ETC Console Training

Which class is right for you?

Level 1: Essentials   1 Day

Are you new to the Eos family of consoles and ready to hit the ground running with your first show? Learn all the basics you will need to get started in our Essentials class. This class will give you a solid foundation with the Eos family of consoles and prepare you to grow your knowledge as you are ready.

This class is available for the following consoles:
- Element
- Ion
- Gio
- Eos Ti

After completing the Level 1 class, you will be able to:
- Identify key elements of the console user interface and navigation
- Manage show files (save, edit, delete)
- Patch conventional and multi-parameter fixtures
- Work with channels in Live mode
- Record, select, and delete groups
- Record, play, and delete a basic cue
- Record to, load, and clear submasters
- Create simple step-based effects
- Understand the basics of working with a multi-parameter device (introductory concepts).

Level 2: Enhanced Skills   1 Day

Ready to move beyond the basics with your Eos family console? Build the skills you need to take your programming to the next level. Going beyond our Level 1 training, this class will get you going with some of the more advanced capabilities of your console and get you on your way to programming like a pro.

This class is available for the following consoles:
- Element
- Ion
- Gio
- Eos Ti

After completing the Level 2 class, you will be able to:
- Patch moving lights and multi-parameter devices and edit device attributes
- Work with non-intensity parameters and their associated functions
- Record and recall palettes and presets
- Use Direct Selects and the ML Control Module
- Take advantage of discrete timing
- Use Mark and/or Auto-Mark functions
- Understand Update and its styles and modifiers
- Create a Relative and an Absolute Effect
- Create and use a magic sheet

Level 3: Advanced Programming   1 Day

Think you know all there is to know about your console? Our Level 3 class will teach even the most seasoned professionals a thing or two about the features of their console. This class is perfect for programmers who are proficient with all the functions covered in Levels 1 and 2 training and ready to learn more. This class is intended for people who are well versed in Eos family console terminology, already know the layout of the desk, and are experienced Eos family programmers.

After completing the Level 3 class, you will be able to:
- Use, store, and recall advanced displays
- Use advanced patch functions, such as copying and moving show data, editing fixture profiles, and creating keywords
- Use advanced selection and manual control features in controlling channels
- Define and use Highlight, Lowlight, and custom RemDim
- Use the fan function on encoders, the command line, and for references
- Control multiple-intensity fixtures
- Apply and store filters
- Use manual playback functions like Make Null, Make Manual, and Capture
- Use advanced palette and preset modifiers
- Use advanced cues functions, like Multipart, and Multiple Cue Lists
- Create and use Macros
- Utilize intermediate Magic Sheet features

Expert Topics   Length varies

Our expert Topics will explore core concepts of unique features of the Eos Family software. For people who are well versed in Eos family console features, this is an opportunity to learn a few more complex concepts and functions. Although there will be prepared materials for these classes, we will answer your questions and focus on the examples and solutions that are of most interest to you.

Expert Topics include:
- Media Server Control and Pixel Mapping using the virtual media server that exists in the Eos Family consoles
- Control Networks for Eos Family Systems
  - Setting up a large networked system
  - Device configuration and network roles
  - Backup behaviors and failure scenarios
- Multi-user Setup
  - for those who work in a multi-user environment
  - Defining user roles and partitions
  - System Administration
- Advanced Effects
- Show Control and External Triggers