"Pixels" tutorial

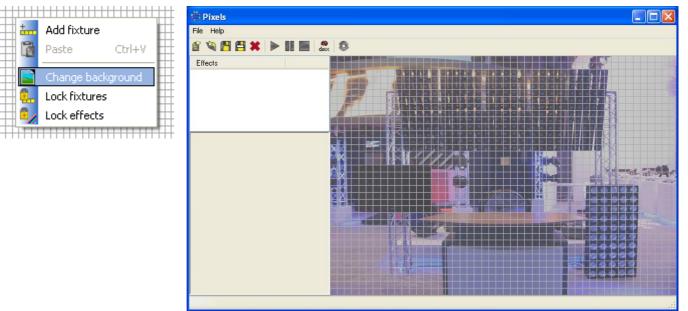
Pixels is dedicated to generate scenes for RGB led fixtures. This tutorial is for people who are already friendly with the software.

Part 1: set up the fixtures

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

🏥 Properties	
Grid	
Grid width	80
Grid height	50
Apply	

Load a picture of the stage as "background" screen.

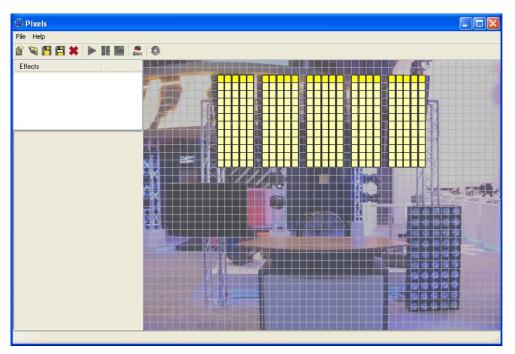


Add the RGB led fixtures

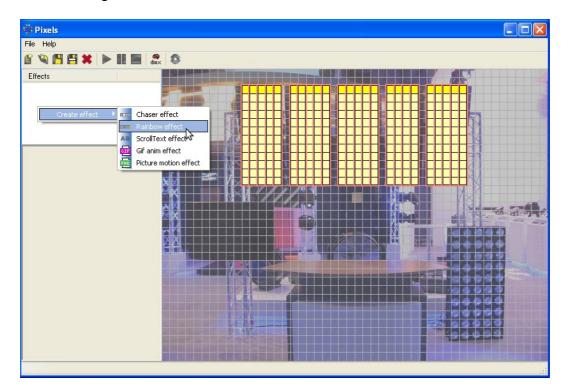


Fixture properties	X
🔌 🖪	
DMX addressing	Shared channels
DMX address	First channels
Universe 2	Last channels
Name LedBar	Edit
Rotate left Rotate right	Pixels Horizontal
1	Vertical 12
4	Type RGB 💙
7	Led shape Round 50%
13	
16	Matrix auto addressing
19	Start corner Top-left
22	Orientation Horizontal
25	Snake mode No
28	
34	Patch
right click on pixel for manual addressing	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

\mu Pixels File Help	
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Effects	
RAINBOW	
Type Conical 💌	
Colors	
000	
0 0 0	
Direction Left 💌	
Delay 🖓 👘	
Fade generated steps	
Step 0	
Duration 5.0 Sec.	1.1.0.0000
0.0	
Apply	00000
	at the second of the second of the

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