

WICREATIONS

# WIMOTION

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SOFTWARE

WI

PHOTO BY KRIS GOODMAN

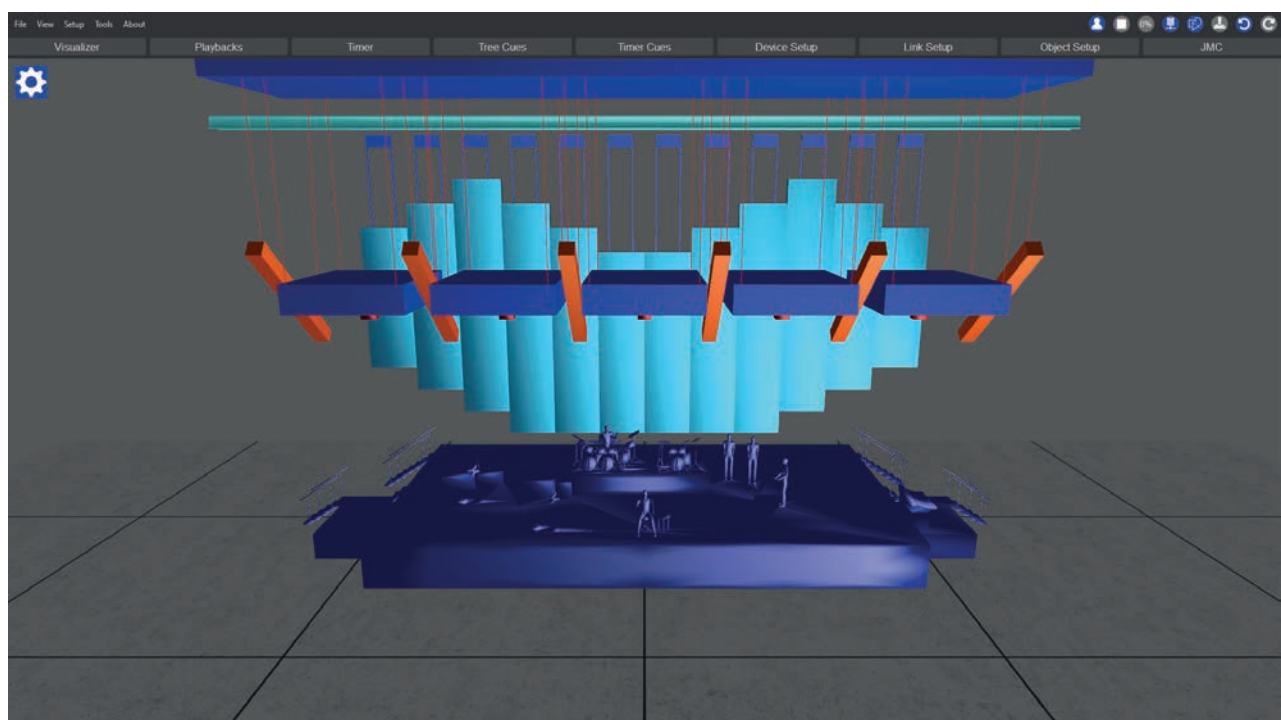
# FREE DOWNLOAD OF 3D PRE-VIS

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Heart of the ecosystem is the WIMOTION SYSTEM made up of software and connected hardware, objects and packs. The system fluidly integrates with dynamic video content, light and sound to realize a wide range of immersive effects. Core is the programming and operating software developed inhouse.

A free downloadable version is available in the WICOMMUNITY to assist designers and every pro involved with stage motion. Movement of objects integrated in a venue frame can now easily be pre-programmed and pre-visualized in realtime kinetic 3D.

The 3D pre-vis software download is free and comes with the entire WIMOTION software package allowing you to pre-program your show.



# USER BENEFITS

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## USABILITY

- Immediate 3D motion pre-vis exactly as you designed your show
- Easy access level & learning curve
- Smart & fun to work with program

## ACCURACY

- PSN broadcast high sample rate meaning accurate positioning
- Precise acceleration and deceleration of the motion engines represented. The speed and timing curve of the motion effect in previs is exactly the same as it would be on stage (acceleration values – time line – deceleration values)

## COLLABORATION

- Collaboration with experts from other show disciplines
- Compatible with packages previsualizing the entire show design. As a creative you get a very precise total scope of all show elements of which motion is one of them besides light, video, sound & special effects

## SAFETY

- Documentation platform for risk assessment

## CUSTOMIZED OR STANDARD

- Set the time frame and devices are customized meeting your highest demands as far as budget, imagination and the laws of physics will allow. Within standard time zones we have a wide range of creative packs for you straight from our rental stock

The closest match possible  
between the intended show  
effect and the actual real thing

# WHY

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Share your 3D design with other motion professionals to get a creative multiangle view. Share your motion input in the total show scope with light, video, sound & special effects professionals.

