

LIGHT ENTERTAINMENT

OPTIKINETICS



INTRODUCTION

Pre 1960 artists were long-haired dreamers on the fringe of society who despised technology. Scientists were grey and unimaginative, absorbed in abstruse mathematical formulae.

Then came the Beatles, electric music became a medium in its own right.

Optikinetics saw Science as something which could enrich our experience in the realms of music and light.

So they devoted themselves to creating a total environment, where music and the visual arts merged into the expression of a single spirit.

HARDWARE

Since 1970, Optikinetics has grown in stature, always building on experience, constantly adapting technical advances, to produce a truly impressive range of lighting effects, renowned for their ease of operation and reliability.

To coin a phrase, Optikinetics' range of Projectors, Strobes, Mode controllers and Bubble Guns, could be dubbed 'Hardware'.

These advanced items of equipment are designed to stand up to prolonged, and often none too gentle use in contemporary discos.

SOFTWARE

In the design and production of Effect Wheels and Cassettes Optikinetics achieve the ultimate marriage between technical sophistication and graphic creativity.

They consist of printed images, abstract shapes, liquids of varying viscosity or all-embracing panoramic backdrops.

Revolving slowly in the projector gate, they produce constantly changing patterns of form and colour.

Optikinetics' range of lenses, some motor driven, change these patterns into even more complex and truly fascinating projected images.

SPECIAL EFFECTS

Our research team is constantly appraising and devising new techniques and processes, both optical and electronic, to create ever more exotic lighting effects.

We are always happy to discuss with our customers the means of meeting their specific lighting needs. Indeed, some of our greatest breakthroughs have been achieved by liaising with customers on lighting effects and hardware design.

Whatever your requirement, call or write to us and we'll talk it over. That's what we're here for.



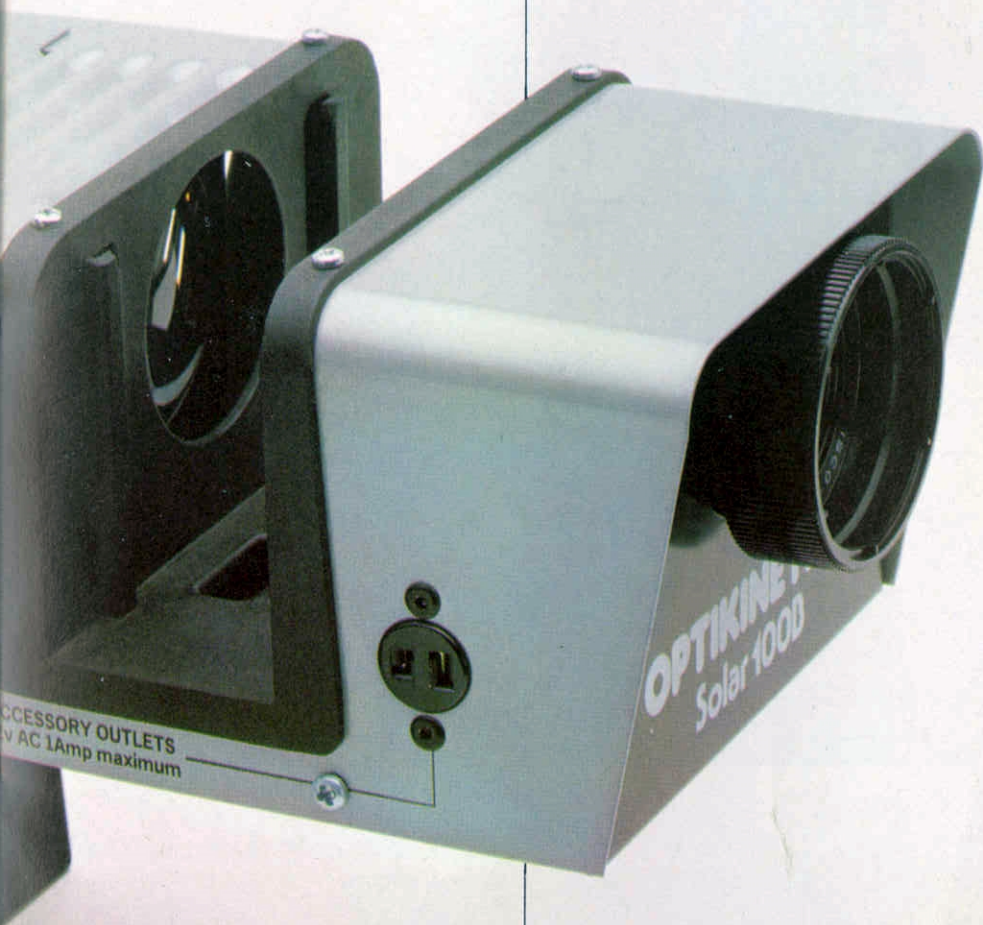
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OPTIKINETICS
Solar 250

ACCESSORY OUTLETS
12v AC 1Amp maximum



SOLAR 250 EFFECTS PROJECTOR

In producing the Solar 250, Optikinetics have developed the brightest and most adaptable Effects Projector on the market.

The Solar 250 is mounted on a sturdy matt black stand which doubles neatly as a hanging bracket.

A powerful 250 watt 300 hour life quartz halogen lamp is situated in front of a surface-silvered glass precision reflector which forms part of the computer-designed optical system.

The latest model features improved louvre ventilation, which cuts light-spillage to an absolute minimum, while the impeller fan ensures cool running.

An effects gate incorporates twin runners to accommodate two 12v Effect Attachments simultaneously.

Finished in handsome satin silver and matt black, the Solar 250 is dual-voltage and supplied with a detachable 2 metre mains cable.

TECHNICAL SPECIFICATION:

Size Packed: 465mm x 290mm x 220mm

Weight Packed: 7Kg

Power Consumption: Dual Voltage either 240v 50Hz 3Amp Max. or 120v 60Hz 5Amp Max.

Lamp: 24v 250w M33 Long life or a A1/223 Short life

Power Outlets: 3 x 'BEAU' 2 pin sockets wired 12v AC

Fuse: 3Amp 20mm x 5mm

Finish: Matt Black and Satin Silver painted

Positioning: Hanging or free-standing not more than $\pm 30^\circ$ from horizontal

SOLAR 100B EFFECTS PROJECTOR

Like its big brother, the quiet and compact Solar 100B accepts all Optikinetics' Effect Attachments.

Light is generated by a 100 watt quartz-halogen lamp with a working life of up to 2000 hours, making it ideal for use in inaccessible positions where servicing can be a problem. Because the unit is convection-cooled and totally silent in operation, it is suitable for use in galleries, exhibitions, reception areas and other quiet environments.

The Solar 100B is finished to the same high standard as the Solar 250, has the same versatile stand/hanging bracket allowing its use in almost any situation, and of course the standard 60mm lens, or the 85 and 100mm lenses are designed to accept all Optikinetics' on-lens attachments.

TECHNICAL SPECIFICATION:

Size Packed: 465mm x 290mm x 220mm

Weight Packed: 4.8Kg

Power Consumption: Dual Voltage either 240v 50Hz 1.5Amp Max. or 120v 60Hz 3Amp Max.

Lamp: 12v 100w M28 or equivalent

Power Outlets: 2 x 'BEAU' 2 pin sockets wired 12v AC

Fuse: 2Amp 20mm x 5mm

Finish: Matt Black and Satin Silver painted

Positioning: Hanging or free-standing not more than $\pm 30^\circ$ from horizontal

GATE AND ON-LENS ATTACHMENTS

The great advantage of Optikinetics' Solar Lighting Systems lies in the almost infinite number of different effects which can be created with one projector.

An enormous range of attachments may be run off the three power outlets of the Solar 250—two in the gate and one in front of the lens.

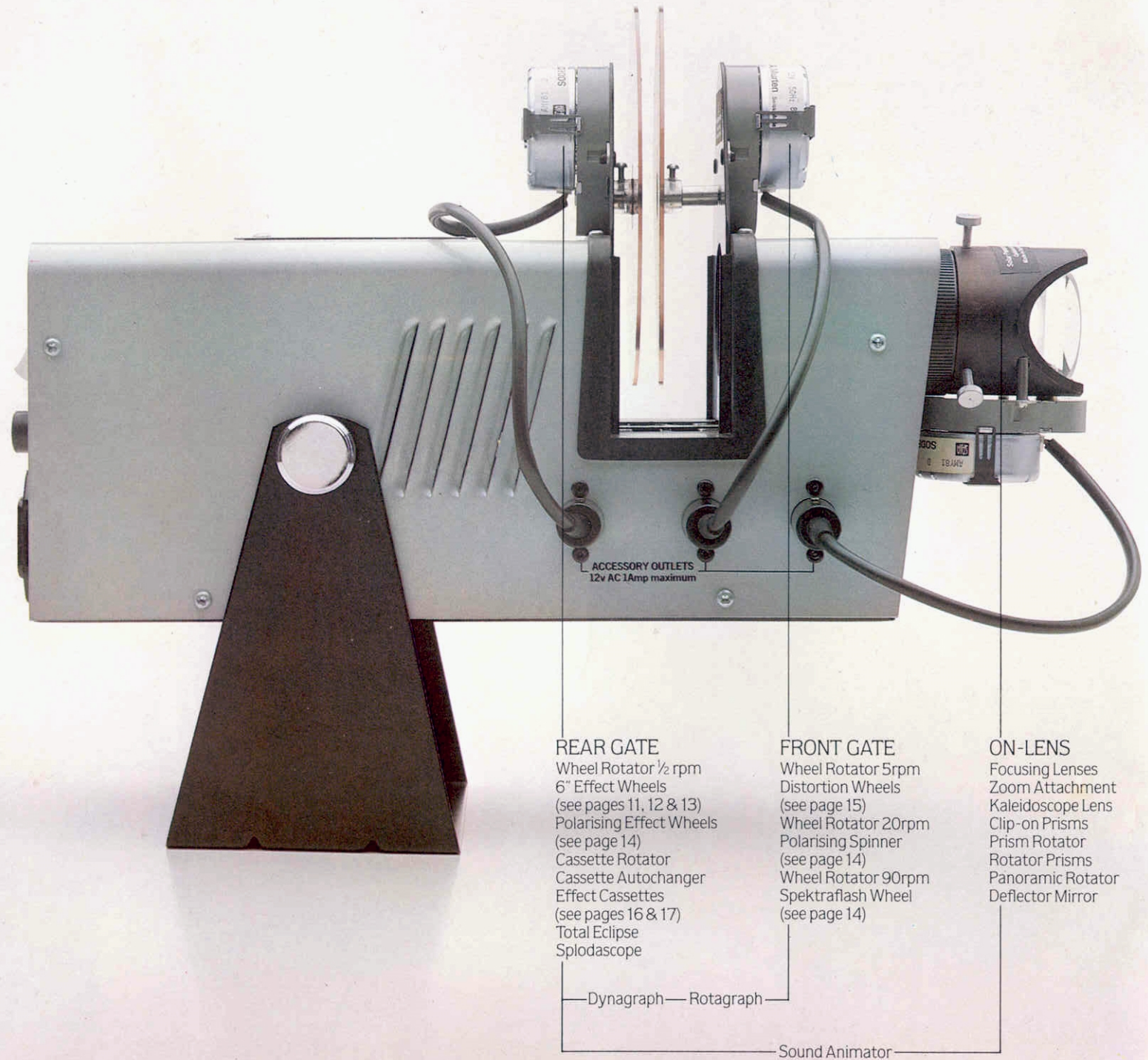
The Solar 100B has two power outlets. A splitter lead is available if three attachments are to be used simultaneously.

