EOS IS EVERYWHERE

From Broadway shows, opera houses, theme parks, awards shows, houses of worship and television studios to school auditoriums and basement theaters, Eos enables the world’s best lighting. Eos® family controllers are built for venues of every scale, but they share a common programming surface and powerful software. With Eos, your workspace is familiar — no matter where your work takes you.
EOS SPEAKS
THE LANGUAGE
OF LIGHT

With a straightforward programming syntax and a wealth of features that let you dive deep into granular control, Eos turns your thoughts into light. The award-winning Eos color tools provide unprecedented control over the nuances of LED color-mixing, while customizable Magic Sheets and Direct Selects speed tech processes and let you build customized interfaces optimized for your workflow.
Backed by ETC’s commitment to support and development, Eos software is constantly growing and changing with the needs of the lighting industry. An investment in Eos is an investment in the future. You’ll never be charged for software updates, and the power of your lighting control system will grow with each new release.

All Eos-family consoles support:

- 10,000 Cues
- 1,000 each Intensity, Focus and Beam Palettes, Groups, Curves, Presets, Effects, Snapshots and Color Paths
- 99,999 Macros
- 32,768 channels, addressable from 1 to 99,999
- Patch up to any 256 universes within the sACN 65,536 universe specification
- Award-winning color controls, including six Color Pickers and Gel Picker for LED and CMY color mixing
- User definable Direct Selects
- User configurable, interactive Magic Sheets
- Partitioned control
- Up to 99 discrete users
- Stepped, Relative and Absolute Effects
- Device discovery and troubleshooting via RDM
- Real-time clock programming
- ETCNet2™, Net3™ /ACN, Art-Net and Avab UDP output protocols
- Distributed DMX, MND, SMPTE and contact closure via Net3 and Response Gateways
- OSC Transmit/Receive
- UDP Transmit/Receive
- Remote control via IR/IR/IR mobile apps and TFR ETCpad app
- Support for multiple languages, including English, German, Spanish, French, Italian, Japanese, Korean, Russian and Chinese (Simplified and Traditional)
- Show import from ETC legacy, Cobalt® family consoles, Safari, Strand 500/300 Series, grandMA (1) and grandMA2, Transtechnik NT(x)
- Lightwright® import (Lightwright is a registered trademark of John McKernon Software)
WHERE WILL EOS TAKE YOU?

Eos Ti
The flagship Eos family console provides ultimate control at your fingertips, with a backlit programming surface, two integrated, wide-format multi-touch monitors, six encoders and ten pageable, motorized faders, plus a master fader pair. Large intelligent rigs, media servers, LEDs, timecode programming, busking—Eos Ti handles it all with style.

Element 2
Element 2 brings the most essential Eos programming features to the surface, focusing on simple, hands-on control. First-time users can use the 40 standard faders to quickly build lighting looks, while experienced programmers can dive deeper into the software to access more advanced features.

ETCnomad & ETCnomad Puck
Take Eos with you wherever you go. ETCnomad software runs natively on Mac and PC. Use it as an offline editor, or connect to your rig via a Gadget or a gateway to control your lights directly from your laptop. Need the security of dedicated hardware? The ETCnomad Puck is the perfect controller for small spaces or remote programming stations. Puck also makes an ideal tech-table remote video unit.

Gio
Combining power and portability, the lighter-weight Gio console provides hands-on access to playbacks, encoders, and two multi-touch monitors. It’s a powerful, professional desk—built for the tech table or the road.

Gio @5
The perfect desk for touring shows, studios and busking gigs, the Gio @5 has all the professional essentials—five pageable, motorized faders, four encoders and a generous touchscreen that provides easy access to Magic Sheets and Direct Selects—in a footprint that fits any work space.