- See creative strengths & flaws in conceptual preview
- Assess risks
- Kill bloopers
- Detect hidden opportunities
- Collaborate
- Share
- Boost

Get the most of your motion potential for the best possible total show concept

## START BUILDING YOUR OWN SHOW RIGHT NOW



- Join the WICOMMUNITY
- Download the software for free
- Explore using the demo shows
- Browse through our Object Library
- Mix & match
- Empower with motion

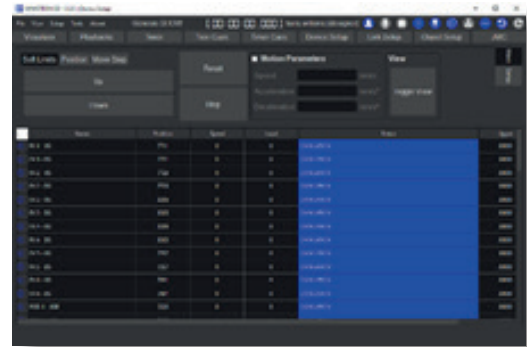
| It's showtime!

# FEATURES

## UNLIMITED DESK VIEWS

### TREE CUE CREATOR

A user-friendly feature that links cues by moving them above or below one another. In each cue, Single Devices, Objects or Simple Outputs can be selected. User friendly Cue programming and drag-drop linking.



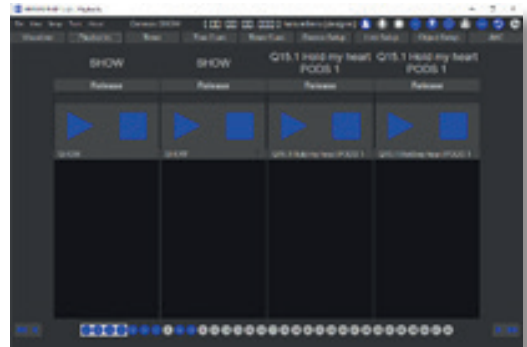
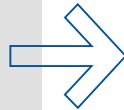
### JOG MANUAL CONTROL (JMC)

### ONLINE LIBRARY OF OBJECTS AND DEVICES

### DASHBOARD WINDOW

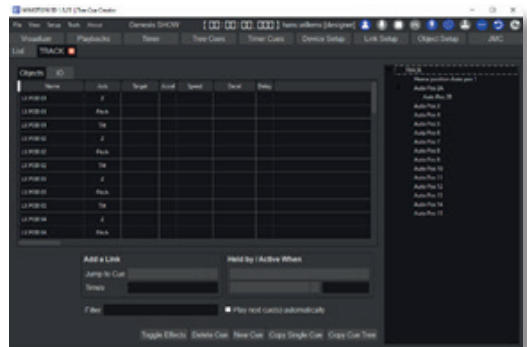
### PLAYBACK

You can start multiple cues via multiple playbacks.



### DEVICE AND OBJECT SETUP

For single axis movements, Device Control or Group Control can be used. For more complex moves Object Control can be selected. Objects set up is fast and straightforward thanks to the availability of Object personalities in the Library and the option of a super-fast direct control link -or the wire control link which requires coordinates to be set. Object movement works according to the XYZ co-ordination and each object can be activated X, Y, Z, plus P (Pitch, rotating around X), T (Tilt rotating around Y) and R (Rotate, rotating around Z). A 'Child' object can be connected to a 'Parent' object to show the exact movements in the 3D visualizer.



### USERLOGIN ZONE

Profiled User Log-ons enable multiple users to access the system simultaneously at different levels using a USB dongle. This allows the creation of a roles and responsibility model in the motion operator's team or gives limited access to other FOH staff. Zone settings allow dedicated (selectable) Playbacks, Devices, Groups and Objects to run or play via different logins. Think about this in the context of touring builds or break-downs.

### INDICATORS

