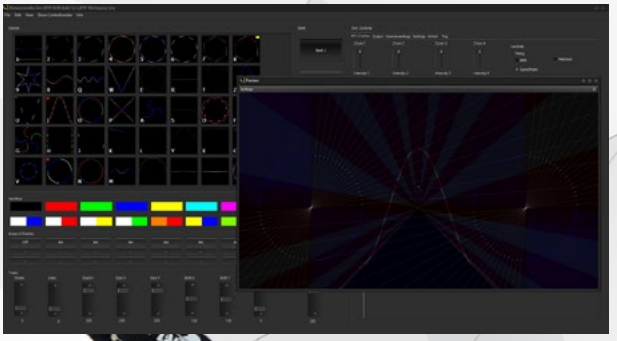
SHOW CONTROLLER

THE PROFESSIONAL LASER SHOW & MULTIMEDIA CONTROL SOFTWARE

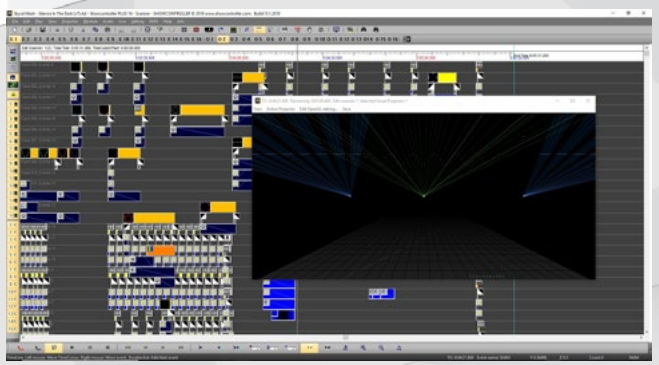
Laser show creation made easy: No matter if a professional music synchronous timeline laser show is required or live laser show control to a DJ set - Showcontroller has all the necessary features to create overwhelming laser shows. Showcontroller consists of six different program parts that work together like a software suite, but are designed for different kinds of applications. Laser frames and animations can be used in every program part and can be shared between them.

Key Features:

- Live laser control
- Timeline-based laser show programming
- 250+ free shows included
- Drag-and-drop operation, intuitive handling
- Logo and graphics import
- MIDI and DMX support
- Realizzer 3D support (Showeditor PLUS)
- Video event support (Showeditor PLUS)
- Up to 20 ShowNet LAN output interfaces are supported



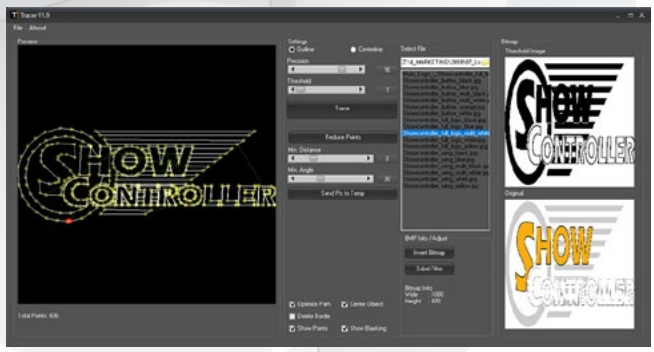
Showcontroller Live Window



Showcontroller Timeline Window

Showcontroller is available in many languages

Some language packs are already implemented to the full extent, many more follow very soon. The user interface of Showcontroller LIVE has already been adapted to these languages: English, German, French, Spanish, Chinese, Nederlands.



Showcontroller Tracer Window

Showcontroller is compatible to various input and output file formats

REALIZZER, ILDA Standard, Art-Net Protocol, Dynamic SVG, JPG/BMP Import, etc.

