

WICREATIONS

UPPER STAGE

WIMOTION

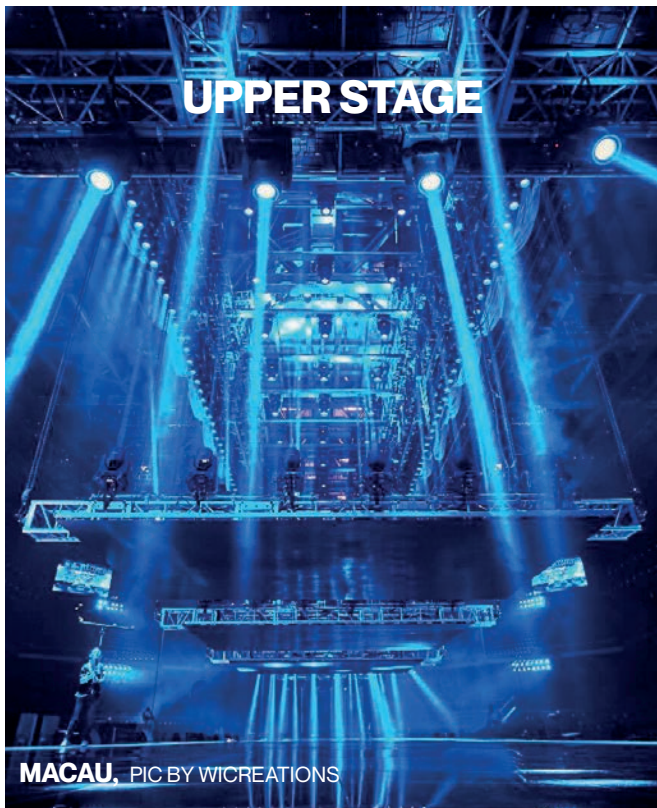
LOWER STAGE

OBJECTS

WI

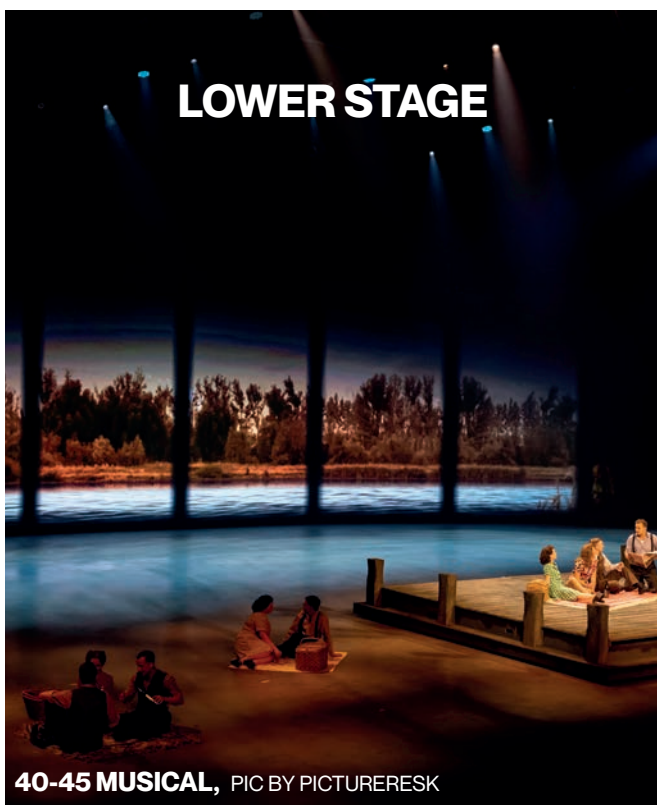
PICTURE BY TIM ROUTLEDGE

6 DIMENSIONS OF MAGIC



In former days and basic forms, stage automation meant pre-programming motion of scenic and staging elements (including people) 1 directional namely up and down in repetitive synchronized motion sets. This is however a narrow and outdated scope of motion no longer meeting the increasing demands for highly sophisticated show effects.

Advanced WIMOTION technology offers the possibilities to move objects around 3 axes vertical (Z-axis), horizontal (X-axis) and through the depth of stage (Y-axis), an axis being an imaginary line dividing space into 2 parts. An object can also rotate around these axes resulting in tilting (Y-axis), pitching (X-axis) and rolling (Z-axis) thus creating 6 dimensions.

