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 get started with BEYOND Lite
- 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
- How to use the Q-Shift QuickTab Tool in BEYOND Software
- How to use the Timeline Additions in BEYOND Software
- How to use the extra additions in BEYOND 5.5+ Software
- How to get started with your BEYOND Performer Console

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 Node Image in BEYOND Software
- How to use the Pangolin Media Tracer

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 depence
- 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 TouchDesigner Tutorial
- 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

From:
https://wiki.pangolin.com/ - **Complete Help Docs**

Permanent link:
https://wiki.pangolin.com/doku.php?id=beyond:video&rev=1793604565

Last update: **2026/11/02 08:29**