



ETC console training

Want to learn more about your lighting control console? *ETC can help.*

No matter what experience you have with your console — whether you just unpacked it or are very familiar with the board already and want to advance your programming skills — ETC has a console-training opportunity that is just right for you.

In-depth training

In-person, online, or both — you choose! We've created a range of training options to match your needs: hire one of our professionals to visit your venue and give you customized training based on your specific requirements, attend a class near you, order from our library of training DVDs, or watch our online tutorials. You'll find a class that best fits you and your facility.

Console-training specialists

All of our classes are taught by ETC console-training professionals with years of experience in lighting design and programming and a wealth of knowledge of ETC lighting control consoles. Learn from the experts and walk away from your training session with the confidence you need to be successful at your venue.

Helpful materials

You'll receive detailed training workbooks, complete with important keystrokes and examples for you to try out. You'll also get access to practice show-files and other great training resources.

Come back for more

Your console education doesn't have to stop after just one class. Plan ahead to have a trainer visit you again in a few months to refresh your knowledge, get your new staff or students up to speed, or to move on to more advanced training.



Hands-on console training

On-site console training

Want the training to be just for you? Have an ETC console-training specialist come to you to train your staff in the comfort of your own venue. You can purchase an on-site ETC training class that caters to your schedule and training needs. Your purchase covers a comprehensive training session, travel costs and other expenses for the ETC console trainer, and all associated materials. Classes include Element™ training, or Level 1, 2 or 3 training for Eos®, Ion® or Gio™ control consoles (see descriptions for each class on the following pages).

Multiple contiguous days

Need more time? If you have a large number of console users or personnel with multiple skill levels, ETC offers longer trainings to make sure everything gets covered. You can plan for two or more days of training at a time with an ETC console expert.

ETC console training: follow up

Need a refresher? Ready to move up to the next level of instruction? You can schedule a follow-up training session at your location, presented by an ETC console-training specialist. We'll work with you to plan the appropriate training at the right interval. Choose from Eos, Ion, or Gio classes for skill levels 1, 2 or 3.

Regional training events

Join other console users for a fun and fast-paced classroom session held in a location near you! This option can be purchased from the ETC price book for a two-day admission to an ETC Education Center regional training event of your choice. We're always planning new sessions — visit www.etconnect.com/education for a schedule!



Learn at your own pace

ETC offers two options for you to train on your own, as your schedule allows.

Training DVDs

Available for purchase is our line of training DVDs that you can watch and follow along with while sitting at your own console. Taught by console experts, the DVDs go through the features and functions of Ion or Eos consoles to help you get more comfortable with your board.

Available topics:

Express™ Console Training — two-DVD set
Ion Fundamentals I
Ion Fundamentals II
Advanced Programming Concepts for Eos Family Consoles
SmartFade® Console Tutorials CD
SmartFade ML Tutorials CD
Element Documentation and Training Tutorials CD

ETC video library

ETC's YouTube® library includes a variety of training videos to supplement the console instruction you've already had. Watch for free, wherever you have an Internet connection! We're constantly adding new console-training videos to the collection at www.youtube.com/ETCVideoLibrary

Ready to purchase console training? Contact your local ETC dealer for more information.



Console training options

Level 1: Essentials

Are you new to the Eos family of consoles and want to prepare for your first show? Learn all the basics you will need to get started in our Essentials class, which will give you a solid console-programming foundation and prepare you to grow your knowledge as you are ready.

This class is available for:

- Element
- Ion
- Eos/Gio

After completing the Level 1 class, you will be able to:

- Identify key elements of the console hardware and user interface
- Set up the console's hardware and adjust software settings to prepare for use in your facility
- Patch conventional, compound and multi-parameter fixtures
- Work with channels in Live mode
- Set levels via channel faders (Element only)
- Record, select, and work with groups
- Record, play, edit and delete a cue
- Manage show files (save, edit, delete)
- Record to, load, and clear submasters
- Create step-based effects (Ion and Eos/Gio only)
- Understand the basics of working with a multi-parameter device

Level 2: Enhanced Skills

Ready to move beyond the basics with your Eos-family console? Building on our Level 1 training, the Level 2 class will introduce you to some of the more advanced capabilities of your console and get you on your way to programming like a pro.

This class is available for:

- Ion
- Eos/Gio

After completing the Level 2 class, you will be able to:

- Patch moving lights and multi-parameter devices
- Edit device attributes
- Work with non-intensity parameters and associated functions
- Record and recall palettes and presets
- Use Direct Select and ML Control Modules
- Take advantage of discrete timing
- Record and control multiple cue lists
- Understand Assert and Block/Auto-Block
- Use Mark and/or Auto-Mark functions
- Understand Update and its styles and modifiers
- Create Relative and Absolute Effects
- Use Fan functions

Level 3: Expert Topics

Think you know all there is to know about your Eos-family console? Our Expert Topics class will teach even the most seasoned professionals a thing or two about your console's features. This level of training is perfect for programmers who are experienced, well versed in Eos-family console terminology, already know the layout of the desk, and are proficient with all the functions covered in our Level 1 and 2 console-training classes. The Expert Topics class also gives you the chance to ask questions that are most important to you.

This class is available for:

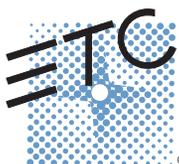
- Ion
- Eos/Gio

The following topics are generally covered:

- Setting up a large networked system
- Network roles in multi-console systems and backup behaviors
- Multi-user environment and partitions
- Creating custom fixtures
- Using virtual media server/pixel bitmapping
- Incorporating advanced programming features, such as:
 - Advanced effects
 - Query
 - Show-control capabilities
 - Managing the various referenced data options



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