Reliable: No forced updates – the user decides when it's time to update
Discrete: No forced registration to access software updates
Compatible: ILDA file standard is supported for import and export

www.showcontroller.com

FEATURE OVERVIEW SHOWCONTROLLER & SHOWCONTROLLER PLUS

SHOW CONTROLLER SHOW CONTROLLER PLUS

Hardware		
Hardware integration	Up to 3 ShowNET LAN Interfaces	Up to 20 various Interfaces (LAN / USB)
Max. Scanspeed	Up to 150Kpps	Up to 150Kpps, depending on Interface
DMX In/out	All Interfaces with integrated DMX 512 in/out	All Interfaces with integrated DMX 512 in/out
Artnet	supported	supported
Operation Systems	Windows 7 or higher, 32/64 Bit	Windows 7 or higher, 32/64 Bit
Multi Screen Support	Yes, but only one screen necessary	Yes, but only one screen necessary
Hotplug Capable	Yes	Yes
ILDA Axis Resolution	Depending on hardware, up to 16 Bit	Depending on hardware, up to 16 Bit
ILDA Color Resolution	Depending on hardware, up to 12 Bit	Depending on hardware, up to 12 Bit
Multi Color support	via IMC, realtime output of RGB shows to multicolor systems	via IMC, realtime output of RGB shows to multicolor systems
Projector Routing	Yes	Yes
External Control	Midi, DMX, Artnet	Midi, DMX, Artnet
Safety Zones	Several options, incl. horizontal zone and soft border	Several options, incl. horizontal zone and soft border
Live Operation		
Control	Mouse, keyboard, touchscreen, Midi, DMX, Artnet	Mouse, keyboard, toucscreen, Midi, DMX, Artnet
Preset Scenes	10 banks, each 40 scenes	10 banks, each 40 scenes
Multi Cue Selection	Yes	Yes
Chaser	Yes	Yes
Scanner Groups	Yes	Yes
Live Recoloring	Yes, RGB fader or HUE	Yes, RGB fader or HUE
BPM Sync	Yes, manual or Midi clock (e.g. Virtual DJ)	Yes, manual or Midi clock (e.g. Virtual DJ)
Random Play	Yes	Yes
Geometric Corrections	Yes, many different options	Yes, many different options
Color & Picture Morphing, Soft Color	Yes	Yes
Projection Layers	up to 32, auto blending / covering	up to 32, auto blending / covering
Crossover Effects	Yes, preprogrammed and free definable	Yes, preprogrammed and free definable
Mophing	Yes	Yes
Preview	Yes, max 3 scanner, fixed in GUI	Yes, additional OpenGL preview as dockable window
Scene Playmodes	Programmable, flash / loop	Programmable, flash / loop
Fog Control	Yes	Yes
Static Beamtable	Yes, 40 beam(s) per projector	Yes, 40 beam(s) per projector
PicEdit		
2D / 3D Drawings	Yes	Yes
Drawing Tools	Several standard and laser optimized tools	Several standard and laser optimized tools
Internal Resolution	32 Bit	32 Bit
Auto Optimize	Yes	Yes
Importable Formats	ILDA, PLT, external tracer & SVG converter	ILDA, PLT, external tracer & SVG converter
Text	TTF, laser optimized fonts	TTF, laser optimized fonts
Color	Color table, RGB	Color table, RGB
MouseToLaser	Yes	Yes
3D Transformations	Yes	Yes
3D Transformations	Yes	Yes
Manual Interpolation	Yes	Yes
RealTime Timeline		
Max Timelines	16	16
Max Tracks per Timeline	128	128
Framesource	Pic, ILDA, Animation, Lissajous, Rasterscanning	Pic, ILDA, Animation, Lissajous, Rasterscanning
Timing	Audio, internal clock, MTC, SMPTE via external hardware	Audio, internal clock, MTC, SMPTE via external hardware
Animation Effects	Multiple effects with multiple setting options	Multiple effects with multiple setting options
Effect Parameters	Fixed, animated, ext. source (DMX, Midi,...)	Fixed, animated, ext. source (DMX, Midi,...)
Projection Zones	up to 32 worlds	up to 32 worlds
Scan Parameters	up to 32 for each projector	up to 32 for each projector
Projection Layers	up to 32, auto blending / covering	up to 32, auto blending / covering
Geometric Corrections	Yes, many different options	Yes, many different options
Color & Picture Morphing, Soft Color	Yes	Yes
Audio Visualisation	Yes	Yes
Runtext	Yes	Yes
Unicode Text	Yes	Yes
Show Protection	Editing, dongle number	Editing, dongle number
Control External Devices	via DMX, Artnet, Midi-Out	via DMX, Artnet, Midi-Out
3D Lissajus Generator	Yes	Yes
Net Transformations	Yes	Yes
Color Morphing	Yes	Yes
Soft Blanking, Hidden Line	Yes	Yes
Video and Media Integration	Yes, limited	Yes
Preview in Realtime		
Dockable Preview	Yes	Yes
Projector Positions	Free definable in X/Y and Z	Free definable in X/Y and Z
Projector Rotation	X/Y Axis	X/Y Axis
Axis Inversion	Automatic depending on interface settings	Automatic depending on interface settings
Fog Simulation	Yes	Yes
Preview as Video	Yes, up to 4K	Yes, up to 4K
Video Watermark	Yes	Yes
External software interfaces for preview	none	Realizzer 3D
Additional Features		
Software Update	Free for Lifetime, no forced updates	Free for Lifetime, no forced updates
Preset Shows	>250, mixed single and multiprojector	>250, mixed single and multiprojector
More Program Parts	Hardwarecheck, Tracer, SVG Converter, Player	Hardwarecheck, Tracer, SVG Converter, Player

