

ETC Eos Family Console Training – Course Outlines

Level 2: Enhanced Skills

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.

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 Select and ML Control Modules
- 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

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

Please Note:

The Ion Xe is the new facepanel that is taking the place of the Ion. It is still the same software (Eos family software) that is in the Ion. So 90% of what you learn in the Xe class will still be applicable to the classic Ion console. What is different is basically button placement and some buttons that were softkeys on the Ion are hard keys on the Xe.