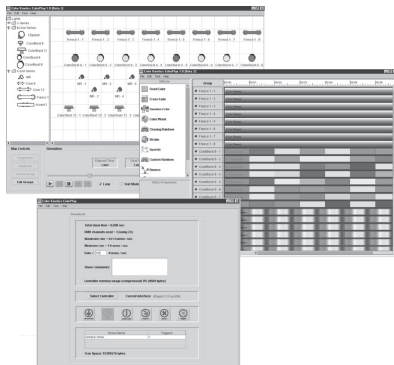


COLORPLAY



WHAT'S NEW IN RELEASE 1.8

- Show Simulation feature incorporated on the Mapping screen
- Seek Slider in Show Simulation controls
- Additional file management and show trigger capabilities
- Icons for all new Color Kinetics fixtures contained in the fixture library, including ColorBlast® 6, ColorBlast 12, ColorBurst™ 4, ColorBurst 6, and iColor® Accent
- Two new exciting lighting effects in the library: Color Sweep and Streak
- Addition of transparency option in most effects allowing for smoother transition between effects
- Improved download screen allowing users full access to iPlayer® 2 functionality
- Integration with WYSIWYG 3D rendering program from CAST Software

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Intelligent LED illumination technology crosses the threshold into the digital age producing a whole new realm of possibilities. ColorPlay®, the light show authoring software from Color Kinetics, makes these new possibilities a reality. ColorPlay replaces the need for expensive and complicated lighting design consoles. ColorPlay can create shows for any combination of Color Kinetics® lights up to 170 light addresses, one DMX512 universe. ColorPlay is specifically designed with a simple user-interface, which allows designers to spend more time on the creative aspect of lighting design and less time on the technical programming.

Designing a light show in ColorPlay takes four easy steps: assigning/mapping the lights, creating a show in the timeline, simulating/previewing the show, and downloading the show to a Color Kinetics controller.

MAPPING: The first step to authoring a light show in ColorPlay involves creating a virtual layout of the lights, representing the actual fixtures in the installation. Realistic icons depicting Color Kinetics' full line of Chromacore® light fixtures are provided in ColorPlay. Next, simply address the light icons in the layout to the same DMX addresses of the actual fixtures. The Mapping screen also provides the option to group lights together, which simplifies show design and provides more dynamic functionality for several of the effects, including Chasing Rainbow, Color Sweep, and Streak.

TIMELINE: The second step to creating the light show is to assign effects from the Effects Library to the lights or groups in the Timeline. In the Timeline, you can assign several effects in series and/or layer different effects simultaneously using the priority parameter. Each effect has a variety of parameters that the user can adjust, which provides more flexibility and control. Light shows designed in ColorPlay are limited only by the imagination!

SIMULATION: At any time during the design of the light show, users can simulate or preview the show. ColorPlay provides several options for simulating shows to assist in editing before it is downloaded to the controller: 1) on the virtual layout map, 2) on the actual lights, live, via a controller, and 3) on WYSIWYG 3D rendering program from CAST Software.

DOWNLOAD: The final step is downloading the show onto a Color Kinetics storage and playback device, such as iPlayer® 2. Downloading is a simple point and click. Once the show is stored on iPlayer 2, simply playback the show from the controller. It's that easy! The Download screen also provides file management features, such as deleting files, importing files, and trigger editing. Trigger editing is useful when using an external interface device like Color Kinetics Controller Keypad.

COLORPLAY SOFTWARE REQUIREMENTS

OPERATING SYSTEM	Windows 98 2nd Ed., ME, 2000, XP Mac OS X or higher
FREE HARD DISK SPACE REQUIRED	35MB
RAM REQUIRED	128MB
LANGUAGE	English
CD-ROM DRIVE	Required for installation

DESCRIPTION OF EFFECTS

FIXED COLOR	Static display of a single color
CROSS FADE	Colors fade gracefully between two colors
RANDOM COLOR	Colors step or jump from one color to the next in random order
COLOR WASH	Colors transition gracefully from color to color, cycling through the entire color wheel
CHASING RAINBOW	When applied to a group of lights, colors of the rainbow appear to chase each other from light to light
STROBE	Constant color appears in a rapid series of intense flashes of light
SPARKLE	When applied to a group of lights, a flash of light appears on each light in the group in random order to create a sparkling effect
CUSTOM RAINBOW	Custom Rainbow is similar to Chasing Rainbow, but it lets you choose your own custom colors
STREAK	When applied to a group of lights, a pulse of color appears to race from light to light
COLOR SWEEP	When applied to a group of lights, a color grows from light to light in a sweeping motion