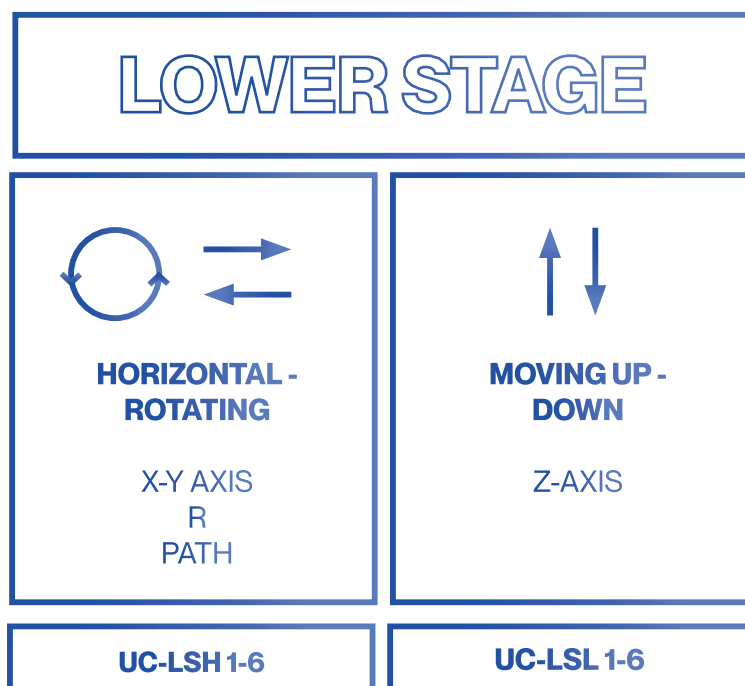
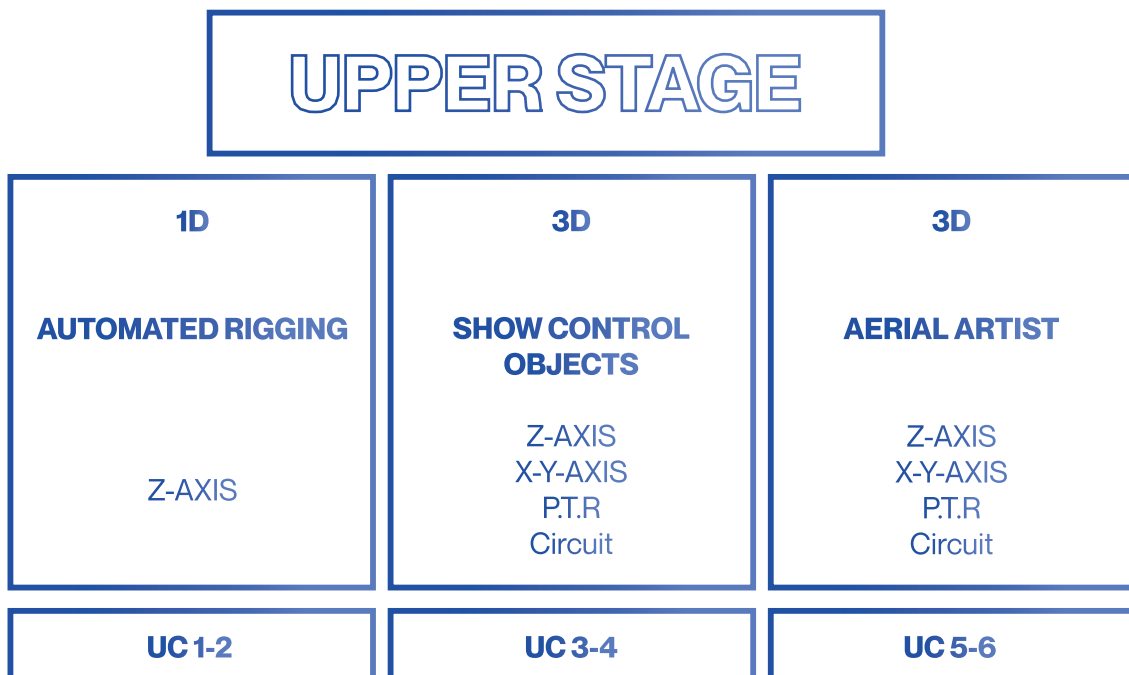


