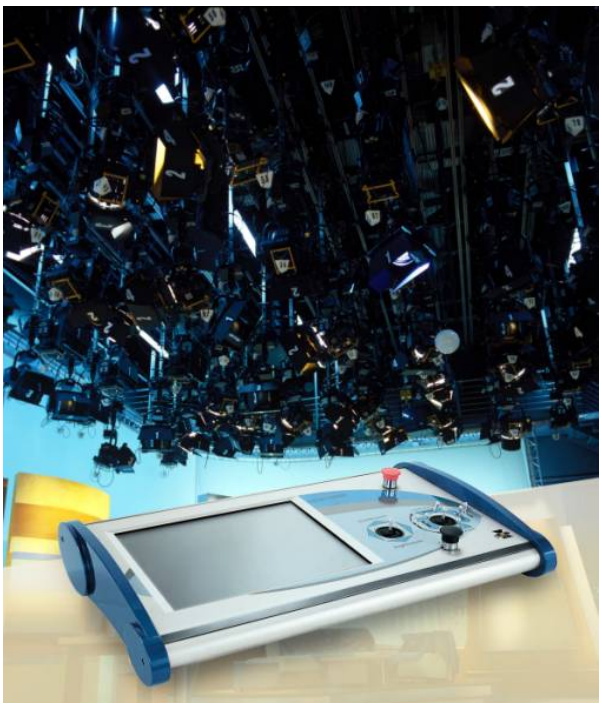
Data Sheet

ICARUS 2000
Robotic System



Mod. 5410

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FEATURES

- Integrates the positioning control of any kind of De Sisti motorized suspension devices and motorized luminaires for SET LIGHTING.
- Increases of a great amount the studio productivity permitting to pre-record any lighting setup and simply play it back at anytime,avoiding to stop the studio activity for hours in order to re prepare the lighting when there is a program change.
- Motorized lighting fixtures are completely silent and permit fine adjustment while recording on live.
- Optimization of the lighting technique thanks to ease of positioning of the light sources and suspension devices

MODULARITY

- System modularity with easy assortment of different suspension device and luminaire types controlled by the same console or hand held.
- Reliability and ease of operation thanks to fully redundant electronics at different levels, digital protocol shielded to noise and electromechanical back up systems.
- High precision of positioning reading system for repeatability when playing back pre-recorded memories.

CONTROL CONSOLE WITH TOUCH SCREEN

- Touch screen with real-time '3D' rendering of the set and illumination parameters
- Preset and live modes
- Integrated control of automated lighting & Rigging Products
- Ergonomic and object oriented control

- Networking connection mode (multi-post)
- Multi outputs (CAN-DMX-LAN)

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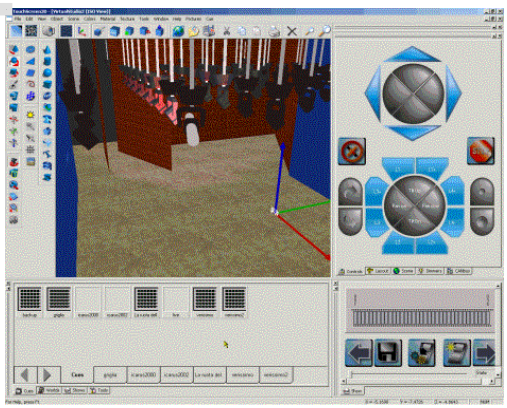
- The Icarus 2000 Console is based on PC Platform to meet industry standards and easy growing of system performances
- The CPU is the brain of the system providing the central processing of information and data concerning the studio layout, the communication protocol, the cue management, the 3D Virtual Modeling of either Studio or lighting setup
- The Desk is the user interface providing the display and the control tools implemented on a flat LCD and Touch Screen technology



- The Icarus2000 system is a distributed control system based on standard platforms in terms of hardware and operating systems for consoles, networking for data distribution and microprocessors for remote controllers:
- The Icarus2000 desktop is connected to the Icarus2000 CPU as a peripheral Input/Output device for easy interchangebility

