disguise ARRI Skypanels Integration
01_ ARRI Skypanel Configuration

Mode 24

To control ARRI Skypanel 30C, 60C, 120C, 360C using the disguise platform the fixture must be set on Mode 24, it allows full control of the RGBW engines at 8bits. Ensure the Artnet mode is enabled to receive the DMX data from disguise.

DMX fixture chart:

<table>
<thead>
<tr>
<th>DMX Channel</th>
<th>Value</th>
<th>Percent</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>Light Engine 1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>0 – 255</td>
<td>0 – 100</td>
<td>Dimmer closed → open</td>
</tr>
<tr>
<td>2</td>
<td>0 – 255</td>
<td>0 – 100</td>
<td>Color temperature CCT 2.800 K → 10.000 K</td>
</tr>
<tr>
<td>3</td>
<td>0 – 10</td>
<td>0 – 4</td>
<td>Green–Magenta Point neutral / no effect</td>
</tr>
<tr>
<td></td>
<td>11 – 20</td>
<td>5 – 8</td>
<td>full minus green</td>
</tr>
<tr>
<td></td>
<td>21 – 119</td>
<td>9 – 47</td>
<td>−99% → −1%</td>
</tr>
<tr>
<td></td>
<td>120 – 145</td>
<td>48 – 57</td>
<td>neutral / no effect</td>
</tr>
<tr>
<td></td>
<td>146 – 244</td>
<td>58 – 96</td>
<td>1% → 99%</td>
</tr>
<tr>
<td></td>
<td>245 – 255</td>
<td>97 – 100</td>
<td>full plus green</td>
</tr>
<tr>
<td>4</td>
<td>0 – 255</td>
<td>0 – 100</td>
<td>Crossfade to Color White → RGBW color</td>
</tr>
<tr>
<td>5</td>
<td>0 – 255</td>
<td>0 – 100</td>
<td>Intensity red 0% → 100%</td>
</tr>
<tr>
<td>6</td>
<td>0 – 255</td>
<td>0 – 100</td>
<td>Intensity green 0% → 100%</td>
</tr>
<tr>
<td>7</td>
<td>0 – 255</td>
<td>0 – 100</td>
<td>Intensity blue 0% → 100%</td>
</tr>
<tr>
<td>8</td>
<td>0 – 255</td>
<td>0 – 100</td>
<td>Intensity white 0% → 100%</td>
</tr>
</tbody>
</table>

Channels 1 (Dimmer) and 4 (Crossfade to Color) must be set to 255 to enable colour RGBW colour mixing. Remember it when you are building the fixture personality in disguise.
02_ disguise Configuration

For this document we are going to use the Skypanel 60C as an example since is the most common used.

Create a new DMX Light

Go to the stage menu>DMX light, press ‘+’ and create a new DMX light.

The size of the Skypanel 60C is 0.645m*0.3m

The resolution is 2*1, the fixture has only 2 RGBW engines. Skypanel 30C, the resolution is 1*1. Skypanel 120C, the resolution is 4*1. Skypanel 360C, the resolution is 4*3
Fixture configuration


Go to Fixture and create a new fixture type.

Set the number of channels to 8. Skypanel RGBW engine has 8 channels.

Driver

Create new driver. The driver is the DMX personality for the RGBW engine.

- Dimmer is channel 1
- Red Channel 5
- Green Channel 6
- Blue Channel 7
- White Channel 8

Set the rest of the channels at 0. Ensure the pan and tilt parameters are set to 0 as well.
Create 2 new commands to enable full RGBW control and colour mixing. The Dimmer channel 1 has to be set at 255 and Crossfade to Color channel 4 at 255.
Addressing

The addressing configuration allows to activate the DMX data and patch the fixture to a universe and channel.

- Enable active to generate DMX data. If this option is not enable disguise won’t output DMX data for the fixture.
- Create a new assigner to set the fixture universe and channel. The number of units for the Skypanel 60C is 2. The number of units for the Skypanel 30C is 1. The number of units for the Skypanel 120C is 4. The number of units for the Skypanel 360C is 12.

![DMX Assigner Configuration]

Outputting DMX data

To output DMX data to the fixture. You will have to create a DMX device. Please follow the instructions of our user guide, located at the URL below:

03_ ACES Workflow

Go to project setting> Colour Management> ACES

IDT (Input device Transform)

Now assign video content to the fixtures. Create a new video layer, select a media and map it to the fixtures.

Right-click on the media thumbnails. Colour Shift> Input transform > ACES-2065-1(Pass-through). In case you are using the same media on a LED wall, make a duplicate of it, so you can set different IDT’s for the LED wall and the Lighting Fixtures.
ODT (Output Device Transform)

Right-click on the fixture. Output> Output transform> sRGB. Normally lighting fixtures have a linear colour curve.