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# Remote control of Lights through TouchOSC

**TouchOSC** is a modular control surface toolkit for designing and constructing custom controllers that can be used on a multitude of operating systems and devices. An easy way of designing your own OSC controls. Use the old version of [TouchOSC Editor](#) or [new version](#) to design custom sliders, faders and buttons, control other software through OSC using the app [TouchOSC](#)



Simple TouchOSC template to control 8 pars & 3 spots (5 channels). Open this patch in [TouchOSC Editor](#) to upload to your device. Any software that receives OSC messages can be connected.

[Controlling LightPars&Spots.touchosc](#)

How to use the templates:

1. Download and install the [TouchOSC App](#) on your tablet or smartphone
2. Download and install the [TouchOSC desktop editor](#) on your computer
3. Start the desktop editor and load a template
4. Check to make both devices on the same WiFi Network. Set the computer ipadres in the app.
5. In the App go to LAYOUT & tap ADD. Select your host (computer name running the desktop editor) Click on "sync" and the template will be sent to your tablet or smartphone.
6. The template will now appear on your tablet or smartphone list of templates

**TouchOSC & Touchdesigner:**

Control the lights* remotely with Touchdesigner & TouchOSC on Ipad with these 2 patches & ArtNet.	
Open this patch in <a href="#">TouchOSC Editor</a> to upload to your device.	<a href="#">Controlling LightPars&amp;Spots.touchosc</a>
Open this patch in Touchdesigner, check OSC port & ArtNet connection.	<a href="#">RemoteControlLights (TouchOSC_ArtNet).toe</a>
<p>After connecting, slide all the faders once to refresh the connection with Touchdesigner &amp; remove errors. This connection also works when TD is running in perform mode in the background.</p> <p>* these patches were designed for the fixtures in the Blackbox @Janskerkhof (8 pars &amp; 3 spots) but can easily be adapted.</p>	

## TouchOSC & QLC

<a href="https://www.youtube.com/embed/AtVj61Shj2o">https://www.youtube.com/embed/AtVj61Shj2o</a>	tbd add example patch
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# Visualizing shows

[https://www.youtube.com/embed/\\_q0ZyGS0VWQ](https://www.youtube.com/embed/_q0ZyGS0VWQ)

# Combining Software

Sending DMX data from Touchdesigner over Artnet to Resolume.

<https://www.youtube.com/embed/N4yEi33Fx1s>

Sending OSC data from Isadora to QLC

Connecting EMU & Abelton

<https://www.youtube.com/embed/-ElkUmzLFsQ>

# MagicQ : lighting software mimicking a light console

MagicQ software offers powerful lighting control with loads of features that lighting designers have come to rely on, such as full lighting visualisation, pixel mapping, and HD media playback on up to 8 different layers, all integrated smoothly to streamline workflows, save time, and shorten learning curves on even the most complex lighting systems.

- MagicVis Visualiser
- Magic HD Pixel-Mapper
- Morphing
- Cloning
- Patch Offsetting
- Group and Palette FX

Chamsys MagicQ supports an extensive array of features to enable lighting designers to quickly and easily realise their innovative and imaginative designs. MagicQ offers lighting control on up to 256 universes with full lighting visualisation, pixel mapping, and HD media playback on up to 8 different layers, all integrated smoothly to streamline workflows, save time, and shorten learning curves on even the most complex lighting systems.

MagicQ PC is available free of charge for use on Windows, Mac and Linux with 64 universes of output fully enabled (via Art-net, sACN, Pathport) - no hardware required!

[Magic Q software](#) to download MagicQ

<https://chamsyslighting.com/pages/video-tutorials> to learn MagicQ

# Pixel mapping

(under construction)

Pixel mapping is the use of software to map video imagery to an array of individual lighting fixtures.

the setup is:

1. in: A source of video.
2. in between: The [software](#) to map the video to the fixtures. (Resolume, Touchdesigner a.o.)
3. out: An array of RGB LED fixtures.

Exploring further, think of the software as a piece of paper that you have cut a geometric series of small holes in. When you hold that paper up to your computer screen, you only see what is let through by the holes. If you send what you see in each hole to a dedicated fixture, or pixel, you have pixel mapping.

Pixel Mapping is often used to create dynamic and creative lighting effects. You can programme intricate patterns, colour changes, and animations that respond in real-time to the mood or theme of the performance.

This short tutorial looks at the concept of pixel mapping as part of lighting and visuals for live performance such as concerts, clubs and theatre. Pixel mapping is the application of still or moving images to a lighting system, often an array of RGB LEDs and shouldn't be confused with projection mapping. The tutorial doesn't explain HOW to set up pixel mapping as part of a lighting control system but uses the example of the ChamSys MagicQ to explain the fundamental principle.

<https://www.youtube.com/embed/sjt3u4AKfyk>