



# arcane wizards

A new way to sync music & visuals

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# Lighting & visuals at events today

When designing a show or tour, our industry is typically faced with only 2 real options deciding how to program lights and visuals.

## Busking



Prep Time: **Hours**

LDs prepare their desk with a collection of sequences and colors before the show, and then trigger them manually live.

- + Quick & cheap, easier to plan and coordinate
- + Flexibility & creative-freedom at the show  
(easy to make last-minute changes)
- Lacks precision of timecode shows
- Not possible to sync lots of different rapid elements simultaneously with different parts of a track

## Full Timecode Programming



**Days / Weeks / Months**

For each venue, LDs will prepare a full pre-viz (virtual stage), then for each track, will pre-program everything ahead of time.

- + Many different elements can be synced precisely
- + No limit to the complexity of a composition
- Expensive & time-consuming  
(also requires finalizing lighting rig very early on)
- Hard to make last-minute changes
- Less creative freedom for LDs at the event

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Timecoding remains mostly out-of-reach for many medium / small scale events due to the cost and planning required.

Today's compromise: timecode 1-2 tracks per show, busking the rest.

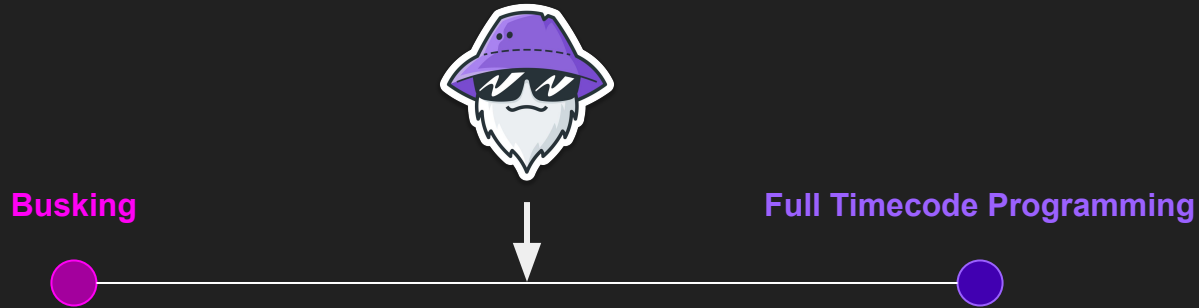
**We can do better!**



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# Introducing Arcane



**Arcane** is a new solution that aims to strike a **balance**, allowing for the **precision** and **detail** that full time-coding provides, without requiring as much up-front work, and allowing LDs and VJs to retain their **creative freedom** at the live events.

# Introducing Arcane

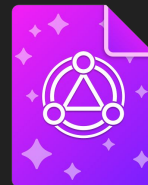
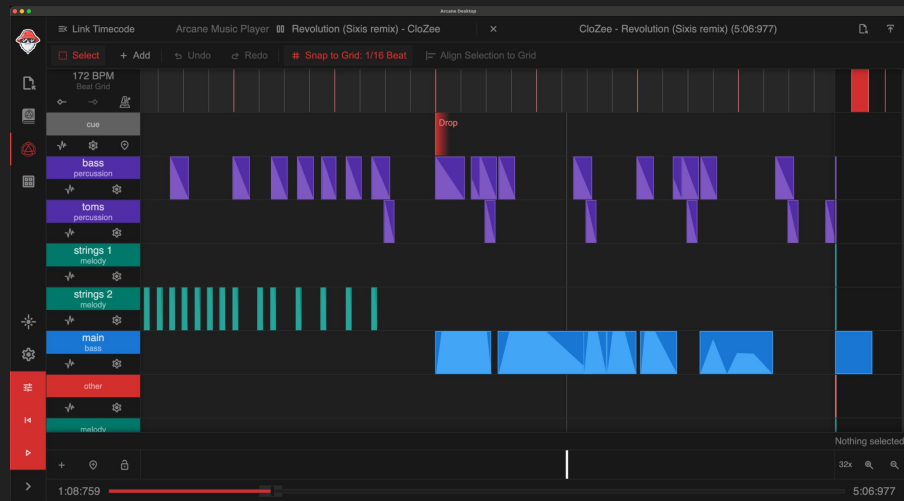
Instead of creating a timecode that details **what lights do when** for a specific show and venue, you create a timeline **describing the song itself**.

Any key elements that you may want to sync with (e.g. rapid drums, baselines, micro transitions, and key cue points) can all be mapped out in a **Spell File**, **before** any live events have even been planned.

**Anyone can create these files:** artists, producers, promoters, LDs, VJs or other creatives.

Once the file is created, it can be **shared widely** (or even published), allowing consistent timing across all outputs...