Ion Xe & Ion Xe 20
The workhorse of the smaller venue, Ion Xe puts the focus on programming. With a full, backlit programming surface and four encoders, simply connect your external displays and you’re ready to run your show. Want more hands-on control? Customize your setup with modular fader wings, or opt for the built-in fader bank of the Ion Xe 20 console.
<table>
<thead>
<tr>
<th></th>
<th>Eos Ti</th>
<th>Gio</th>
<th>Gio @5</th>
<th>Ion Xe &amp; Ion Xe 20</th>
<th>Element 2</th>
<th>ETCnomad &amp; Puck</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Outputs</strong></td>
<td>4,096 or 24,576</td>
<td>4,096 or 24,576</td>
<td>4,096 or 24,576</td>
<td>2,048 or 12,288</td>
<td>1,024 or 6,144</td>
<td>512 or 6,144</td>
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<tr>
<td><strong>Channels</strong></td>
<td>32,768</td>
<td>32,768</td>
<td>32,768</td>
<td>32,768</td>
<td>32,768</td>
<td>32,768</td>
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<td><strong>Cue Lists</strong></td>
<td>999</td>
<td>999</td>
<td>999</td>
<td>999</td>
<td>1</td>
<td>999</td>
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<tr>
<td><strong>Virtual Media Server</strong></td>
<td>40 maps</td>
<td>40 maps</td>
<td>40 maps</td>
<td>40 maps</td>
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<td>40 maps</td>
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<tr>
<td><strong>Master Fader Pair</strong></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Virtual</td>
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<tr>
<td><strong>Faders</strong></td>
<td>10x 100mm motorized faders</td>
<td>10x 100mm motorized faders</td>
<td>5x 60mm motorized faders</td>
<td>0 or 20 standard faders</td>
<td>40 standard faders</td>
<td>Virtual</td>
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<tr>
<td><strong>Multifunction encoders</strong></td>
<td>6 (haptic) + virtual controls</td>
<td>4 (haptic)</td>
<td>4 (haptic)</td>
<td>4</td>
<td>N/A</td>
<td>N/A</td>
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<tr>
<td><strong>Integrated displays</strong></td>
<td>2x 18.5&quot; articulating, wide-format, multi-touch; 1x 5&quot; dedicated encoder, multi-touch</td>
<td>2x 12.1&quot; articulating multi-touch</td>
<td>1x 18.5 inch articulating multi-touch</td>
<td>N/A</td>
<td>N/A</td>
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<tr>
<td><strong>External displays supported (standard, single- or multi-touch)</strong></td>
<td>3 DisplayPort monitors</td>
<td>3 DisplayPort monitors</td>
<td>2 DisplayPort monitors</td>
<td>2 DisplayPort monitors</td>
<td>2 DisplayPort monitors</td>
<td>1 HDMI monitor and 1 Mini DisplayPort monitor (ETCnomad Puck only)</td>
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<tr>
<td><strong>USB ports</strong></td>
<td>11</td>
<td>7</td>
<td>11</td>
<td>5</td>
<td>5</td>
<td>4 (ETCnomad Puck only)</td>
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<tr>
<td><strong>DMX ports</strong></td>
<td>4</td>
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<td>4</td>
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<td>4</td>
<td>Via ETC Gadget, Gadget 2 or Net3/Response Gateways</td>
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<tr>
<td><strong>Littelte ports</strong></td>
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<td><strong>Wings supported</strong></td>
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<td><strong>Keyboard Tray</strong></td>
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<td>Yes</td>
<td>No</td>
<td>No</td>
<td>N/A</td>
</tr>
</tbody>
</table>
Eos Fader Wings
Available in two sizes, these modular, USB-connectable fader banks bring additional hands-on control to any (non-Element) Eos system.

Eos Motorized Fader Wing
Need dynamic playback control? Connect up to three Eos Motorized Fader Wings to your Eos Tij, Gio, Gio @5, Ion Xe or ETCnomad system to keep up with any fast-paced gig.

Eos Programming Wing
Whether you’re working on the go with ETCnomadPuck or programming backstage at an RVI or RPU, the Eos Programming Wing provides a portable programming surface wherever you need it.

Touchscreen-based focus remotes
Use the dedicated ETCpad (Portable Access Device) to access live mode commands over a wired or wireless network, or use our iOS or Android remote focus apps to control your rig from another device.

Remote Processing
Eos RPU3 and Ion Xe RPU units can provide primary, backup or client operation for your Eos system, giving you programming access or security wherever you need it.

Remote Video
The Net3 Remote Video Interface (RVI3) provides designers, stage managers or staff members with local programming functions and a real-time view into the lighting system.

ACCESSORIES