

Pc•MACs Performance Capture & Editing Software



Pc•MACs turns a PC into a performance capture, editing and programming tool for animatronics, fountains, museums, special effects, pyrotechnics, puppetry, and more.

Shows can be programmed using **Pc•MACs** by just 'drawing' it on the OffLine Editing screen, or you can use performance capture and playback for up to sixteen eight bit wide channels (128 digitals) using just the PC's keyboard, mouse or joystick. With a **MACs-License** on your PC you can program up to 16,384 channels (131,000 digitals) on up to 32 DMX-512 universes. The dozens of powerful editing tools allow you to easily make your show 'perfect'. While programming, the GilderGear that will form the permanent control system is used as an output for **Pc•MACs**, receiving data through the serial, DMX-512 or other ports from the PC. Once programmed, shows are downloaded to these cards. The PC can then be removed and the GilderGear will run all by itself.

Advanced Programming features include:

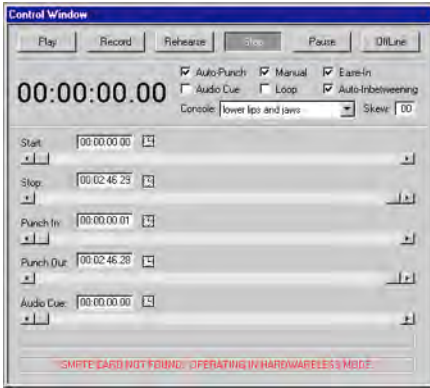
- Standard 'Cut', 'Copy' and 'Paste' functions make editing movements as easy as editing a letter.
- Movements are shown and edited graphically. You can zoom in to view a few frames, or zoom out to look at the whole show. Use your mouse to 'mush' movements around (Eight 'mushing tool' options!).
- Manual or automatic 'inbetweening' when analogs are punched in or out (or when editing).
- Real time programming of up to 16,384 analogs and/or 131,072 digital functions.
- Program with your PC, or add a **Universal Pro, USB-Sliders, USB-AtoD, USB-MbJoystick** console.
- Output through DMX-512 (isolated **USB-DMX512** in a XLR-5), serial ports, or via ethernet (ArtNet).
- Analog output resolutions of 8, 12, 16, 24, or 32 bits are supported. Eight digitals fit in one DMX address!
- Synchronizes with DVDs, LaserDiscs, Smpte, SoundFiles, Video, Internal or External clocks.
- Movements, figures and console presets can all be 'named'. Names are then displayed on consoles.
- 'Yak' pastes audio from a sound or video into an analog or digital function to 'rough in' a mouth move.
- 'Mixer' to combine movements in RealTime, create soft limits, and easily setup custom kinematics.
- 'Skew' function automatically shifts data forward in time to compensate for response delays.
- 'Ease-In' keeps analog functions from moving quickly when they shouldn't. Start/stop without jumping.
- 'Splined' (curve matching), 'linear' (straight line) or 'curved' (simple curve) when editing.
- Filtering lets you smooth the 'roughness' out of analog functions which are programmed in RealTime.
- Time can be added, removed, ~~compressed~~ or ~~stretched~~ to move actions into line.
- Single Step allows you to review or program your show one frame at a time, or at a lower frame rate.

System Requirements: **Pc•MACs** will run on most flavors of Windows. Your PC needs to be reasonably fast, especially if you will be using many channels. A large screen is always a help for editing. Your PC must have ports available for connecting consoles, USB-to-serial converters, USB-to-DMX converters, etc. as needed. If you have a Mac, you can run **Pc•MACs** using Boot Camp, Parallels, or other Windows-enabling software.

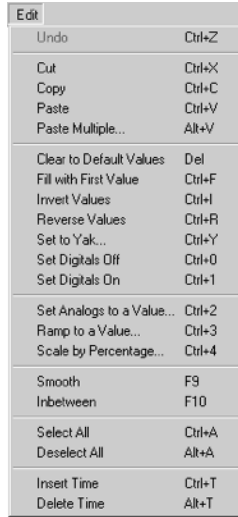


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Pc-MACs Show Performance Capture and Editing Software



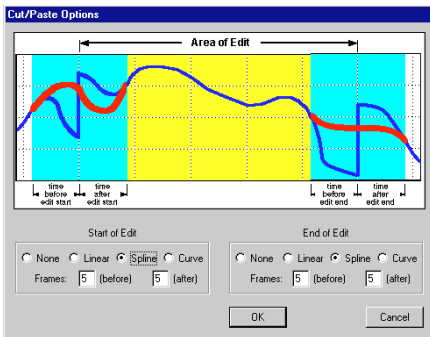
What could be more straight forward than 'record', 'play' and 'stop'? You want see only a part of your show? Just move the sliders.