Watch Tutorial on YouTube 



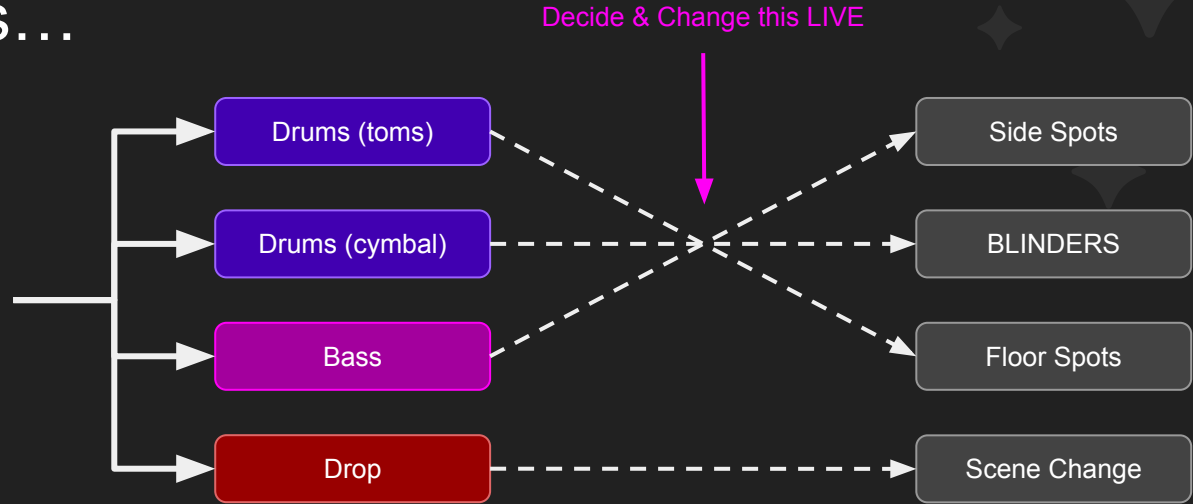
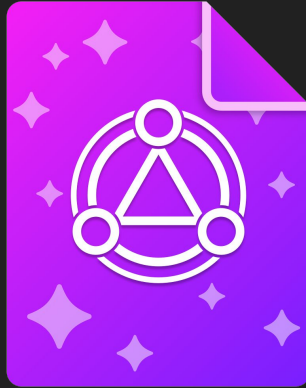
Export as a  
Spell File



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# ...At Live Events...



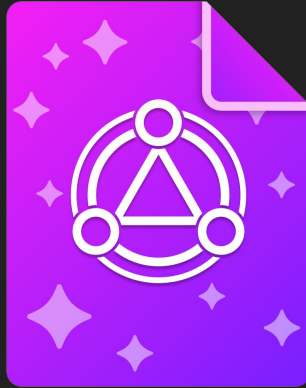
Dynamically connect different elements of a song to different visual elements **LIVE**,  
allow your LDs & VJs to **express their creativity**.

Compatible with anything that can be controlled using **OSC**: grandMA, Chamsys, Resolume, Touch Designer, etc...

Watch on YouTube



## ...During Pre-Viz & Timecoding...

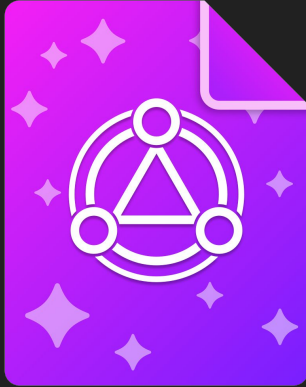


OBSIDIAN™  
CONTROL SYSTEMS

Still want a fully time-coded show? No problem!

Send the Spell file to LDs to give them a head-start and **speed up the timecoding process.**

# ...In Marketing Campaign Assets...



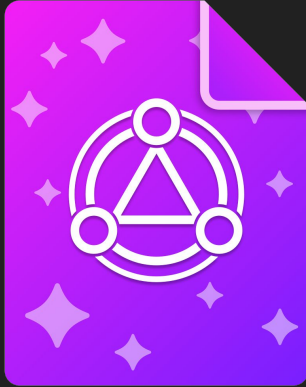
Studio Lighting for Short Videos / Ads  
(YouTube, TikTok, Instagram Reels, etc...)

Interactive Websites / Experiences

Music Videos / Other Promos  
(e.g. Tour Announcement Posters, Video Montages)

Use the timing information to create campaign videos and other assets that **precisely interact** with important elements of a song, without having to manually edit videos.

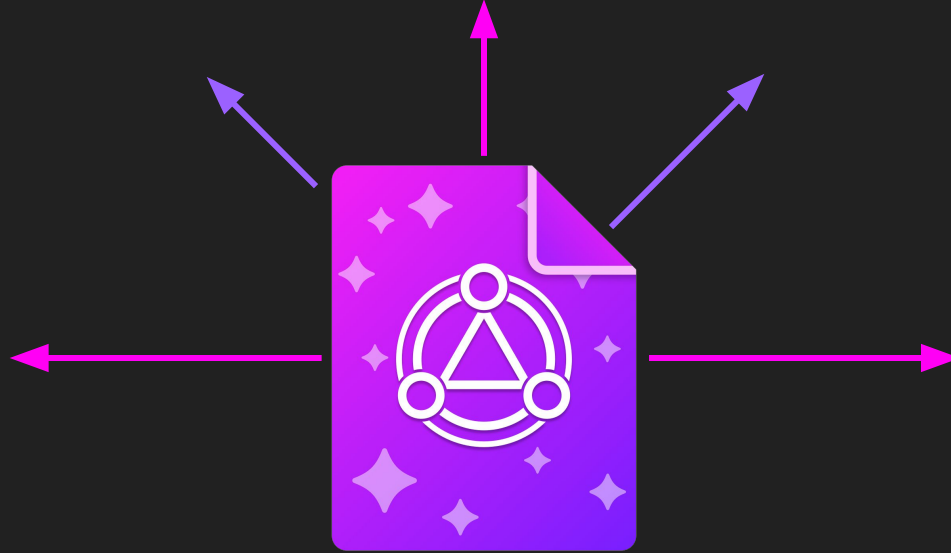
# ...At Clubs Worldwide...



The magic doesn't stop with your own events. If you **publish your spell files**, then other DJs who play your Artists' tracks can share them with event production teams & venues, ensuring your music hits hard **wherever it's played\***.

\* These events / venues will also need to be using Arcane software.

# ...Anywhere!



**Create a spell file once**, and use it over and over again for consistently precise and reliable sync, whether it's multiple events of the same tour, marketing content, or other DJs playing your tracks worldwide.

Sign Up to Waitlist 



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