The wide effects gate is lined with a one-piece plastic moulding for the easy and silent manipulation of attachments.

It is designed to accept any two Optikinetics' attachments—6" Effect Wheels, Cassettes, Splodascope, Total Eclipse, Dynagraph, Rotagraph or Sound Animator.

The standard 60mm lens may be substituted at no extra cost with an 85mm or 100mm lens. All are designed for use with our new Zoom Attachment.

The Optikinetics' range of on-lens prism attachments enable effects to be inverted, split, spread, magnified, duplicated and transformed into a myriad of exciting images.



REAR GATE
 Wheel Rotator ½ rpm
 6" Effect Wheels
 (see pages 11, 12 & 13)
 Polarising Effect Wheels
 (see page 14)
 Cassette Rotator
 Cassette Autochanger
 Effect Cassettes
 (see pages 16 & 17)
 Total Eclipse
 Splodascope

FRONT GATE
 Wheel Rotator 5rpm
 Distortion Wheels
 (see page 15)
 Wheel Rotator 20rpm
 Polarising Spinner
 (see page 14)
 Wheel Rotator 90rpm
 Spektraflash Wheel
 (see page 14)

ON-LENS
 Focusing Lenses
 Zoom Attachment
 Kaleidoscope Lens
 Clip-on Prisms
 Prism Rotator
 Rotator Prisms
 Panoramic Rotator
 Deflector Mirror

—Dynagraph— Rotagraph—

—Sound Animator—

LENSES



A 60mm wide-angle focusing lens is standard to both the Solar 250 and 100B projectors. To facilitate projection over long distances, or where smaller images are desired, 85mm and 100mm lenses are also available.

Our new Zoom Attachment clips onto all the above lenses giving an overall focal range from 48mm to 130mm (see Lens Selector Chart—page 26).

The Kaleidoscope Lens replaces the focusing lens and selects a segment of an effect, repeating it as a six-sided image.



ON-LENS:

CLIP-ON PRISMS



Available with two, three or four facets, Clip-On Prisms, screw onto the front focusing lens and reproduce the original effect two, three or four times respectively.

The prisms can be hand-adjusted to alter the spread of the images.



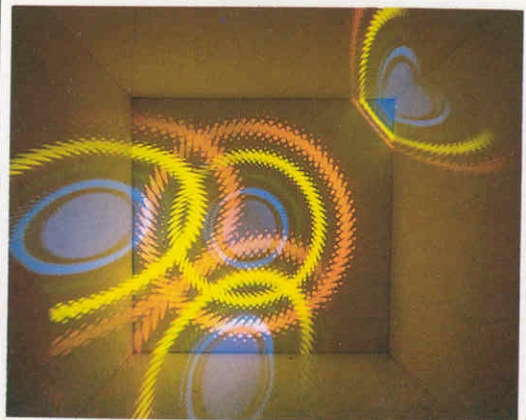
PRISM ROTATOR



The Prism Rotator produces a revolving or tumbling triple image of the effect being shown. By freeing the pivots the Flop Prism rotates until the critical balance point is reached. It then tumbles head-over-heels and sends images darting about the room in a truly spectacular way.

The Prism Rotator also accepts our set of four Rotator Prisms.

On the 100B Projector the Prism Rotator must be plugged in by means of a Splitter Lead, if two effect attachments are already in the gate.



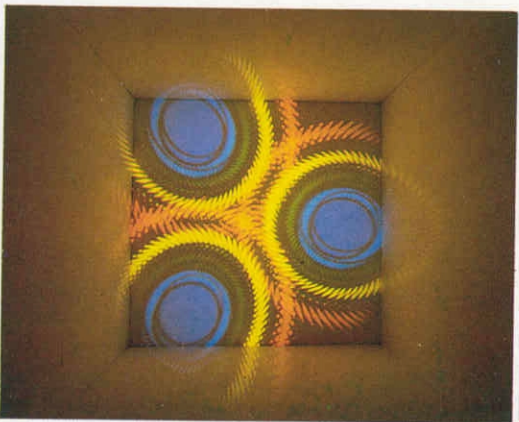
ROTATOR PRISMS



New to the Optikinetics' range is a set of four Rotator Prisms for use with our Prism Rotator.

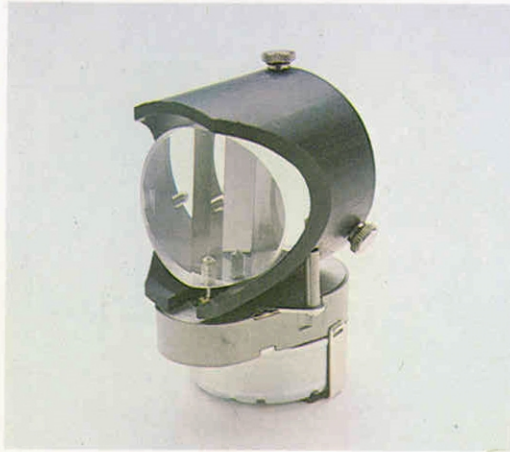
The set comprises two facet, four facet, three facet plus centre flat and six facet prisms.

This simple addition offers numerous variations to your basic effects.



ON-LENS:

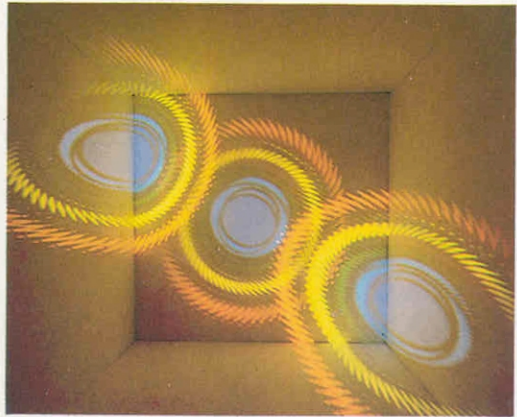
PANORAMIC ROTATOR



The Panoramic Rotator is a motorised vertical prism.

It takes an original effect and sends an impressive array of repeated images orbiting about the room, whilst retaining the central image.

A Splitter Lead must be used to supply power to the Panoramic Rotator if two effect attachments are already in the gate of the Solar 100B Projector.

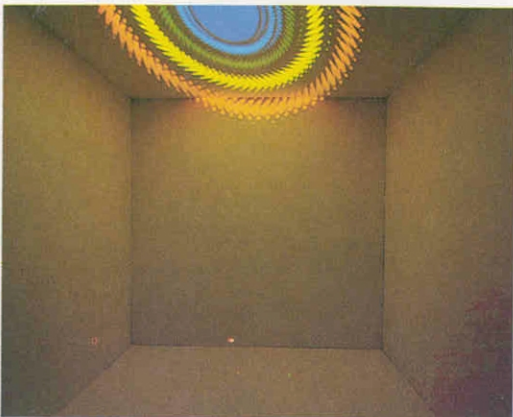


DEFLECTOR MIRROR



This simple but ingenious attachment enables the user to project images onto floors, ceilings and other obscure planes.

The Deflector Mirror bends the projector's light beam. This avoids tilting the projector more than 30° which is not recommended.



GATE:

TOTAL ECLIPSE:

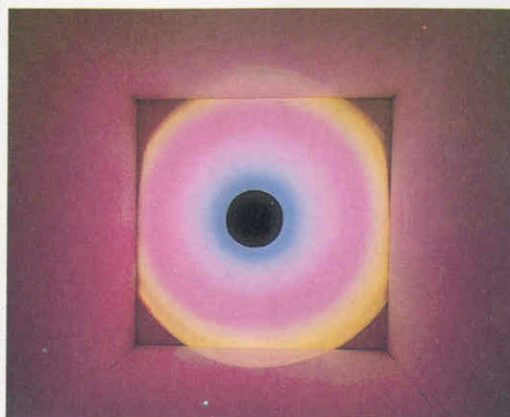


This hypnotic effect is especially recommended.

Your audience will be totally mesmerised by a pattern of concentric rings endlessly emanating from an ever-retreating centre.

The rate at which the rings expand and change colour can be adjusted by a clutch lever located in the centre of the drive wheels.

The Total Eclipse is a really fascinating effect which adds a new dimension to your lighting.



SPLODASCOPE



In the Splodascope two adjacent chambers contain liquids of vivid red and blue respectively.

Currents of air pumped through the chambers agitate the liquids, creating an exciting visual display.

When used with another Optikinetics' effect, the Splodascope will produce truly astounding results.

To compensate for liquid loss, refill-colours and applicator come with the unit; or are available separately as the Splodascope Refill Pack.



GATE:

SOUND ANIMATOR



This spectacular effect generator employs a concept unique to Optikinetics' lighting equipment—that of linking the behaviour of a projected image directly to sound.

The Sound Animator Kit comprises a Sound Animator Unit, a high-speed bi-directional Flop Prism Rotator and two Animator Effect Cassettes.

The Animator simply connects to any sound source rated between ½ and 1000 watts output.

The Flop Prism Rotator is attached to the focusing lens, and connected to one of the sockets located either side of the Sound Animator Unit.

The result is an utterly compelling display of tumbling multiple images keeping rhythm with the music.

The Sound Animator Unit is also available without Effect Cassettes and Flop Prism Rotator.

TECHNICAL SPECIFICATION:

Sound Animator Kit
Size Packed: 220mmx290mmx120mm
Weight Packed: 1.3kg
Power Consumption: 12v 1Amp Max.
Audio Input: ½ to 1000 watts
Finish: Black Anodised
Cassette Drive:
12v 50/60Hz, 4w 40rpm bi-directional
Prism Drive: 12v 50/60Hz 4w 30rpm bi-directional
Sound Animator Unit
Size Packed: 128mmx210mmx98mm
Weight Packed: 0.55Kg

DYNAGRAPH



The Dynagraph Kit comprises ten interchangeable 6" Effect Wheels.

Any chosen combination of two patterned wheels rotate in opposite directions producing a flickering matrix of colour and movement.

The motor speeds of the two special Wheel Rotators have been carefully selected to achieve maximum impact. One rotator has an extended motor spindle to bring both wheels into focus.

Like other dynamic Optikinetics' attachments, the rotators are designed to plug into the power outlets in the body of the Solar 250 and 100B effects projectors.

With a little experimentation, the operator will soon find many favourites from the range of forty-five possible combinations.

TECHNICAL SPECIFICATION:

Size Packed: 235mmx415mmx185mm
Weight Packed: 1.2Kg
Wheel Diameter: 5¾" (147mm)
Wheel Rotators:
12v 50/60Hz Current consumption 2x4 watts
Speeds: 1x15rpm @ 50Hz clockwise,
1x16⅔ 50Hz clockwise

SERIES 80 ROTAGRAPH



A totally new effects package from Optikinetics, consisting of ten 6" Effect Wheels, designed to be used in pairs, and two special Wheel Rotators.

One pair of Wheels creates an exciting 'Firework' effect photographed on page 1—another pair, 'Lightning'.

The rest of the range has been designed to create a further fifteen possible combinations of criss-crossing animated colour effects.

The Solar Rotagraph system is a logical extension of our near obsession with total versatility.

It is never enough to provide a limited spectrum of effects. Instead, we aim to

provide the customer with the opportunity to create his own individual hallmark, by supplying him with the means to be able to put together an almost infinite number of combinations of shape and colour.

TECHNICAL SPECIFICATION:

Size Packed: 190mmx290mmx175mm

Weight Packed: 1.1Kg

Wheel Diameter: 5 $\frac{3}{4}$ " (147mm)

Wheel Rotators:

12v 50/60Hz Current consumption 2x4 watts

Speeds: 1x15rpm @ 50Hz clockwise.

