



Spotrack

SPOTRACK
ANY MOVING LIGHT ANY CONSOLE
ANY SPACE, ALWAYS ON TARGET



Spotrack enables any moving light to work as a follow spot.

When **Spotrack** is in control, the system works out where the moving lights should point on the stage in relation to where the operator is pointing on the computer screen.

In real time **Spotrack** calculates **Pan-Tilt** values to aim the lights under its control, constantly updating these values as the operator follows the target.

Where the moving light supports it, **Spotrack** will automatically shape the beam by calculating **Dimmer**, **Iris**, **Zoom** and **Focus** values to keep the beam size, brightness and sharpness as calibrated.

Spotrack technology frees spot operators to concentrate on what they do best – following. Operators can be positioned anywhere – including on the ground, whilst controlling lights anywhere in the show.

A **Spotrack** system consists of one or two cameras*, a computer with the **Spotrack** software and hardware, and a DMX interface*.

The camera(s) are positioned to give a full view of the stage. Live video from the active camera is shown on a computer screen*, allowing the spot operator to follow the performer with a mouse*.

DMX of multiple universes (converted to Art-Net) by the interface* is fed through **Spotrack** to the lights.

Spotrack works with any type of moving light, although it works best with fast lights that can keep up!

Each moving light is calibrated so **Spotrack** knows where it is relative to the stage. Calibration is quick and easy, there are no sensors, belt packs, transmitters or receivers to be setup, calibrated or worn by performers.

Spotrack has a control channel for each light that hands control of the light to **Spotrack** or takes it back to the desk for any other use.

Spotrack users can define areas to which creative macros can be applied for effects

Spotrack is extensible if more than one performer must be followed.

**see over for more information*

SPECIFICATIONS

Spotrack systems:

SKU	SPOTRACK-S SPOTRACK-DS SPOTRACK-N	SPOTRACK-P-S SPOTRACK-P-4K SPOTRACK-P-DS SPOTRACK-P-N
Type	Spotrack	Spotrack Pro
Form Factor	19" 1U	19" 2U
Additional Features	Supports Dual Camera / Tracking camera (-DS model) Supports NDI cameras as main source (-N model)	Supports Evolution Supports Performer Tracking Supports 4K video (-4K model) Supports Dual Camera / Tracking camera (-DS model) Supports NDI cameras as main source (-N model)
Size (mm)	436(W) x 354(D) x 44.4(H)	436(W) x 366(D) x 88.8(H)
Power	110-230V AC, 450W	110-230V AC, 450W
Weight	8 Kg	11 Kg

Spotrack features*:

- Control upto 256 moving lights from **ANY** vendor over upto 10 universes
 - Compatible with the new **Spotwing 2** fader wing
 - Compatible with Xbox type controllers, SpaceMouse® and Stream Deck
 - Compatible with the **Evolution** Follow-Spot adapter*
 - Compatible with the **Performer Tracking** system*
 - Compatible with the **Spotrack** camera mount for remote camera positioning*
 - Compatible with the **Spotrack** camera mount for video tracking*
 - Compatible with the **Spotrack Remote** iOS application*
 - Fast and easy **Spotrack** assisted calibration or automatic calibration
 - Track using moving lights on flying fixtures
 - On the fly Z compensation, both up and down
 - Add areas and macros for creative effects during performances
 - Live video magnification (with configurable area and magnification)
 - Live video enhancement (for over-bright / dark scenes and near blackout)
 - Customizable on screen markers including custom graphic overlays
 - Remote control (give or take lights using the remote control channels)
 - CueMe messages for the operator or move to predefined pickup points
 - NDI video stream in and out*
 - Art-Net keep alive and Deskless operation
- *exact capability depends on product version.*