Showcontroller RealTime can be used for creating timline-based laser shows. Laser frames and animations can be placed on a timeline and synchronized to music. A multitude of customizable effects can be added to those frames then. It is possible to create many tracks in parallel.
Showcontroller RealTime has it's name from the fact that it allows for real time programming: Every action can be displayed live, either in the preview window or direct laser output.

More than 250 free laser shows included!

Showcontroller LIVE is the software part of the Showcontroller Suite that is especially designed for live laser show control. No matter if it's used to accompany a DJ set with lasers, to play lasers at a festival, or to support a musical or artistic performance - Showcontroller LIVE is the tool for every laser show application that cannot be pre-produced or pre-programmed or has no common time base.
Showcontroller LIVE is an extremely mighty tool: 40 scenes can be preset per bank and 10 banks can be used for this. Also, Showcontroller LIVE already comes with a large selection of already preset scenes

Showcontroller PicEdit is the program part that is used for creating 2-dimensional and 3-dimensional laser graphics. It is a very powerful tool that not only allows for creating vector based frames but also for laser animations.
PicEdit closely works together with other software parts of the Showcontroller software suite, like Showcontroller Trace and Showcontroller SVG-Tool:
Import own logos from JPG files or get static or animated vectors from Blender (or from other 3D software, with using Blender as export tool).
Basic vector drawing tools are available as well as extremely advanced tools for working with three dimensional Objects, e.g. with Depth-Effects etc.
So Showcontroller PicEdit is an extremely feature rich, yet easy to use laser frame creation tool. Many features are described in the PicEdit manual - even more features can be discovered in the software.
It is also possible to import vector files in the PLT file format.

The **Showcontroller Tracer** program part is specifically designed for re-tracing pixel-based pictures, like JPG files, to a laser-compatible, vector based format. Simply select a picture, e.g. a logo, and get it traced. Various options for optimization are provided to make the laser projection of the very frame as smooth as possible.
After having successfully traced a picture it can be used across all software parts of the Showcontroller laser software suite.

The **Showcontroller SVG Tool** allows for importing frames or animations in the SVG file format to Showcontroller. This can be files from the free 3D-Animator Blender (or from other 3D programs by using Blender as converter) or just SVG files from a standard Vector editing software, like Adobe Illustrator.
It is important to always use the correct parameters when exporting to SVG - not every SVG type is suitable for import through the SVG Tool - this is due to the fact that lasers can only display outlines, but cannot fill areas.

Find more details, tutorial videos, and the user forum on our website:

www.showcontroller.com

Download the Showcontroller Demo and Full Versions:

https://www.showcontroller.com/en/downloads/showcontroller-software

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