1x16 $\frac{2}{3}$ rpm @ 50Hz clockwise



6" EFFECT WHEELS

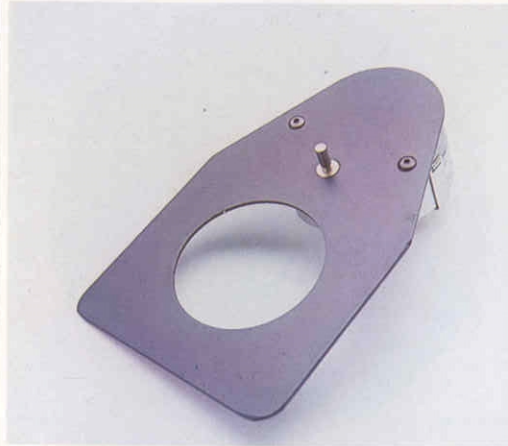
Attached to a 1/2rpm Rotator a 6" Effect Wheel turns through the projector gate to reveal a slow moving scenario.

In commissioning artists to design our range of effect wheels, we were very careful not to favour one particular style or approach.

The result is a wide range of images which span the whole field of modern contemporary artistic design—through sub-aquatic fantasies to inter-galactic wars, technicolour geometrics and horrendous monsters.

Six Polarising Wheels used with the Polarising Spinner produce beautiful rainbow effects—see page 14.

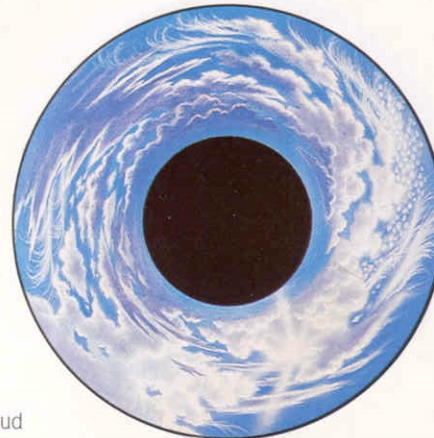
WHEEL ROTATOR



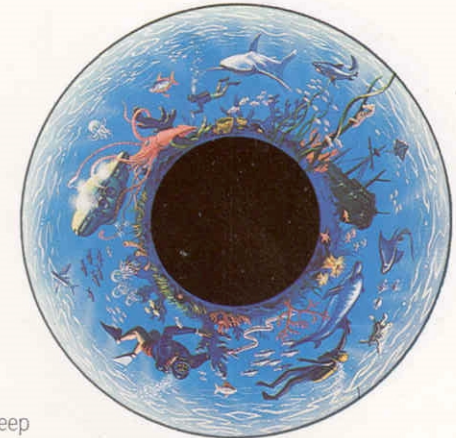
Wheel Rotators are supplied in four speeds: 1/2rpm, 5rpm, 20rpm and 90rpm. The 1/2rpm version is used with all 6" Effect Wheels and Polarising Wheels.

The uses of the other speeds are fully explained on pages 14 and 15 under Polarising Spinner, Spektraflash and Distortion Wheels.

EFFECT WHEELS



Cloud



Deep



Fire



Dinosaur



Prehistoric



Space Ritual



EFFECT WHEELS



Earthquake



Myth



Aviation



Culture



Maya



Zodiac



Truck Stop



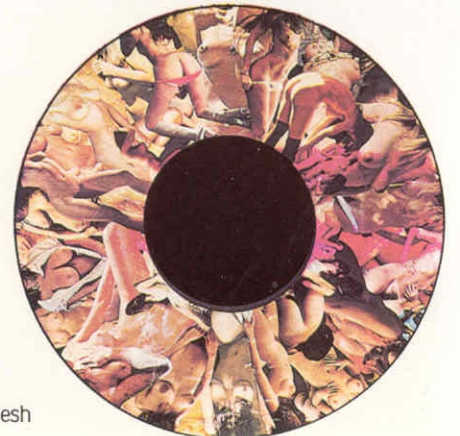
Gay



Orient



Devil



Flesh

EFFECT WHEELS



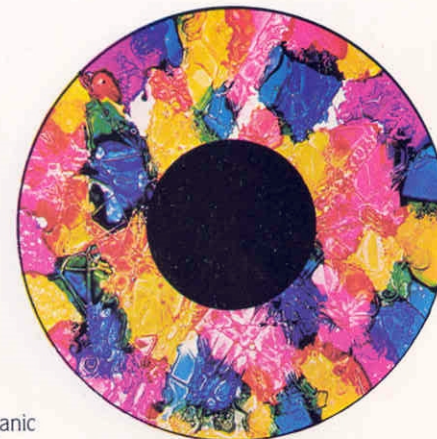
Firework



Cog



Cosmic



Organic



Pursuit



Comic Violence



Robot



Naughty Ladies



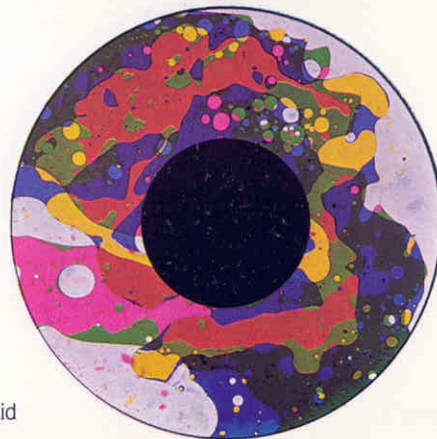
Decade



Maze



Dan Dare

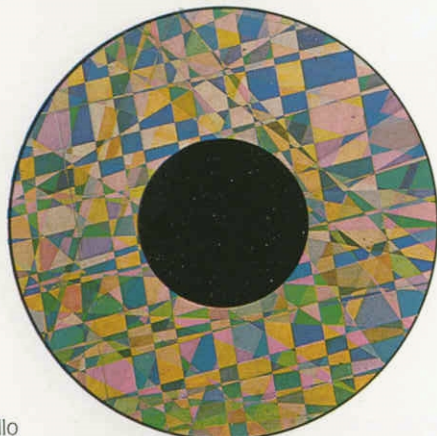


Liquid

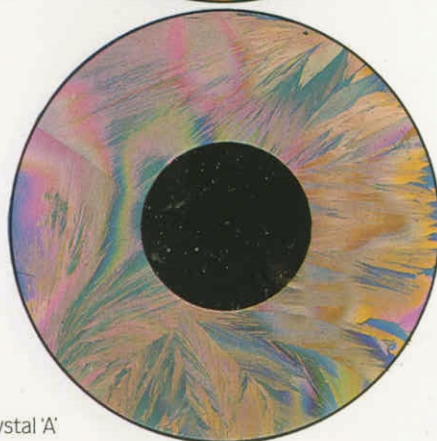
POLARISING WHEELS



Poly



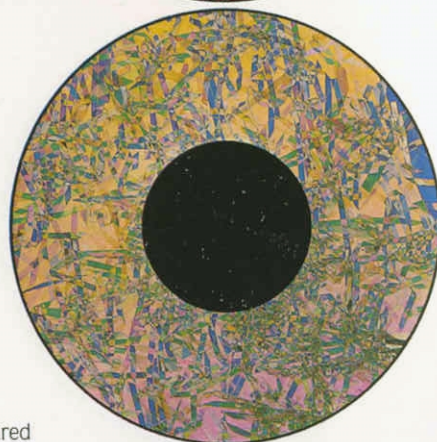
Cello



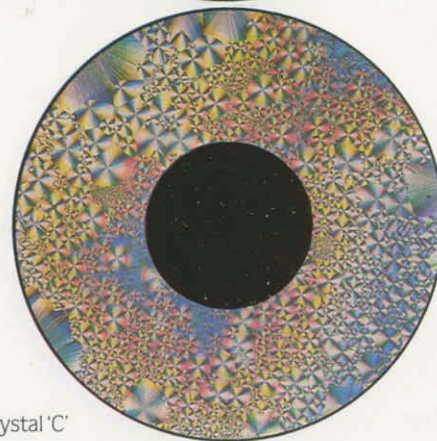
14 Crystal 'A'



Nouveau

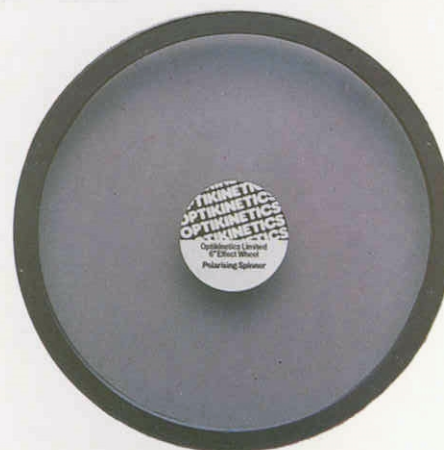


Shred



Crystal 'C'

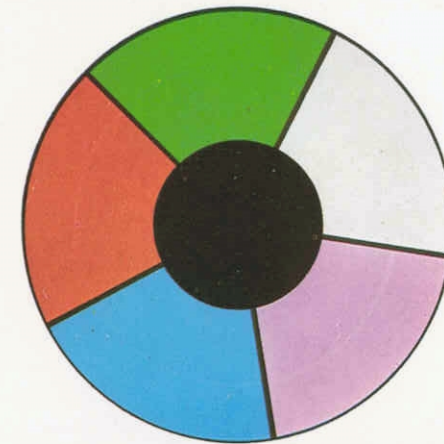
POLARISING SPINNER



The beautiful birefringent colours created by polarising effects never fail to captivate an audience. The six Polarising Wheels (shown left) only manifest colour and animation when used in conjunction with the Polarising Spinner.

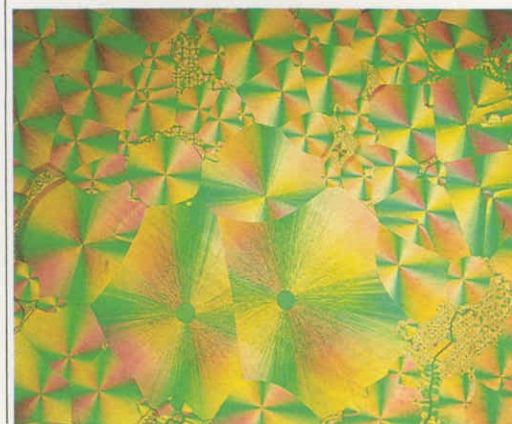
Polarising Wheels are used on the $\frac{1}{2}$ rpm Wheel Rotator in the rear gate and the Polarising Spinner on either the 20rpm or 5rpm Wheel Rotator in the front gate.

SPEKTRAFASH WHEEL

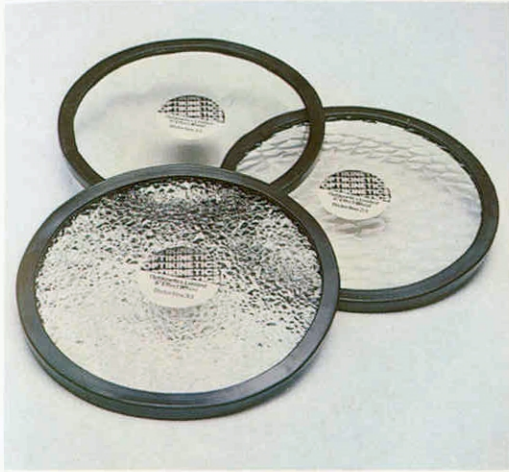


Used in the front gate, the Spektraflash Wheel produces a fast-moving colour change effect, causing the colours of other effects to blink rapidly, as they clash and match the five segments of this regularly-divided disc.