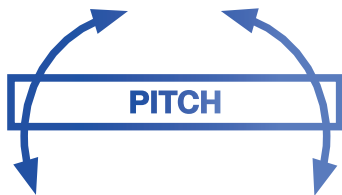
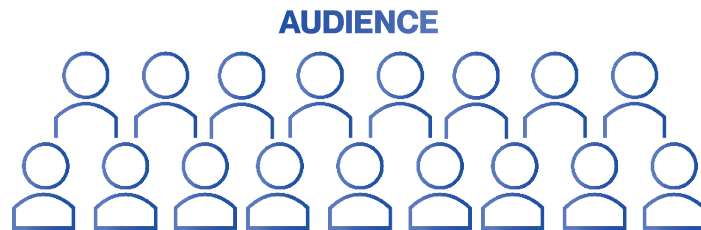
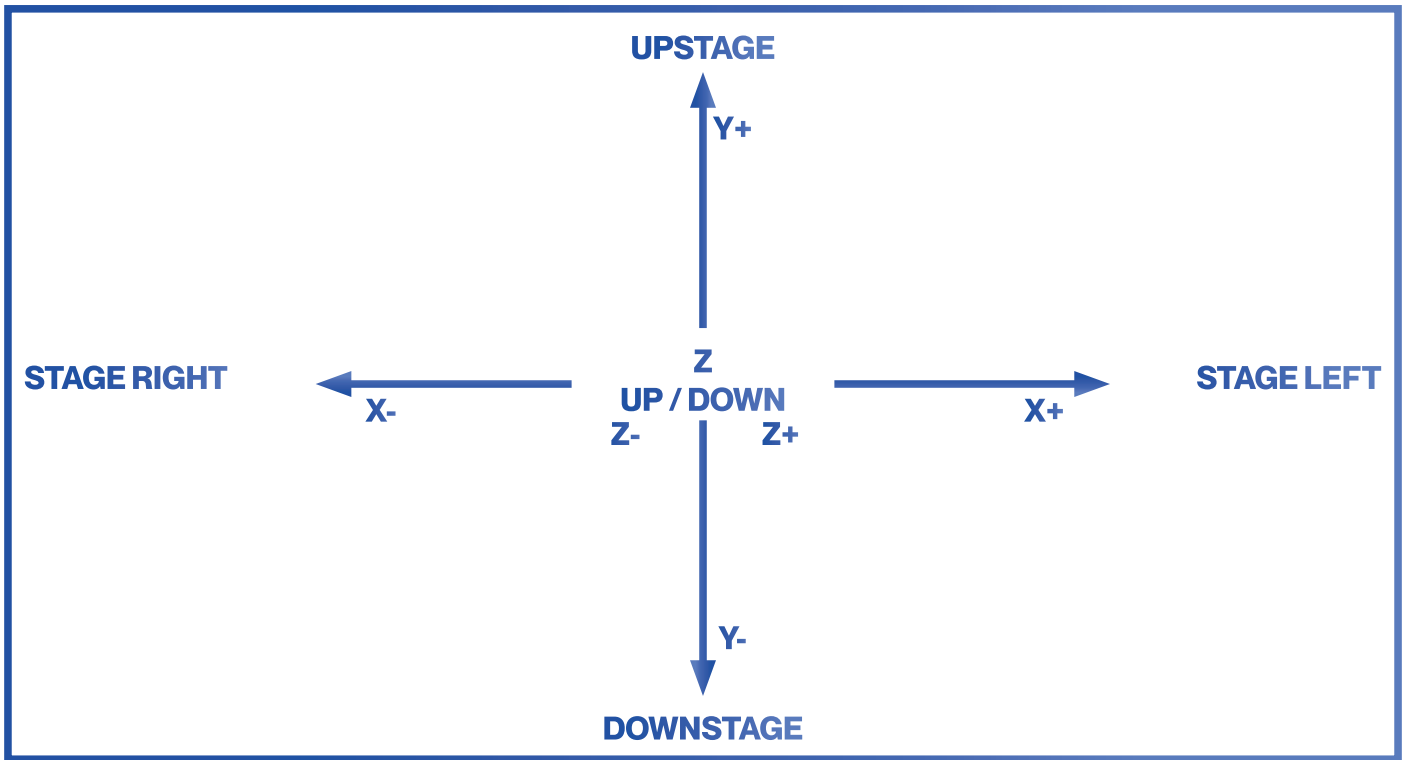
Moving weights is not without risks. Multi-axes motion with variable speed scenarios offers a huge potential for the most spectacular effects. Therefore only prime automation technology compliant with the most stringent international safety regulations is fit for the technical translation.