Just how many editing functions do you need? These are just some of them!

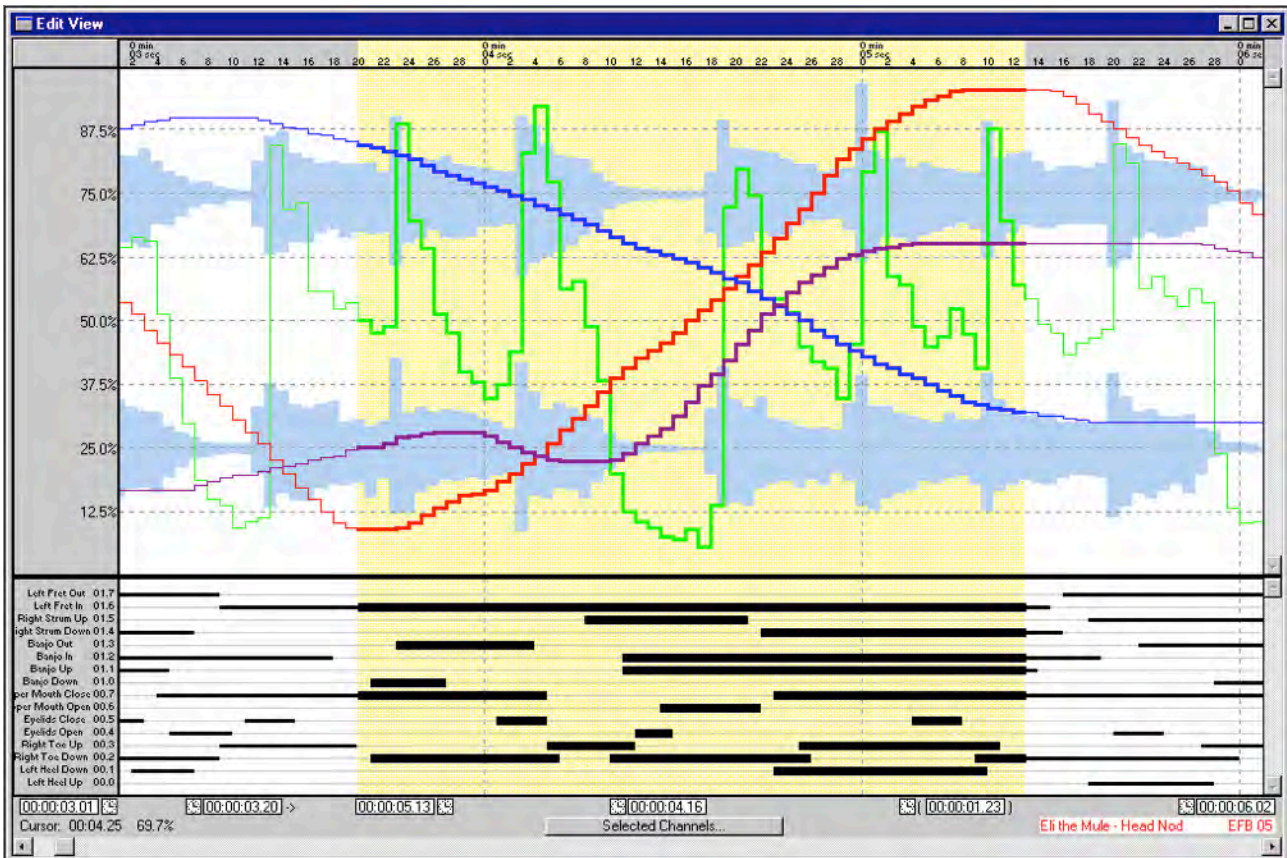
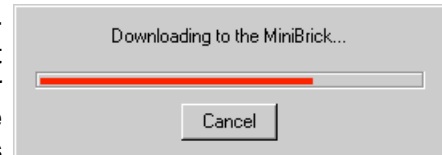


With the 'Hardwareless RealTime' mode you can program shows using just your PC's mouse, keyboard and (optionally) joystick. You will see the animation moving as you program it, and Pc-MACs will remember exactly what you did and precisely when you did it.



When you do anything that might cause a jump in the data, Pc-MACs can automatically clean it up for you.

Once programmed, just send your shows to the output cards



The OffLine editing screen lets you see and edit your show. Time scale is at the top. Analog moves and audio are in the upper window, digitals in the lower. If you are locking to a video, there will be a window to show that too. You can 'draw', smooth, cut, copy, paste, ramp, inbetween, fill, stretch, compress, reverse or invert movements. You can even program mouth moves by transferring the audio into them.