BEYOND tutorial video series

If you are new to BEYOND and are not familiar with QuickShow, we advice you to first watch the QuickShow tutorial videos that you can find **here**.

BEYOND Live Controls

- Live Control Tutorial 1
- Live Control Tutorial 2
- Live Control Tutorial 3
- Live Control Tutorial 4
- Live Control Tutorial 5

- Using the APC40 and zones
- APC40 Chase instructions

BEYOND Effects

- Effect Tutorial - Introduction
- Effect Tutorial Part 2 - Color and Power
- Effect Tutorial Part 3 - Oscillating Effects
- Effect Tutorial Part 4 - 7 Basic Key Effects
- Effect Tutorial Part 5 - Key color, and wave effects
- Effect Tutorial Part 6 - Key Cuts, and Warps
- Effect Tutorial Part 7 - Extra effects
- Effect Tutorial Part 8 - Effect Examples

Laser Beam cue creation

- Abstract Tutorial

- Laser Beam Cue Creation - Tutorial Part 1
- Laser Beam Cue Creation - Tutorial Part 2
- Laser Beam Cue Creation - Tutorial Part 3
- Laser Beam Cue Creation - Tutorial Part 4

BEYOND 3D

- BEYOND 3D Tutorial Part 1 - Fundamentals
- BEYOND 3D Tutorial Part 2 - The look on the laser

- BEYOND 3D Tutorial Part 3 - Simple solid objects
- BEYOND 3D Tutorial Part 4 - Animation
- BEYOND 3D Tutorial Part 5 - Curves and Splines
- BEYOND 3D Tutorial Part 6 - Lathe and Extrude
- BEYOND 3D Tutorial Part 7 - Putting it all together
- BEYOND 3D Tutorial Part 8 - Saving the 3D files

BEYOND DMX

- How to setup DMX

- DMX Tutorial part 1 - Introduction to DMX Features
- DMX Tutorial part 2 - DMX Server Setup
- DMX Tutorial part 3 - Additional DMX Control

- ArtNet Tutorial
- ArtNet Object Animator Tutorial

- Control BEYOND from GrandMA2

- Control BEYOND from ChamSys part 1
- Control BEYOND from ChamSys part 2
- Control BEYOND from ChamSys part 3
- Control BEYOND from ChamSys part 4
- Control BEYOND from ChamSys part 5
- BEYOND and Chamsys - Using SMPTE Timecode

- How to setup CITP inside BEYOND

- How to install and set up the FB4 Beam Content Pack

BEYOND Visualization bridge

- Laser show visualization with Realizzer 3D
- BEYOND and Realizzer Visualization Software - Part 1
- BEYOND and Realizzer Visualization Software - Part 2
- BEYOND and Realizzer Visualization Software - Part 3

- BEYOND with Capture Polar
- BEYOND and WYSIWYG Tutorial

BEYOND Universe

- Universe Tutorial Part 1 - Setup
- Universe Tutorial Part 2 - Creating a Universe
- Universe Tutorial Part 3 - Creating Buttons

- Universe Tutorial Part 4 - LaserTech Zones Standard
- Universe Tutorial Part 5 - Controls and Tools
- Universe Tutorial Part 6 - Extra Part

- Universe and PangoScript
- Universe Tutorial - laser star

PangoScript

- Timer Tutorial

Configuration and Settings

- Laser and Emulaser control window
- How to setup FB4 inside BEYOND
- Projector Settings window
- Advanced Color Palette Settings
- Zones overview
- Zone settings window
- The Beam Attenuation Map (BAM)
- Multiple lasers - Also to
- Distributed scanning

- Projecting a cue across multiple lasers - Part 1
- Projecting a cue across multiple lasers - Part 2

- License File Setup
- License - Explaining Master/Slave Output

Timeline

- Timeline Foundations
- Beam Show Timeline Tutorial
- Graphic Timeline Tutorial.
- Multiple lasers on the TimeLine
- ShowTime Import Tutorial
- SMPTE Timecode and Laser Show Control

Other

- BEYOND with the X-Box Kinect

- Laser Mapping

- BEYOND and TouchOSC Tutorial
- How to control a laser from your phone
- Controlling BEYOND from a Smart Phone or Tablet
- Multimedia Mixdown - Exporting AVI files
- BEYOND 4.0

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