



## grandMA WORKSHOP CURRICULUM

The Objective of this workshop is to become familiar and comfortable with the operating and programming of grandMA software, whether it is in MA on PC or the full size, lite and ultra lite consoles. Once the workshop is complete you should be comfortable to take over a show that has been programmed and expand it to suit your event.

*\*\*For this workshop programmers and operators should be familiar with moving light and conventional lighting consoles.*

Workshop attendees will be working with the following lighting rig:

- Twelve moving lights
- Front and back conventional wash
- LED ground row
- ESP Vision as pre-visualization software

When entering the workshop the console will be patched and addressed, as well as contain views and auto create presets that will have been pre-established. In short, the console will be show ready with the exception of show specific items, which you will create over the two days.

### **COURSE OUTLINE:**

#### **DAY ONE:**

**Explaining the console layout + Executor vs. Channel faders**

**Calling fixtures**

**Store presets and importance of building blocks**

**Manual fader**

**Colour mixing**

**Making a cue and/or chase**

**Complex timing**

**Effects**

**Playback options**

**Editing**

**Manipulating data**

**Free programming time (length at trainer's discretion)**



**DAY TWO:**

**Console set-up**

**Review items from Day One**

**IF function**

**AT function**

**MA tricks**

**Basic macros**

**Display navigation and windows**

**Track sheet**

**Tools menu**

**House keeping**

**Patching**

**Desk defaults**

**Free programming time**