The 90rpm Rotator is produced solely for use with this effect.



DISTORTION WHEELS



Light, medium and heavily patterned glass, make up Optikinetics' set of three Distortion Wheels.

Mounted in the front gate of the Solar 250 or 100B projectors, they create subtle variations of original effects from rippling water to purely abstract.

1/2rpm, 5rpm and 20rpm Wheel Rotators may all be used with Distortion Wheels. Please contact your Dealer for a demonstration.

SERIES 80 EFFECT CASSETTES

The growing demand for ever more sophisticated colour lighting effects has led to our introducing a completely new range of eighteen cassettes, while retaining six old favourites.

All but one are moiré designs comprising a pair of brightly-printed glass plates.

In operation, one design revolves against the other, producing a constantly moving web of shapes and colour.

Completing the range the ever-popular liquid cassette incorporates adjacent chambers of vivid coloured fluids.

As the cassette revolves the liquids form a fascinating, ever-changing flowing image.

CASSETTE ROTATOR



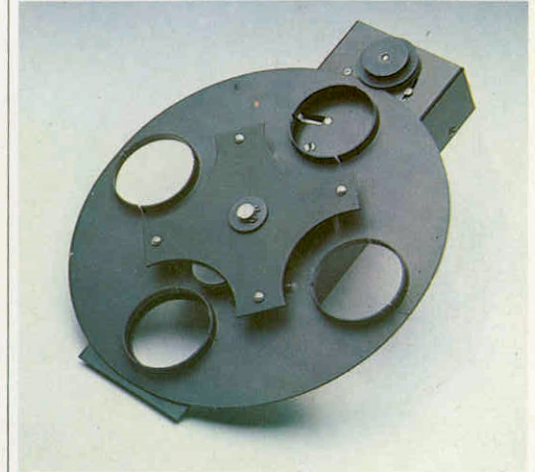
This is the motive force behind Optikinetics' range of Effect Cassettes.

Cassettes fit simply onto the circular flange of the rotator, by retracting the spring-locked motor and drive wheel.

The whole assembly is then mounted in the rear gate and plugged into one of the power outlets situated on the side of either projector.

Effect Cassettes can be easily removed, with the aid of a small electrical screwdriver.

CASSETTE AUTOCHANGER



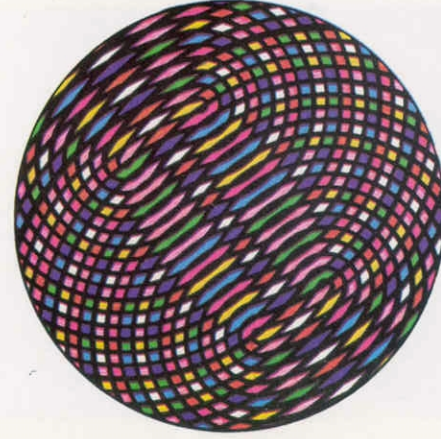
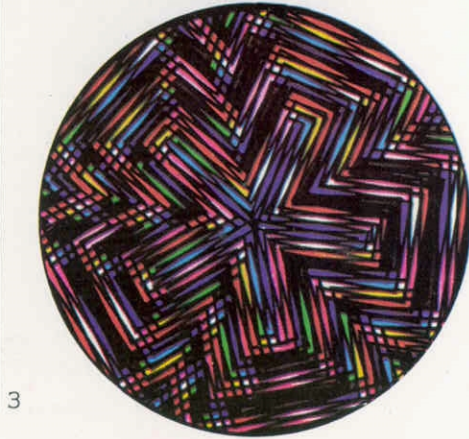
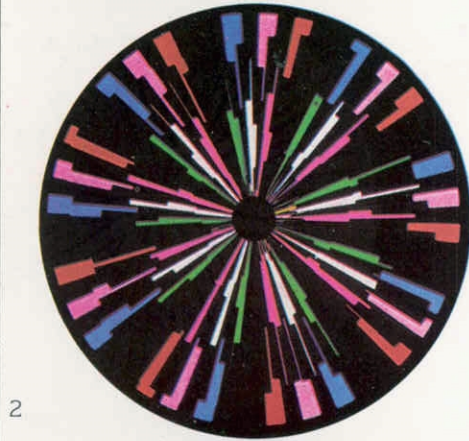
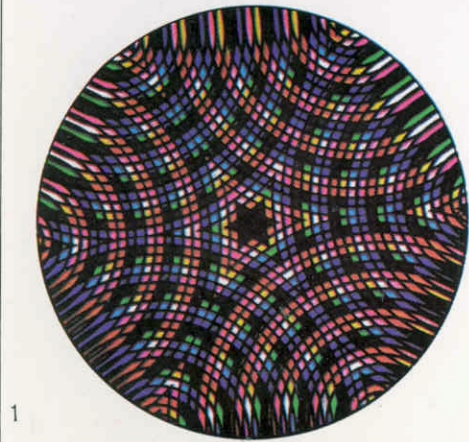
The Cassette Autochanger accepts any four 3" Effect Cassettes.

When plugged into a 12v accessory outlet on the side of the projector, cassette changes can be varied between twelve seconds and fifteen minutes.

The automatic facility may be overridden to provide a remote manual change, by connecting a suitable 'push-to-make' switch to the jack plug supplied.

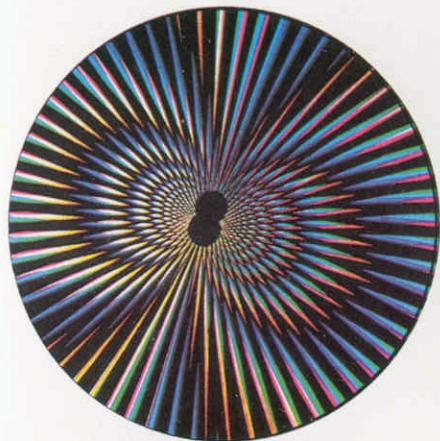


SERIES 80
EFFECT CASSETTES



SERIES 80
EFFECT CASSETTES

13



16



19



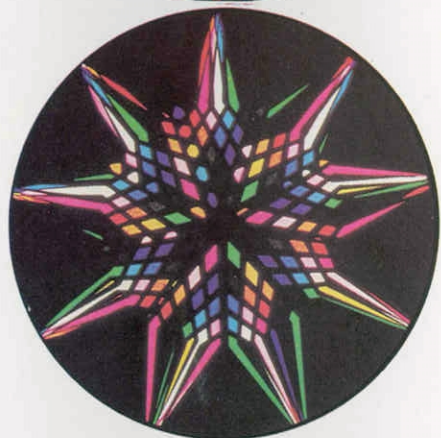
22



14



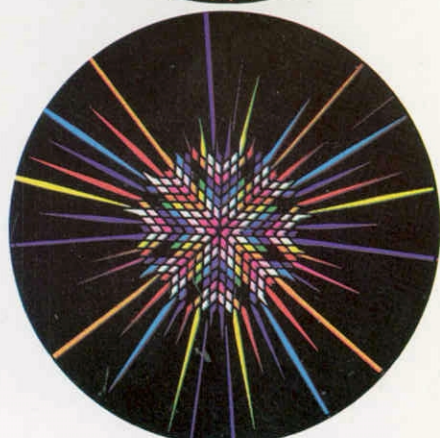
17



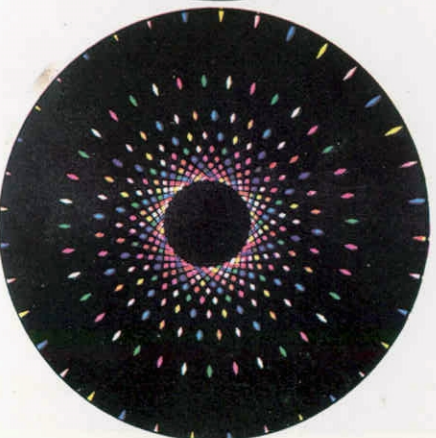
20



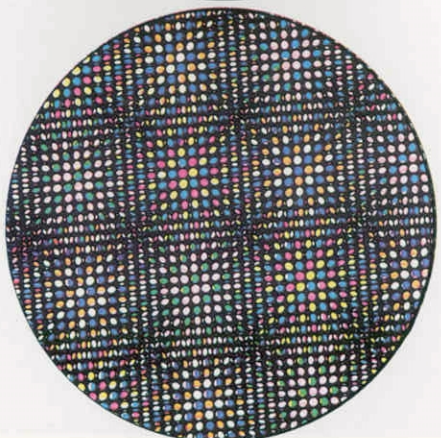
23



15



18



21



Liquid



17

CUSTOM CASSETTES

An entirely new, cost-effective Advertising Media which gives maximum impact to your name, product, service or message.

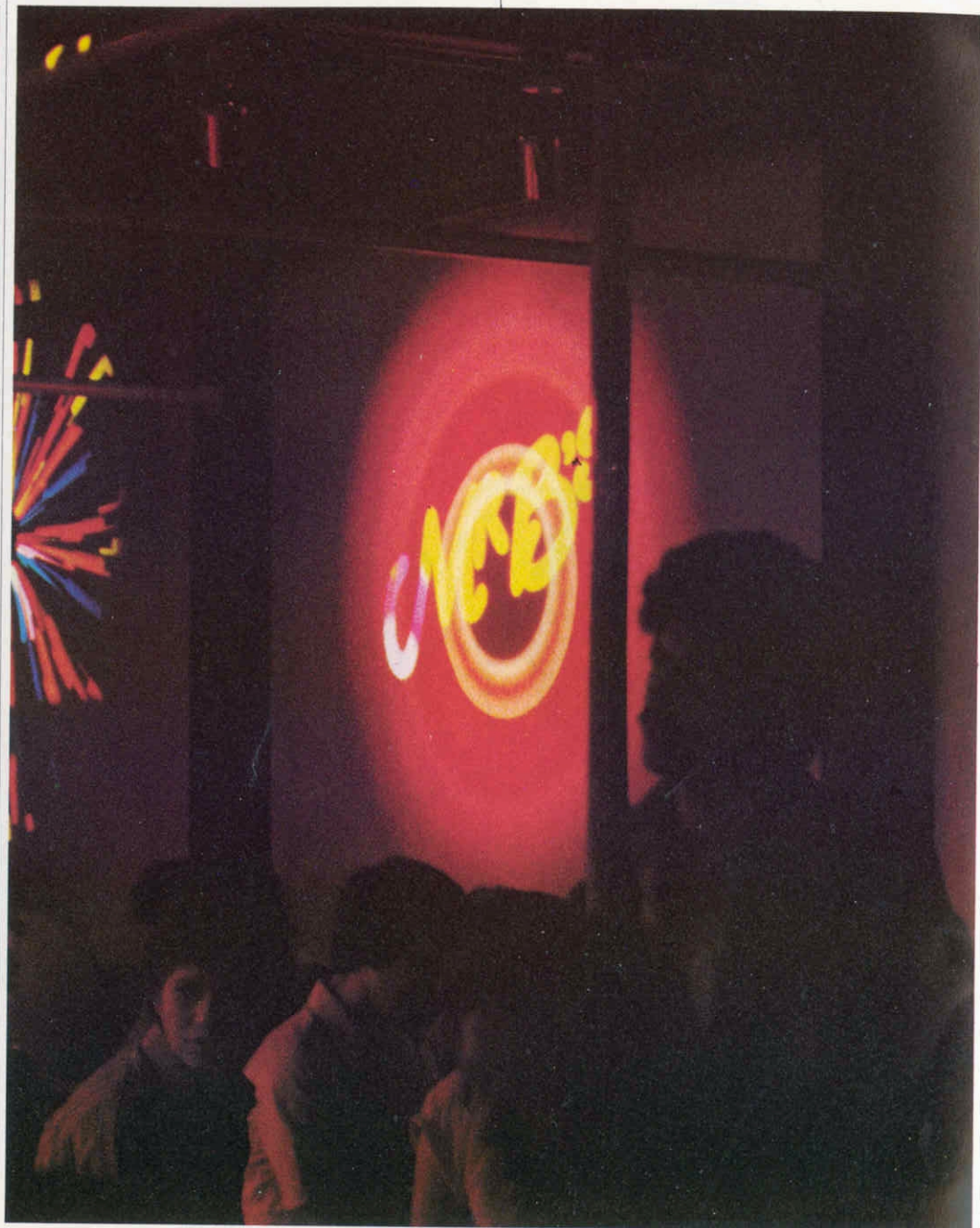
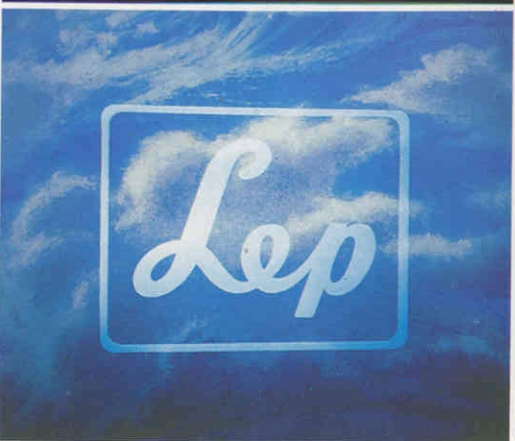
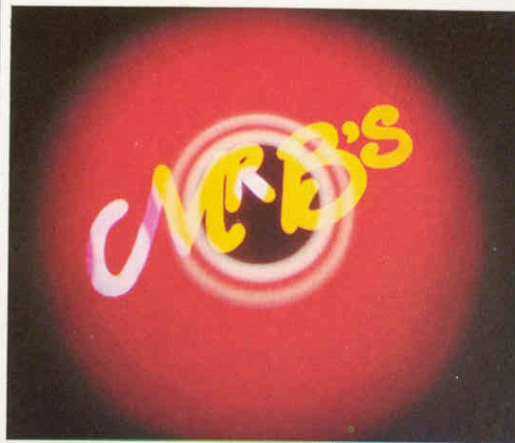
Custom Cassettes are based on our Effect Cassettes described on page 15 and are projected by either the Optikinetics Solar 250 or 100B projectors.

