

BEYOND Tutorial Videos

Licensing and registration

- [BEYOND Licensing in 60 Seconds](#)
- [How to use the BEYOND licensing and registration system](#)

New to BEYOND? Start Here:

Quick hints

Beginner

- [How to use the Projector Settings Window in BEYOND software](#)
- [How to use the Laser and EmuLaser Control Hardware Window in BEYOND software](#)
- [How to use the Projection Zones Window in BEYOND software](#)
- [How to setup the FB4 Settings inside of BEYOND software](#)
- [How to use Quick Targets inside of BEYOND software](#)
- [How to use and understand the BEYOND grid](#)
- [How to use Quick Tools and Tabs inside of BEYOND software](#)
- [How to use the Timeline inside of BEYOND software](#)
- [How to create and use clocks inside of BEYOND software](#)
- [How to use the Frames Simple Editor inside of BEYOND software](#)
- [How to use the Shape Editor inside of BEYOND software](#)
- [How to use the TC2000 with BEYOND software](#)
- [How to setup the TC4000 SMPTE Timecode Reader in BEYOND software](#)
- [How to setup FB3 DMX input inside of BEYOND](#)
- [How to setup Midi Settings inside of BEYOND software](#)
- [How to use Playlist inside of BEYOND software](#)
- [How to setup a BeamBrush projector inside of BEYOND software](#)
- [How to use BeamBrush general features inside of BEYOND software](#)
- [How to use BeamBrush creation tools inside of BEYOND software](#)
- [How to use MoboLaser in BEYOND Software](#)

Using BEYOND and need answers fast? Start Here:

intermediate

- [How to setup DMX Settings inside of BEYOND software](#)
- [How to setup OSC Settings in BEYOND software](#)
- [How to create And Use A BEYOND Universe](#)
- [How to use BEYOND Monitoring Tools and Performance Tuning](#)

- [How to use PangoScript in BEYOND software](#)
- [How to use the FB4 Browser in BEYOND software](#)
- [How to use the FB4 Export Wizard in BEYOND software](#)
- [How to use the FB4 File Viewer in BEYOND software](#)
- [How to use Groups in BEYOND software](#)
- [How to use QuickCapture in BEYOND software](#)
- [How to use the Frame Analyzer in BEYOND software](#)
- [How to use the Abstraction Editor in BEYOND software](#)
- [How to use the Advanced Frame Editor in BEYOND software](#)
- [How to use the Parametric Images Editor in BEYOND software](#)
- [How to use WriteOut / Path Following in BEYOND software](#)
- [How to use the FiFO Image Editor in BEYOND Software](#)
- [How to use the particle image editor in BEYOND Software](#)[How to use the particle image editor in BEYOND](#)
- [How to use Node Image in BEYOND Software](#)

Expert

- [How to use BEYOND 5.0 Features for BEYOND 3D](#)
- [How to use LC ADAT in BEYOND software](#)
- [How to upload content to the Pangolin Cloud](#)
- [How to use zone offset effects in BEYOND software](#)
- [How to use Multi Effects in BEYOND software](#)
- [How to use BEYOND DMX Server](#)
- [How to use custom DMX profiles with DMX server in BEYOND](#)
- [How to use color channels in BEYOND](#)
- [How to setup Kinetic Tracking inside of BEYOND](#)
- [How to use the Object Tree in BEYOND software](#)
- [How to use the 3D Preview in BEYOND](#)

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 3D, LC4D, LCMax | Soft Line - Beam Brush - Depth Cue - Z Axis Output](#)

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

- [BEYOND and depace](#)
- [BEYOND and Realizzer Visualization Software - Part 1](#)
- [BEYOND and Realizzer Visualization Software - Part 2](#)
- [BEYOND and Realizzer Visualization Software - Part 3](#)
- [BEYOND with Capture](#)
- [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](#)

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](#)
- [Controlling BEYOND from a Smart Phone or Tablet](#)
- [Multimedia Mixdown - Exporting AVI files](#)
- [BEYOND 4.0](#)
- [BEYOND 5.2](#)

Safety

- [Laser show safety - Laser projector setup and operation](#)

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