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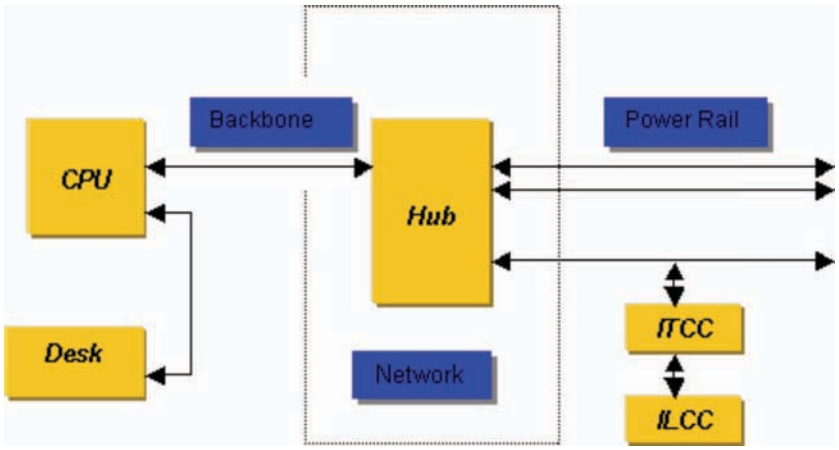
DeSisti®

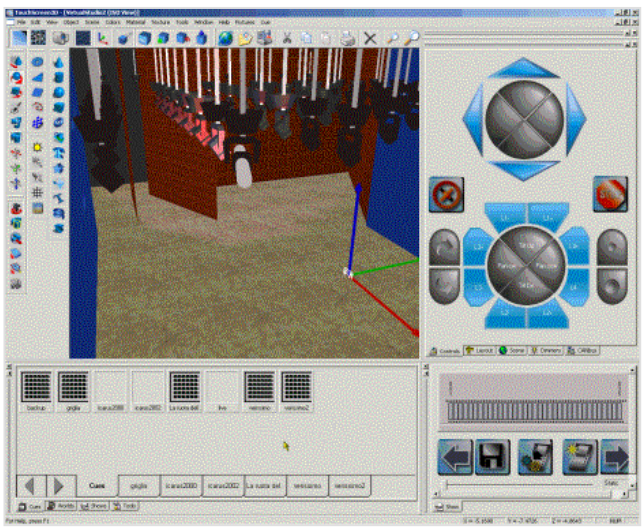
SYSTEM ARCHITECTURE

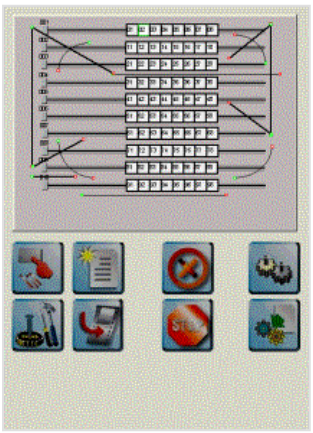


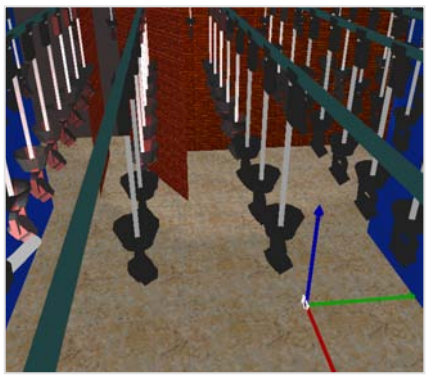
- Distributed Architecture over a field bus (CAn 2.0)
- Full-Duplex Communications (from 50 to 250 kbps)
- Power rails for signal, dimmer circuits and 3-phase feeding
- Safety features like emergency stop and dead-man controls are also provided

- Most of the Remote controls are done with virtual objects on the screen to avoid the usage of the mouse and the keyboard
- Powerful 3D Engine and Tools are provided to create virtual studios, lighting setups and display either the Live Positions of rigging devices or the Live lighting effects in the set

- Easy user Graphic Interface using the Touch Screen Monitor as Input Device
- Various sets of tools are provides to implement remote controls (joystick pad, control panels, objects based catalog to select cues, layouts, shows