When we incorporate your message, design or logo into an Effect Cassette, the projected image created is an eye-catching, multi-coloured moving display guaranteed to draw attention and create interest.

A simple, convenient way of creating promotional displays in shops, garages, clubs, exhibitions and conferences—in fact anywhere you wish to promote your message.

This system can be readily changed or up-dated and we would be pleased to give a special quotation for a continuous promotion which changes on a daily, weekly or monthly basis.

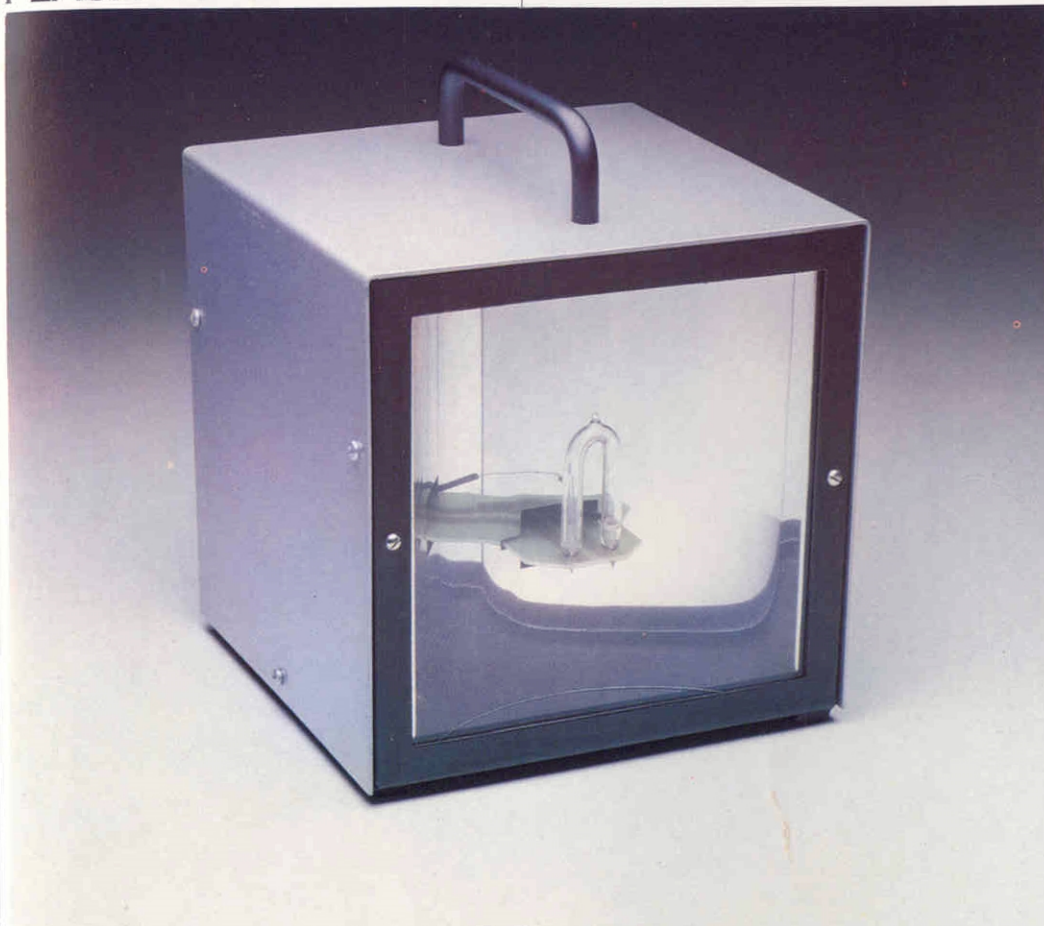
Please don't hesitate to contact us for further information.



Mr. B's - Weston Super Mare:
(Ameco Discotheques Limited)

Projection equipment supplied and installed by
Derek James Organisation, Frome, Somerset, England.
Photography: Dave Hare.

FLASH KUBE



The Flash Kube is a compact, easy to operate strobe, which produces regular flashes of high-intensity light, ideal for small clubs or discos.

Increasing the flash frequency creates an effect similar to that of an old jerky movie. Decreasing the frequency causes action to be momentarily frozen.

The brilliance of light bleaches out colour and reduces everything to a stark monochrome.

Once the desired flash rate has been

set, the Flash Kube requires no further supervision and can be operated from the mains supply.

TECHNICAL SPECIFICATION:

Size Packed: 250mmx240mmx210mm

Weight Packed: 2Kg

Power Consumption: 240v 50Hz 0.25Amp

(Also available in 120v 60Hz 0.5Amp version)

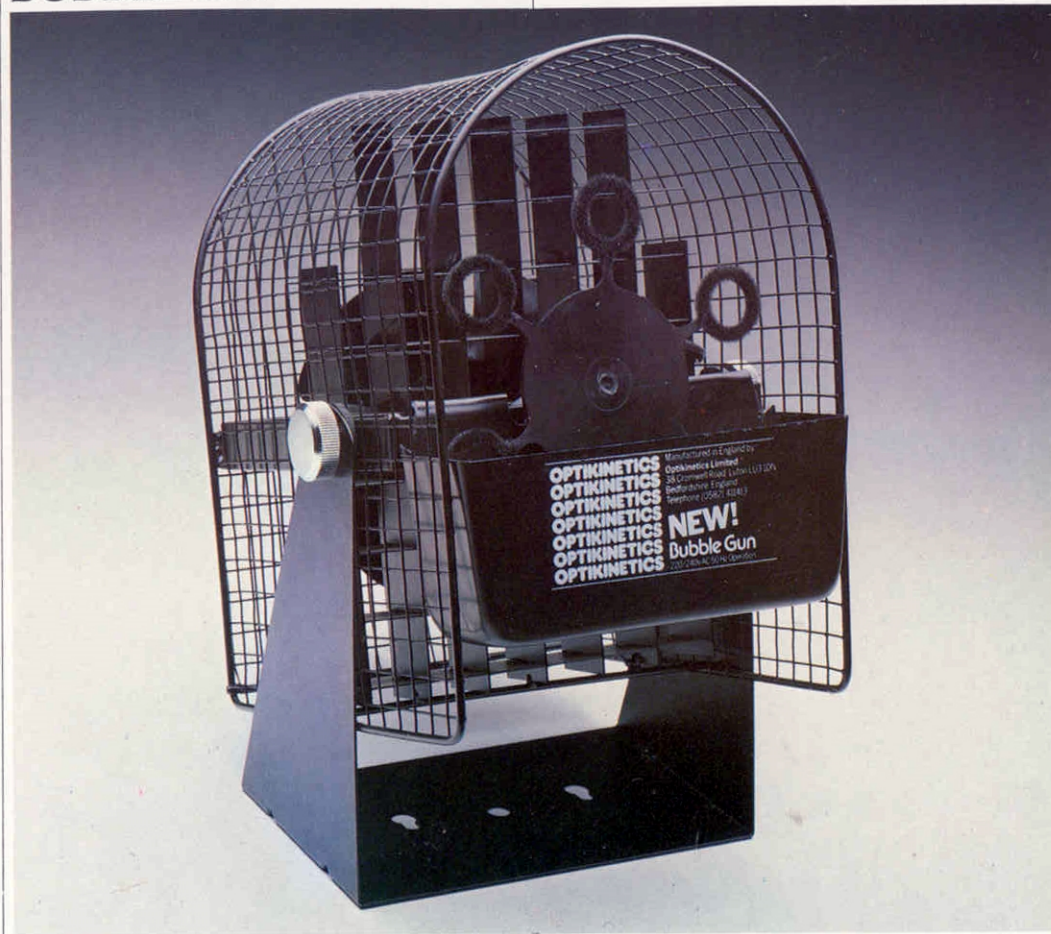
Lamp: Flash Tube: CUS 0661Z 2 Joule

Flash Rate: 1 flash per 2 seconds—15 flashes per second

Finish: Matt Black and Satin Silver painted

Fuse: 0.25Amp 20mmx5mm (internal)

BUBBLE GUN



This bubble-blowing machine can rapidly fill the air with hundreds of bubbles, and is an ideal complement to our other lighting effects.

A strong stand doubles as a hanging bracket and a detachable reservoir solves refilling problems.

The machine is supplied with sufficient concentrate to make one gallon of Bubble Juice.

Applications for the Bubble Gun are numerous—point-of-sale, window display,

exhibitions, discos, clubs. But remember, bubbles are wet, so avoid using the device near food or non-absorbent surfaces.

