



Type(s)
Project
Date
Notes

GENERAL INFORMATION

Unison Mosaic Designer Software provides the framework for creating your unique work of art. Everything you need is here: from importing project plans for system layout, to positioning lighting fixtures and other devices in the plan, to editing triggers and timelines, picking specific colors, programming special effects, mapping pixels to an array, playing back video clips, visualizing the results, and uploading your show. With Mosaic -- you don't need a console. You already have one -- inside the Designer Software. You create a real show, in real time using your Mac or PC. Even after uploading the show, you have all the features you need to influence and modify your design to be interactive with the outside world.

COMPUTER REQUIREMENTS

SUPPORTED OPERATING SYSTEMS

- Microsoft Windows 7/8/10/11 (64bit)
- Apple Mac OS X 10.13.x (Mojave) – 13.1 (Ventura)

MINIMUM REQUIREMENTS

- Intel Core i3 processor or above
- 2GB RAM
- 1GB free hard disk space
- 1024x768 screen resolution
- OpenCL 1.2 graphics support (for Atlas/Atlas Pro simulation)
- Network connection (for connecting to Unison Mosaic hardware)

RECOMMENDED

- Intel Core i5 processor or above
- 8GB RAM
- 1920x1080 screen resolution

GENERAL INFORMATION

FEATURES

- DesignView - import images from your lighting design so that fixtures and other elements reflect the project plans
- FixtureManager - complete fixture library provides drag-and-drop access to your LEDs, moving lights, and other devices
- TimeSlice - Program each element of your design using visual, timeline-based blocks
- ColorPick - powerful color selector to set hue, saturation and intensity, or CMY color mixing
- EasyFX - bring out the artistry of your design with a comprehensive range of customizable special effects.
- PixelMap - go beyond traditional lighting effects allowing you to define a group of fixtures as a virtual screen and then play back static or video images. Use this as true video playback across an LED array, replacing the need for separate lighting control and video pixel-mapping systems
- TriggerManager - link your timelines to the outside world by allowing specific timelines to be linked to external inputs or timed events. Place conditions on these triggers so that an event will only occur if a series of requirements are met
- ControlView - transform your design elements into a simulation environment to view your project before installation, including the ability to test triggers and programming
- LiveControl - live output of your show to connected Mosaic Controllers and fixtures during simulation



FEATURES

SOFTWARE MODES

Mosaic Designer provides dedicated modes for ease of programming:

- *Layout* - Add fixtures and devices to the project, position them on layouts, arrange them in groups, and customize their behavior.
- *Mapping* - Create virtual video screens and map fixtures to pixels of the screen. Here you also import and manage the media files which can then be played back from within Timelines.
- *Patch* - Assign fixtures and devices to connected controllers and control protocols.
- *DALI* - Associate and define DALI groups and scenes for any DALI device in the project.
- *Scene* - Create single effects or any fixture within the project. Scenes are used on timelines or played back individually using triggers.
- *Timeline* - Create and edit the timelines that make up your he playback of your show.
- *Interface* - Create the graphic user interface for a Tessera Controller.
- *Trigger* - Connect your programming with playback and configure the criteria to trigger each timeline or scene
- *Simulate* - View a representation of your project in Layout format. You can play individual timelines to verify your programming and run the entire project, including triggers.
- *Network* - Manage your Unison Mosaic hardware, assigning connected physical hardware with the controllers and devices in your project.

LAYOUTS

- Layouts are a 2-dimensional plan view that displays the fixtures within the project in a graphically form
- Devices can be added from the provided fixture library or downloaded from the cloud based fixture library
- Items displayed on the plan may be arranged using drag-and-drop, copy and paste, and transform interactions
- Images can be imported as backgrounds for the layout
- Groups and matrixes can be created to allow for use in programming

TIMELINES

- Timelines are displayed and modified in linear form
- All timelines include split timing options
- Timelines contain a playback priority
- Timelines are programmed using standard or customized effects.
- The end state of a timeline shall be user configurable

TRIGGERS

- Triggers in Mosaic Designer contain three different parts: Triggers, Conditions and Actions
- Actions can be triggered using external triggers or internal events
- Timed events, including repeat intervals such as daily, weekly, etc.
- Astronomical timed events can trigger actions
- Serial input data is treated as a trigger handled as a standard or custom action
- Standard actions for starting, stopping, pausing and resuming timelines
- Standard action to set timeline intensity
- Standard actions to set timeline position
- Standard actions for setting fixture color
- Standard actions for working with external triggers
- Custom LUA scripting engine

NETWORK

- Report of online status of controllers and devices
- Configuration of network properties (IP) of controllers and devices
- Upload and download of configuration data from controllers
- Download of logging data from controllers
- Discovery of connected controllers and devices
- Integrated web server for remote connectivity and control

REPORTS

- Customize layout and appearance supported
- Support for printing reports



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