WIMOTION is compliant with the EN17206 standard allowing the most spectacular show effects in a guaranteed safe way.

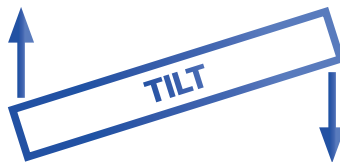
EN17206

OUR SOLUTION GRID IS BASED ON THE LATEST IN SHOW SAFETY STANDARDS.

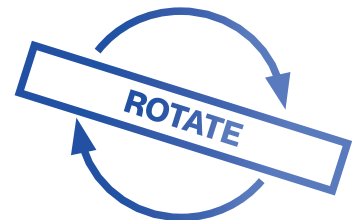




Around the X axis



Around the Y axis



Around the Z axis

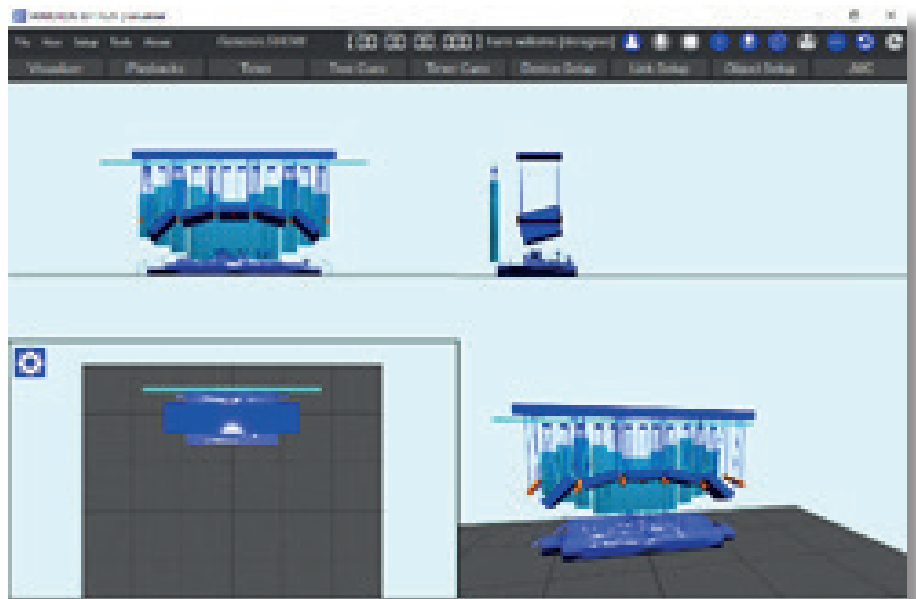
X axis - Across Stage
 Y axis - Up/Down Stage
 Z axis - Vertical Up/Down

Pitch - Rotating around the X axis

Tilt - Rotating around Y axis

Rotate - Rotation around the Z axis

EN17206



Visualizer

For single axis movements, Device Control or Group Control can be used. For more complex moves, Object Control can be selected.

Objects setup is fast and straight forward – due 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, rotates around Z).

A 'Child' object can be connected to a 'Parent' object to show the exact movements in the 3D visualizer.

Art-Net integration

The motion of Devices and objects can be cued via Art-Net with in the set parameters, locked in the WI-Desk. This makes it easy to set up devices like roll-drop blinds, band-winchies, hoists, etc... and cue them safely through a Lighting Console.

Operating from different operating positions is possible.

PosiStageNet

PosiStageNet - a real-time 3D positioning protocol - allows positional tracking information to be fed out of the WIMOTION software into a media server which is setup within the PSN protocol – so video and moving image content can be synced exactly with any moving screens and other objects. A sample rate of 60ms is standard.

FullRedundancy

FullServer-Client Setup.

RAMMSTEIN, MOVING VIDEO SCREEN PIC BY JENS KOCH