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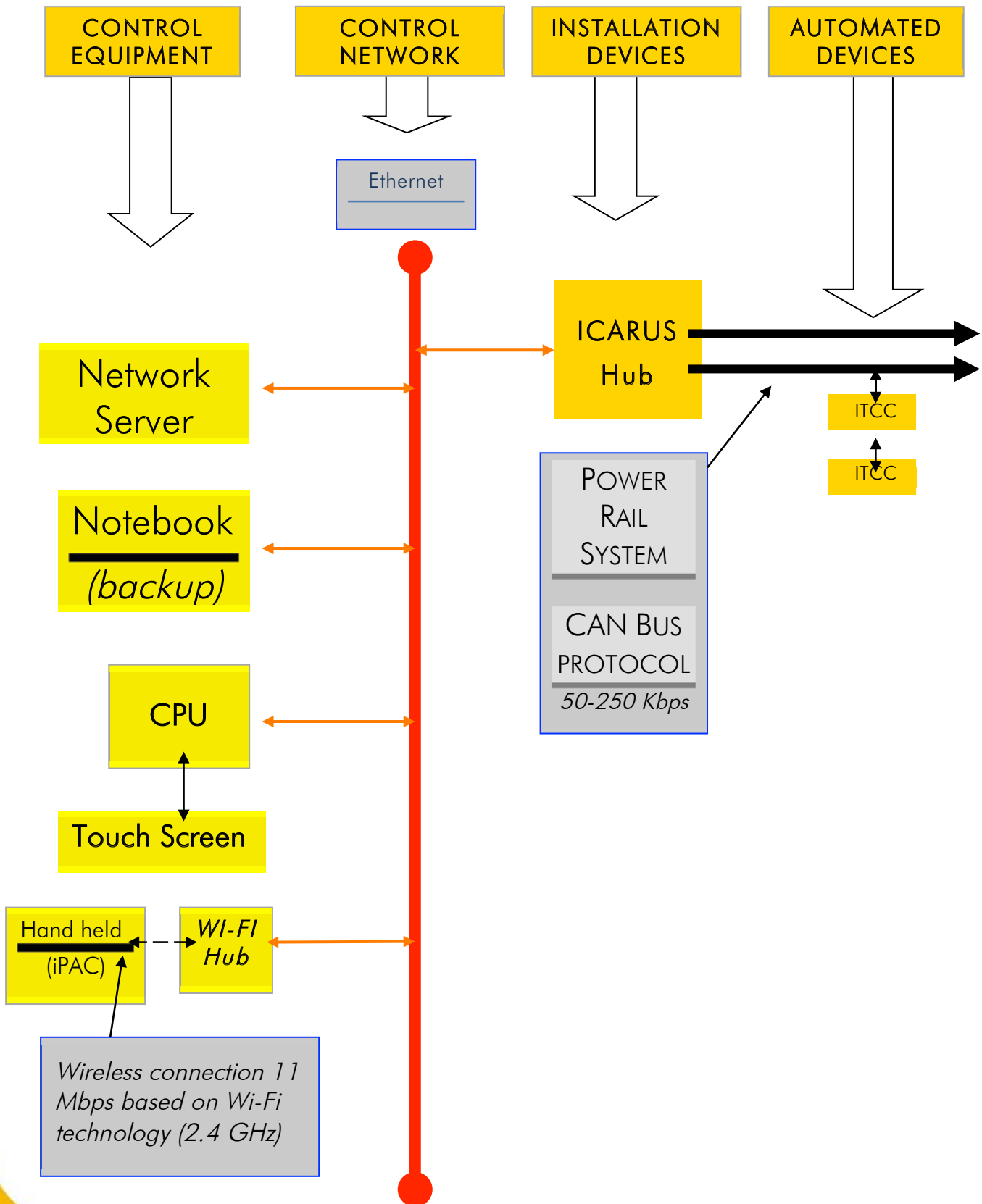
CONTROL EQUIPMENT
CONTROL NETWORK
INSTALLATION DEVICES
AUTOMATED DEVICES
Ethernet
ICARUS Hub
ITCC
ITCC
Network Server
Notebook
(backup)
POWER RAIL SYSTEM
CAN BUS PROTOCOL
50-250 Kbps
CPU
Touch Screen
Hand held
(iPAC)
WI-FI Hub
Wireless connection 11 Mbps based on Wi-Fi technology (2.4 GHz)