TECHNICAL SPECIFICATION:

Size Packed: 340mmx275mmx285mm

Weight Packed: 2.6Kg

Power Consumption: 240v 50Hz 0.5Amp

(Also available in 120v 60Hz 1Amp version)

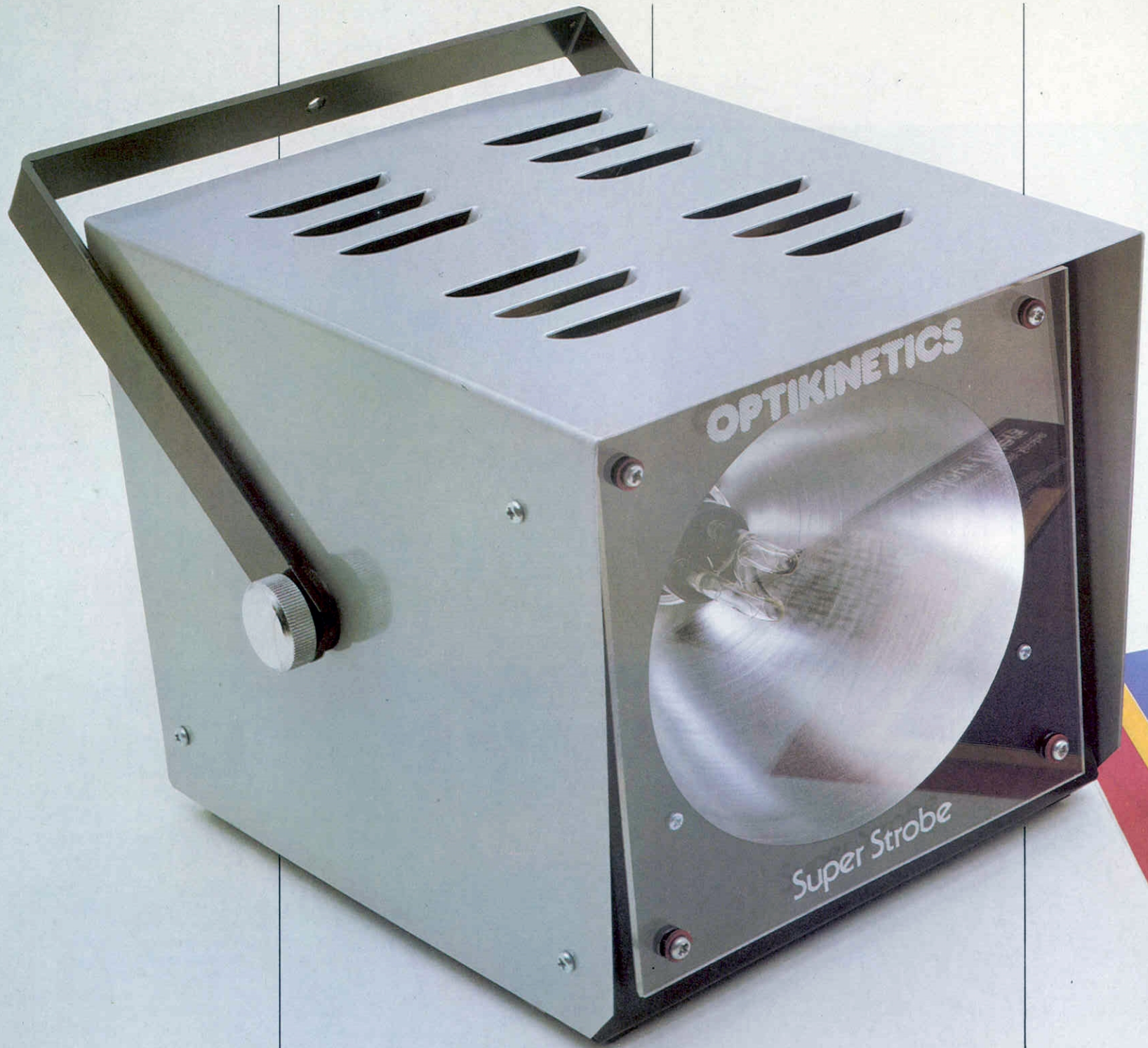
Finish: Black Epoxy coated

Liquid: "Bubble Juice" available from Optikinetics' Dealers

Reservoir Capacity: ½ pint (0.284 ltr)

Motors: Wand Drive 20rpm @ 50Hz clockwise.

Fan Drive 1450rpm @ 50Hz anti-clockwise





SUPER STROBE

The Super Strobe is one of the most powerful and versatile stroboscopes on the market.

The hanging bracket doubles neatly as a footlight stand to give exceptional flexibility of operation.

It may be used either on its own or in conjunction with additional Super Strobes to create a wide variety of multiple effects.

Using the Optikinetics' Strobe Control Unit (described right), up to four strobes can be linked together—then up to a total of sixty-four in multiples of four.

Each unit is supplied complete with a red, yellow and blue filter, and really extraordinary effects are produced by triggering different coloured strobes at varying intervals.

We will, of course, be most happy to advise you on techniques in linking your Super Strobes—and in triggering them remotely, automatically, or in conjunction with sound-to-light equipment.

The impressive light output of the Super Strobe makes it ideal for large halls, ballrooms and in certain open-air situations.

TECHNICAL SPECIFICATION:

Size Packed: 390mm x 270mm x 270mm
 Weight Packed: 4.2Kg
 Power Consumption: Dual Voltage either 240v 50Hz 0.7Amp or 120v AC 60Hz 1.4Amp
 Lamp: Flash Tube: ZFT 12B 12 Joule
 Flash Rate: 1-12 Flashes per second
 Fuse: 2Amp 20mm x 5mm (internal)
 Finish: Matt Black and Satin Silver painted

STROBE CONTROL UNIT

Optikinetics' Strobe Control Unit will handle up to 16 Super Strobes on each of its four channels—or indeed most strobes currently available.

The unit features a unique LED preview facility enabling the operator to pre-select a flash sequence, before switching over to the Strobes.

Easy push-button controls provide mains switching, automatic function or audio response (½-1000w), a choice of 8 completely different programmes, as well as the preview/monitor facility.

The Flash Rate is variable between 1 and 15 flashes per second, and this control also adjusts audio response when operating to music.

The Strobe Control Unit is dual voltage, can be console mounted or free-standing.

PROGRAMMES

- 1 Buttons 3 Off and 4 Off
Strobes Flash 123412341234 etc...
- 2 Buttons 3 On and 4 Off
Strobes 1 and 2 Flash Together Twice
Strobes 3 and 4 Flash Together Twice
Strobes 1 and 2 Flash Together Twice etc...
- 3 Buttons 3 Off and 4 On
Strobes 1 and 3 Flash Once
Strobes 2 and 4 Flash Once
Strobes 1 and 3 Flash Once etc...
- 4 Buttons 3 On and 4 On
Strobes 1, 2, 3 and 4 Flash Together

TECHNICAL SPECIFICATION:

Power Requirements: 100-130v; 210-250v; 50 or 60Hz
 Audio Supply: ½-1000w
 Input Impedance: 35KΩ
 Output Supply: 12v DC Positive tip
 Overall Size: 300mm x 100mm
 Packed: 170mm x 330mm x 130mm
 Panel Cutout Size: 265mm x 85mm
 Hole Mounting Centres: 282mm x 64mm
 Total Depth Behind Panel: 150mm with standard jack
 Weight: 1.25Kg Packed: 1.55Kg
 Fuse: 100mA (internal)
 Finish: Black Anodised

MODE EQUIPMENT:

LIGHT UNIT THREE



The Mode Light Unit Three is a four channel zero voltage switched lighting controller designed primarily for the mobile discotheque. It offers a versatile combination of lighting effects with a half power dim facility and continuously variable speed to match the mood and tempo of the music.

The Mode Light Unit Three has a matt black anodised front panel and shallow depth for easy console mounting.

NOTE—The Mode Unit Three is not suitable for operating low voltage QI spots or projectors containing transformers. The Mode Units Four and Ten have been designed to meet this requirement.

UNIT THREE FUNCTIONS:

Full: Lamps full brightness on all functions
Dim: Lamps half brightness on all functions
Auto: Internally generated automatic chase function continuously variable by speed control (Rate—8 Sec/pulse to 14 pulses/sec)

Chase: Chase sequence—see function One or Two below
All: All channels on static
One: One channel sequencing through four—produces a chasing light effect
Two: Links together channels 1 with 3 and 2 with 4—creates an eye catching flip flop effect
Soundlight: Superimposes dynamic sound light modulation on all chase functions
Control/Off: Switches display only on/off, and adjusts speed of auto chase or response of audio chase

TECHNICAL SPECIFICATION:

Front panel size: 300mmx100mm
Cut out size: 265mmx85mm
Panel mounting centres: 282mmx64mm
Total depth behind panel:
150mm Standard jack 120mm Side entry jack
Weight: 1.1Kg
Min. channel load: 100 watts (240v) 50 watts (115v)
Max. Channel load: 1000 watts (240v) 500 watts (115v)
Audio input range: 0.3–100v RMS
Audio input impedance: 20K Ω

LIGHT UNIT FOUR



Designed for club and professional mobile use, the Mode Light Unit Four offers a versatile combination of three basic functions, dim, crossfade and audio sync.

The crossfade and audio functions can be modified by selecting audio modulation, duo-fade or auto reverse, or any combination of the three.

By adjusting the master dimmer and cycle time controls, a unique range of effects can be produced to suit every lighting requirement.

The unit can be easily panel mounted, has a matt black anodised front plate, and clearly marked push-button controls.

A special version of the Mode Light Unit Four is available for neon operation.

UNIT FOUR FUNCTIONS:

Dim: Full range dimming using the master dimmer control which adjusts the light level of all the effects produced by the unit.
Crossfade: Cyclic fading from channel to channel, with

cycle time variable from 15 to 0.1 seconds, providing slow and subtle to rapid colour changes.

Audio Synchronisation: Audio synchronised cycling. A variable chase effect which precisely follows the rhythm of the music.

Audio Mod: Superimposed sound to light modulation, which adds dynamic light pulsing to crossfade or audio sync.

Duo-Fade: Links together channels 1 with 3 and 2 with 4 creating an eye catching flip-flop effect on audio sync and a shimmering strobe effect on fast crossfade.

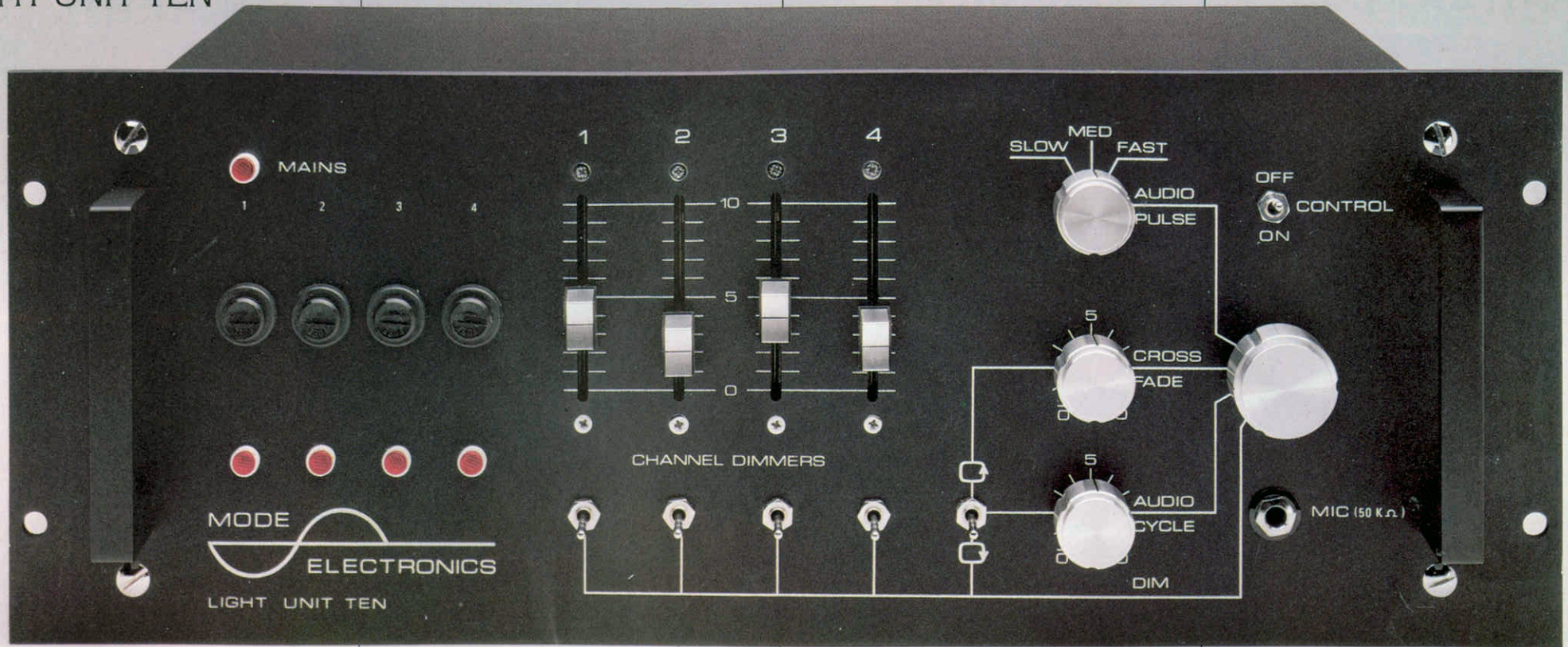
Auto-Reverse: Automatic random cycle reverse for crossfade or audio sync.

