wysiwyg perform

This WYSIWYG package allows Lighting professionals to pre-cue entire shows in real-time. Users can create their productions in 3D along with all of the necessary paperwork. A DMX console or a compatible off line editor can then be connected to the computer and WYSIWYG Perform will simulate the exact effect of the console's/editor's output in real-time. Designers, Design Assistants, Console Operators, and Electricians will find the photorealistic pictures and paperwork tools invaluable.

Software Features

- Includes all of the features of WYSIWYG Report & Design
- 3D plotting of set and lighting designs
- Comprehensive 3D library of fixtures, accessories, truss, colours, gobos, props, etc.
- Fully integrated paperwork and CAD systems
- Live mode for real-time lighting visualisation
- Accurate simulation of conventional and automated fixtures
- OpenGL technology for improved real-time beam simulation
- Light emitting surfaces facilitate the simulation of lasers, neon, LEDs, projection screens etc.
- Easy hook-up to consoles and other DMX sources
- AutoFocus™ protocol lets WYSIWYG send colour and focus data to console
- Integrated design mode allows for creation of lighting looks without a console
- Rendering generates a photorealistic picture of your cue or lighting look
- Renderings include bounce and reflection from surfaces
- Global ambient, time-of-day lighting options
- Animated renderings available through certified service providers
- Multi-monitor support
- 12 months of maintenance, software and library updates included

Minimum Requirements

- Pentium or compatible processor 550MHz or higher
- Win98, NT4, 2000, ME, XP
- 128MB RAM
- 300MB free disk space
- 1024x768 or higher resolution
- OpenGL – accelerated display adapter with 16MB video memory
- WYG-it 2 DMX reception device *(except when used with certain consoles – contact the console manufacturer for details)*
- MIDI output port to use with Auto Focus
- WinNT4 – ECP parallel port
- Win98/ME/XP/2000 – USB or ECP parallel port

Upgrade Suggestions

A faster CPU or multiple CPU's improve responsiveness and rendering times.

Memory requirements depend on the size of the show. Insufficient memory can seriously affect performance. Add memory if there is excessive disk activity.

A high-performance OpenGL accelerator card significantly improves the performance of real-time simulation.

Product information and specification subject to change

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