

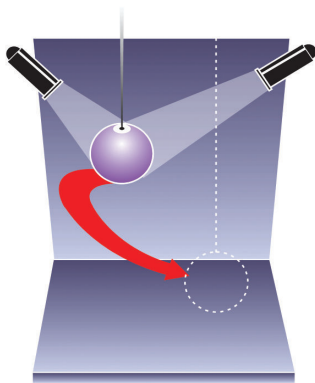
F:light

following light for automated objects

F:light has been designed to bridge the gap between lighting and automation and allows moving lights to follow the motion of automated scenery and performers, whilst remaining fully under the lighting designer's control.



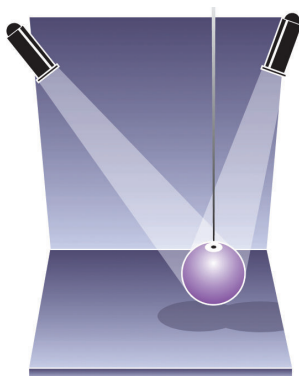
F:light uses real-time automation data to accurately follow objects as they move, not just with pan and tilt but also with constant beam size. Changes of speed or path, as well as preset dark regions, are handled dynamically and the lighting fixtures may even be attached to moving objects. F:light acts as an additional lighting console, providing seamless focus information to any fixture on demand. It is simple to configure and supports DMX, Art-Net and ACN.



F:light is as useful for following stage trucks and flying scenery as it is for complex 3D manoeuvres and performer flying. Often, flying effects are used in situations that require highly accurate lighting in order not to reveal "the trick". F:light ensures that lights and automation can be easily programmed to synchronise where required. In addition, the lights will follow a manual path of an object in 2D or 3D when in use with our "teach and learn" system.

Key features

- Multiple fixtures may track a single object or a number of objects
- Simple tracking mode - controls pan and tilt
- Enhanced tracking mode - controls pan, tilt and beam size
- Uses real-time data for accuracy
- Dark zones to avoid lighting unwanted areas
- Lighting console operator maintains full control
- Fixtures may be attached to moving objects
- Protocol supported - Art-Net, DMX, ACN, more to follow
- F:light supports 2 DMX universes on Art-Net and 8 on ACN
- 1U rack-mounted
- Dual Ethernet ports
- 110/230v 50/60Hz
- OS - Windows® Embedded Standard



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