TECHNICAL SPECIFICATION:

Front panel size: 356mmx102mm
Cut out size: 318mmx89mm
Panel mounting centres: 337mmx64mm
Total depth behind panel: 216mm
Weight: 2.5Kg
Max channel load Resistive:
1000 watts 240v 500 watts 115v
Max channel load Inductive:
500VA 240v 250VA 115v
Audio input range: 0.1–100v RMS
Audio input impedance: 50K Ω
Lamp pre heat level:
10 volts RMS (240v) 5 volts RMS (115v)

MODE EQUIPMENT:

LIGHT UNIT TEN



A four channel lighting controller designed specifically for use in large club installations where reliable operation of heavy inductive loads (pin spots, projectors and fluorescent) is required.

The response and speed of each effect are adjustable to produce a wide variety of dynamic effects, each being quickly and simply selected by the operation of a single switch.

The Unit Ten can be rack mounted, has a matt black anodised front plate, slider controls, and panel mounted fuses.

UNIT TEN FUNCTIONS:

Audio Pulse: Four channel (bass, low, middle, and treble) sound to light modulation with slow, medium and fast response selection. Automatic light level restoration is provided, operative when the audio input falls below a predetermined level.

Crossfade: Cyclic fading from channel to channel. A fully dimmable four channel sequence effect with random reverse and duofade facility, providing slow and subtle to rapid and violent colour changes. Cycle time variable from 15 to 0.1 seconds.

Audio Cycle: Audio controlled chase function. A fully dimmable four channel chase effect with variable speed random reverse and flip-flop facility, which precisely follows the audio rhythm.

Dim: Independent slider controls providing precise four channel dimming.

Dim Override: Any of the four channels may be switched independently to dim, so providing a background illumination capability.

TECHNICAL SPECIFICATION:

Front panel size: 483mmx178mm
Cut out size: 432mmx165mm
Panel mounting centres: 466mmx102mm
Depth behind panel: 243mm
Weight: 7.5Kg
Max channel load Resistive:
3000 watts (240v) 1500 watts (115v)
Max channel load Inductive:
2750VA (240v) 1375VA (115v)
Audio input range: 0.3-100v RMS
Audio input impedance: 40K Ω
Mic input impedance: 50K Ω
Lamp pre heat level:
7 volts RMS (240v) 3.5 volts RMS (115v)

MODE EQUIPMENT:

SLIDER DIMMER



The Mode Professional Slider Dimmer (SD2500) is designed to provide a high standard of lighting control without flicker or hysteresis, and to operate all types of tungsten and fluorescent lighting including 2000 watt Q1 theatre lamps, low voltage Q1 spots and projectors.

The Mode SD2500 features include the provision of a flash button which, irrespective of the position of the slider, will provide full power for as long as the button is depressed; also a panel-mounted fuse and a neon monitor.

TECHNICAL SPECIFICATION:

Front panel size: 60mmx178mm
Cut out size: 50mmx158mm
Depth behind panel: 95mm
Panel mounting centres: 168mm
Weight: 0.5Kg
Max load Resistive:
2500 watts (240v) 1250 watts (115v)
Max load Inductive:
1250 watts (240v) 625 watts (115v)
Lamp pre heat level:
5 volts RMS (240v) 2.5 volts RMS (115v)

LIGHTING DISPLAY SYSTEM



A compact portable 4 channel lighting display system for the mobile disco-theque, including the versatile Mode Light Unit Three.

The system contains all the necessary cables, plugs and audio lead and 16 superb colour-lacquered reflector spot lamps, arranged in an eye-catching contra-rotating light format.

The boxes are of strong wooden construction attractively finished in black Vynide and fitted with clips, feet and handle to form a secure carrying case—a really professional light system for the go-ahead D.J.

The Mode Light Unit Three is fitted into the console box which has a cable compartment containing the heavy duty multicore leads.

The short lead is supplied connected to the control unit and should be plugged into one light box; the long lead should be connected between the two light boxes, leaving a spare socket for the connection of other lighting effects, up to a maximum of 600 watts per channel.



The maximum load is 1000 watts per channel, (4000 watts total). Each complete set is supplied with a carefully selected range of complementary coloured lamps, arranged to produce a unique multi-coloured shadow effect.

TECHNICAL SPECIFICATION:

MLD/16 Complete system as illustrated
Console box with Mode Light Unit Three and cable compartment containing:
1 multicore lead:
5 Amp/channel with plugs, 7 metres-ML7.
1 multicore lead:
5 Amp/channel with plugs, 3 metres-ML3.
1 audio splitter lead:
with ¼ inch line plug and socket-AL3.
1 Mains lead:
3 core, 2.5mm² with 13 Amp plug.
2 Light display boxes each containing:
8 coloured reflector spotlamps—100 watt, ES-L100.
Size: 465mmx265mmx635mm
Weight: 18.6Kg

MODE ELECTRONICS

As Optikinetics expanded into advanced audio-visual entertainment, it became increasingly clear that the future required sophisticated sound-to-light control equipment.

Mode Electronics specialise in micro-circuitry and its application in the field of lighting.

Their reputation for reliability and versatility made them an ideal partner in Optikinetics' diversification programme.

Mode produce a range of lighting controllers suitable for operating pin spots, low-voltage QH projectors and spotlights, fluorescent lights fitted with dimming ballasts—in fact all kinds of resistive loads.

In addition, special versions of the Mode Units Ten and Four are produced for use with neon lighting.

Mode Lighting Controllers are widely recognised by professionals as among the most practical, versatile and robust units on the market.

They have been installed in some of the largest clubs in the world.

Each carries a full two-year guarantee. When ordering Mode Lighting controllers, please specify supply voltage and frequency.



Mr. B's—Weston Super Mare:
(Ameco Discotheques Limited)
Projection equipment supplied and installed by
Derek James Organisation, Frome, Somerset, England.
Photography: Dave Hare.

WHY PROJECTED LIGHTING?

An ever increasing number of display lighting effects are available for club and mobile discotheque use—flashing lights, starbursts, helicopter lights, etc.

Although effective if used creatively, these forms of lighting cannot offer the low-cost versatility and adaptability of projected lighting. With Optikinetics' wide range of attachments, literally thousands of projected images can be created, making it easy to achieve the total environment desired, from dramatic to subtle.

APPLICATION HINTS

As every club is different in layout, size and design, it is impossible to give a firm recommendation for lighting in each case. To answer some of the questions we are most often asked, we offer here some broad guide lines which we are sure will help you.

Of course we are always pleased to answer queries however large or small—but do Experiment—our equipment is extremely versatile and the possibilities endless. Projected lighting is very much a matter of personal taste rather than what is correct or incorrect.

Where is the ideal place to site projectors?

Wherever possible projectors should be sited above head height in a safe, secure position, preferably out of reach of the audience.

What should I take into consideration when suspending projectors from the ceiling?

Approximately 30cm should be allowed between the top of the projector and the ceiling, to allow adequate ventilation and to enable use of the Cassette Autochanger and Sound Animator Unit. Both these products require extra height when mounted on the Solar 250.

The projector should not be angled at more than 30° from the horizontal plane.

What is the average distance from which I should project?

Using the 60mm lens supplied with both the Solar 250 and 100B, we have found the average projection distance to be 5 metres (15 feet). If a longer or shorter distance is more practical, the Zoom Attachment, 85mm or 100mm lenses will solve this problem. See Lens Selector Chart below.

LENS SELECTOR CHART





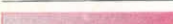



HOW TO USE THIS GRAPH

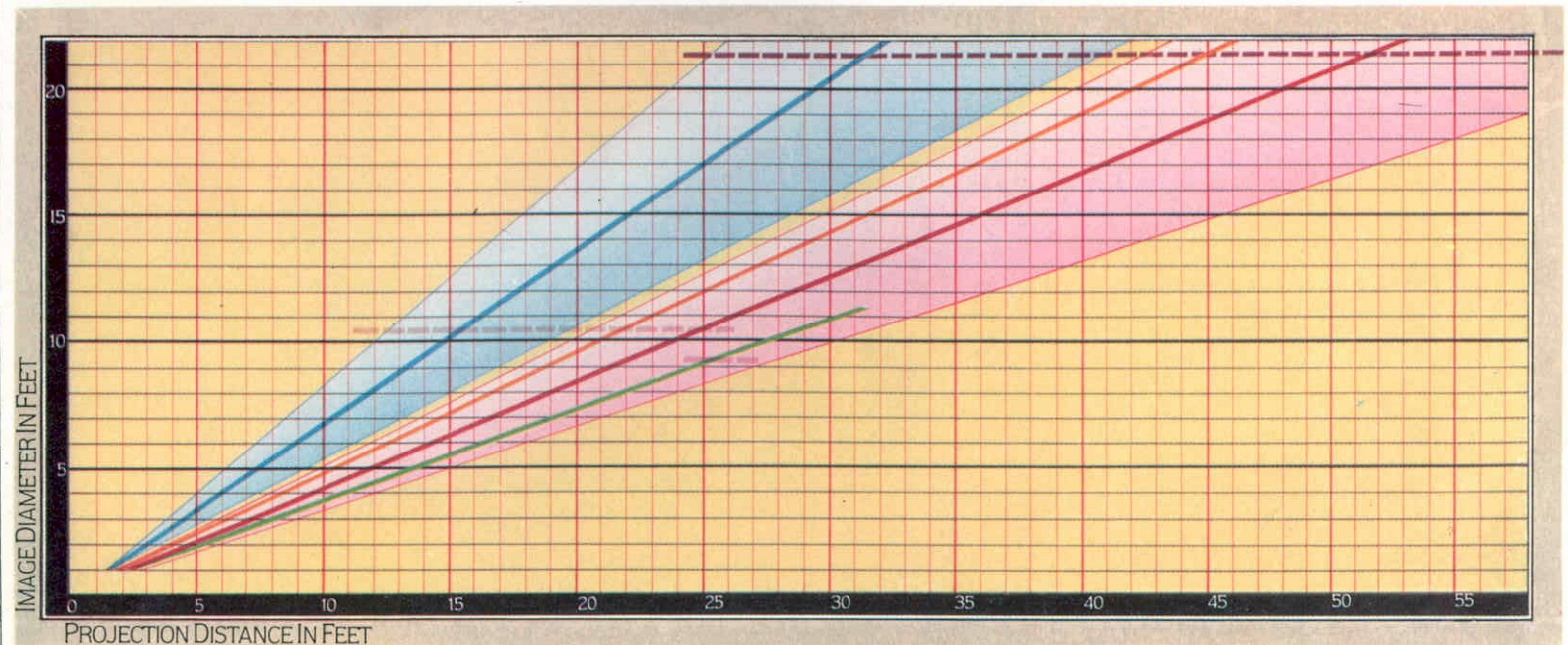
To select lens and find projection distance for a required picture size, read off the image diameter on the left scale. Read horizontally right until the lens line is met and the intersecting vertical line shows the projection distance.

