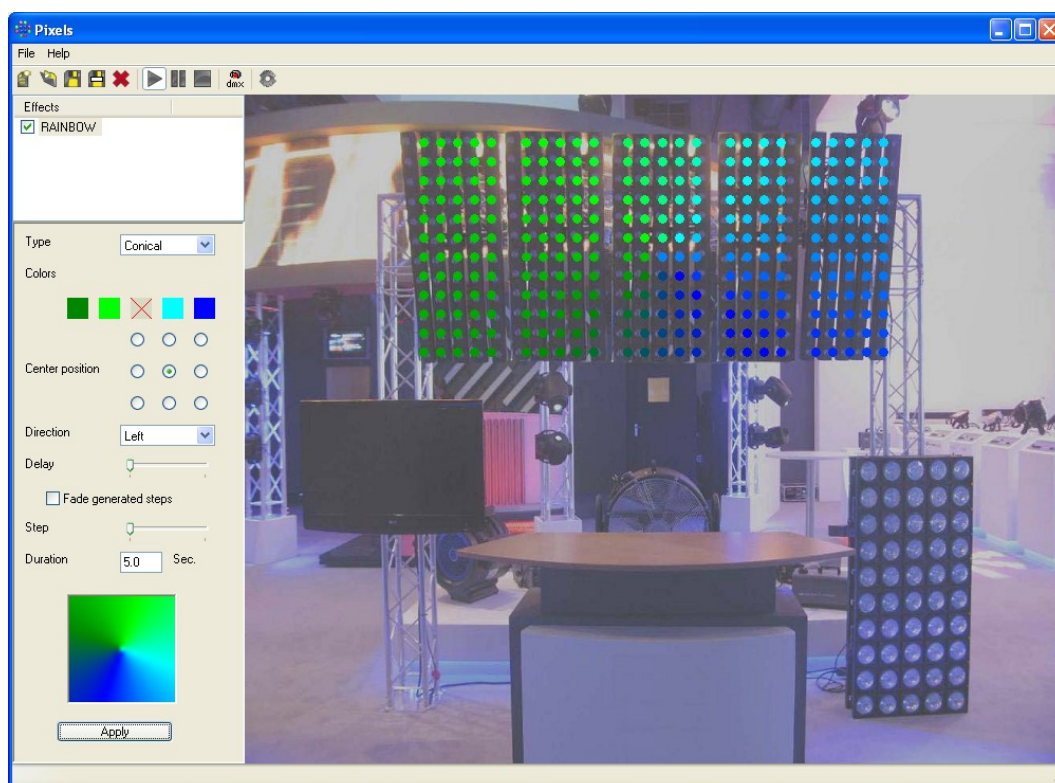


Part 2 – create “color effects” projects

Select some lights with the mouse lasso and create an effect.



Run the project



Save the project and generate a scene (similar procedure than with Generator). This scene can be loaded in Live, and in standalone dmx interfaces.