FOR EXAMPLE

The projection distance for a 12ft diameter image, is found to be 17½ft when using the 60mm lens:— and between 14½ and 23ft when using the 60mm lens with zoom attachment.

KEY

	60mm lens only
	60mm lens with Zoom Attachment
	85mm lens only
	100mm lens only
	100mm lens with Zoom Attachment
	Kaleidoscope lens
	Practical limitations of Solar 250
	Practical limitations of Solar 100B

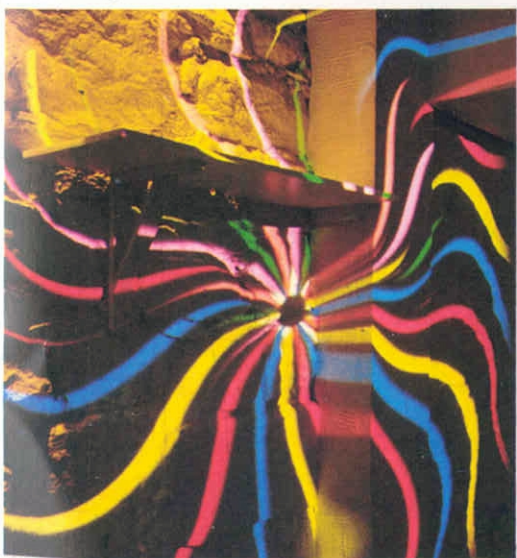


If I require a specific picture diameter, how do I attain this?

The picture diameter is dependent on the projection distance and the focusing lens used. It is very simple to work out using our Lens Selector Chart. With the help of this chart you can even find out how to obtain two or more different picture diameters on the same wall when the projectors are the same distance from the screen!

Must I use a proper screen?

A projection screen is not at all necessary. A light, non-glossy surface is ideal for projection – the darker the surface, the more difficult it is to obtain colourful images. However, any reasonably light surface can be used. Projection onto drapes, dancers, furnishings, even trees can be extremely effective – be adventurous!



Carafe Nightclub – Aberdeen, Scotland:
Equipment supplied and installed by
Atmosphere Lighting, Aberdeen.
Photography: "Format."

Can I use just one projector on its own?

This is viable in some specialist applications and for the small mobile disco. Although nowadays, when good lighting effects are expected by the hirer as an integral part of a mobile show, it is unusual to find mobiles with less than two projectors, the average being about four.

In clubs and discotheques, four projectors is the minimum we would recommend to make a versatile system with maximum coverage to create a total environment.

In larger clubs, the more projectors installed, the more impressive the overall effect – some large clubs have as many as 100 projectors to create a really spectacular display.

How often should a projector be serviced and how do I do it?

Frequency of servicing obviously depends on frequency of use, but a service should be carried out at regular intervals and each time the lamp is changed.

The Guarantee card provided with the projector gives all the relevant information on care and maintenance.

Remember, dirty optics or lens misalignment substantially reduces the light output of the projector – misalignment also causes premature lamp failure.

I own several of your old 240v type projectors, are attachments available?

Yes. We maintain stocks of 240v attachments to ensure continuity of supply.

Will any lighting controller operate the Solar 250 and 100B projectors?

No – choose carefully.

These projectors must be operated by a controller which is adequately rated and designed to handle inductive loads.

In a club or discotheque situation a good lighting control system is essential. The Mode Light Unit Four is a basic unit which controls up to 4000 watts of lighting equipment, e.g. eight Solar 250s, two on each of its four channels. With the addition of a Zoning Unit it would be possible to have four projectors sequencing either automatically or to music at one projection point, whilst the other four projectors could be spread out around the club and left to run continuously.

It is important to note that the resistive capacity of a lighting controller is usually halved when handling inductive loads. However, the Mode Light Unit Ten is an exception as it can handle eleven Solar 250s on each of its four channels.

Its resistive rating of 3000W per channel is only reduced to 2750W (VA) for inductive loads.

Can I mix projectors and other types of lighting such as pin-spots, fluorescents, starbursts etc., on the same channel of a controller?

Yes, providing the total capacity of the controller is not exceeded.

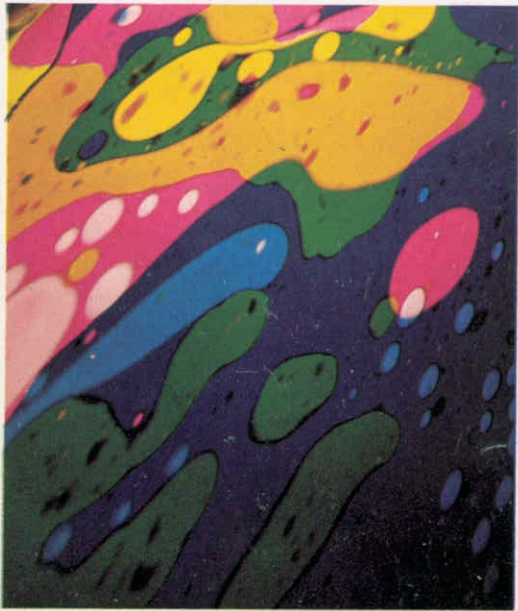
Are all Optikinetics' attachments compatible with suitable lighting controllers?

Yes, they cannot be harmed in any way when being operated by a controller, although very fast cross-fading should be avoided.

When would I use the Solar 100B in preference to the Solar 250?

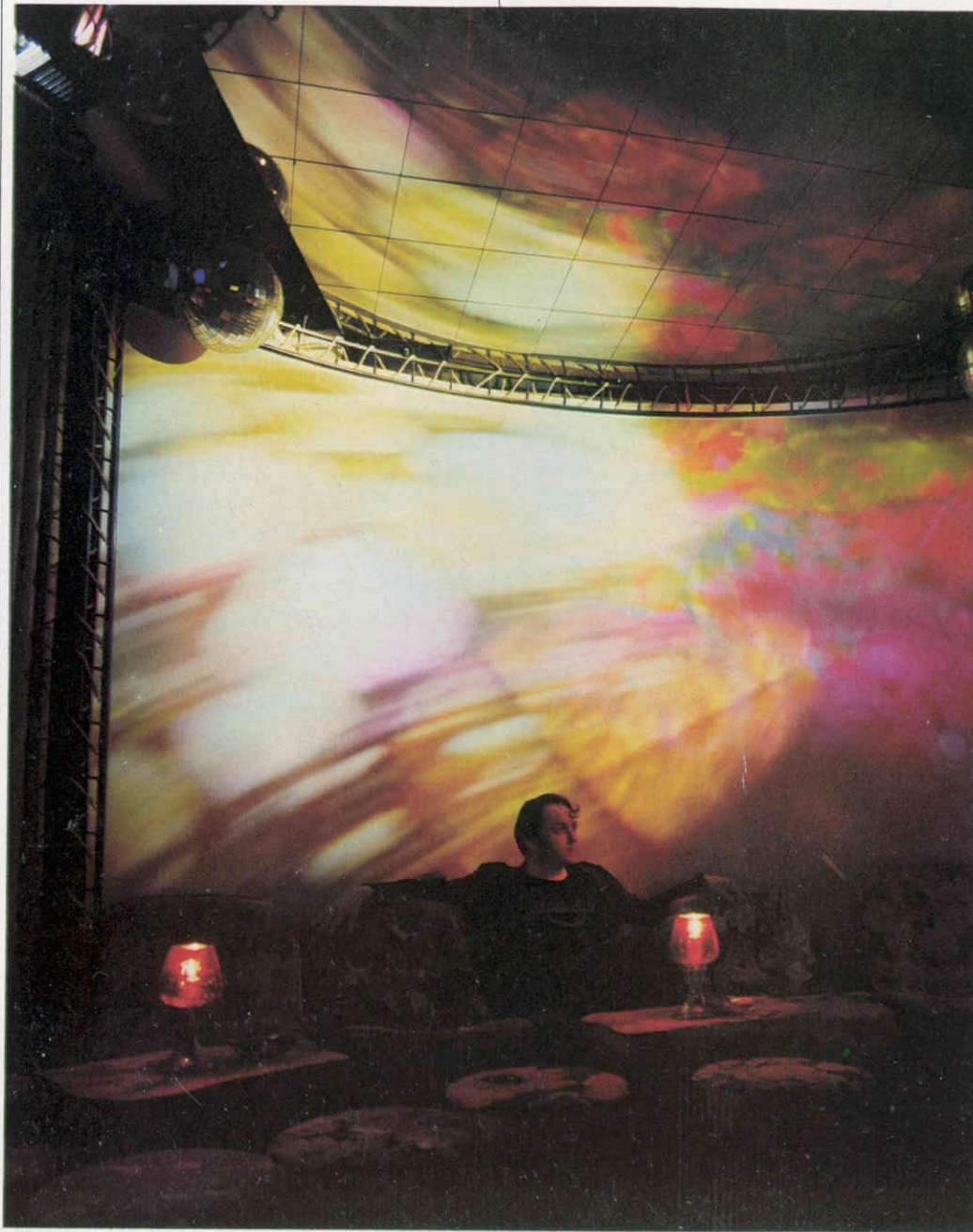
The Solar 100B accepts the same attachments as the Solar 250, so is just as versatile and could be used to advantage in the following situations:

- Where a projector must be sited inaccessibly and the extra long lamp-life in the Solar 100B (2000 hours) minimises lamp changes.
- Where weight is the criterion. The Solar 100B is 2kg lighter than the Solar 250 and therefore cheaper to ship and lighter to carry.
- Where the high light output of the Solar 250 is not required such as in small mobile disco venues, domestic use, projection close to a screen, etc.
- Where there is a limited budget. The Solar 100B offers excellent value for money and is ideal for starting a mobile disco.
- Where silent projection is desirable. The Solar 100B is convection cooled, so does not require a fan, making it silent in use. It is therefore the ideal projector for museums, hotel lounges, dentists, hospital wards and, of course, domestic use. Try relaxing in front of a Solar 100B and a polarising effect instead of the television – it's very therapeutic!



▲ Cindy's - Stockholm, Sweden:
Installation by Juliana's Sound Services Limited.

▶ Skindles - Maidenhead, England:



SUPPLY, SERVICE AND GUARANTEE

Optikinetics' products are available from dealers and distributors worldwide. Your dealer will be happy to demonstrate different projected images and advise on equipment and effects for your individual requirements.

Spare parts are always available for all Optikinetics' products. If you have any difficulty in obtaining any spare part or projector lamps from your dealer, please contact Optikinetics direct.

All Optikinetics' products are fully guaranteed for one year from date of purchase. The Guarantee Card supplied with all major items contains instructions for use and maintenance.

With reasonable care, Optikinetics' quality products will provide many years of reliable service.

Art Direction/Design/Typography Brian Warren
Design/Airbrush Illustration Michael Rowe
Photography Graham Hitchcock
Filmset in ITC Quorum series by Filmcomposition
Artwork Richard Brickell

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