

HOW TO

Create Effects

6 inch Distortion Wheel Projection

To create effects or distort images using 6 inch Distortion Wheels the primary Effect Wheel (with the main image or Distortion Wheel you wish to project) is fitted onto a 6 inch Wheel Rotator and into the rear gate runners (closest to the lamp). The secondary Distortion Wheel fits onto a 6 inch Wheel Rotator and into the front gate runners.

Look at the 'How To Project 6 inch Wheels' section or at the Solar Wheel Rotator page of our website for all 6 inch Wheel Rotators.

6 inch Distortion Wheels

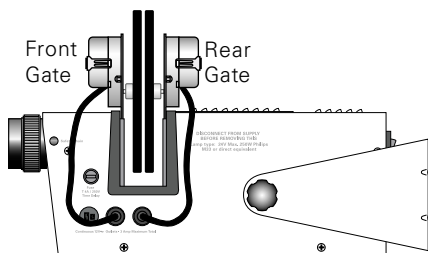
Set of 3
Mild
Medium
Heavy

Code

FG7037
FG7037/1
FG7037/2
FG7037/3

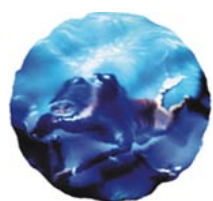
6 inch Effect Wheel Distortion

Combine a Standard Effect Wheel on 1/2rpm Wheel Rotator in the rear gate (closest to the lamp) with a Mild Distortion Wheel on a 5rpm Wheel Rotator in the front gate, to create underwater, flickering flame or waving effects.



Projector + Lens

2 x 6 inch Wheel Rotators 1 x 6 inch Medium Distortion Wheel
1 x 6 inch Effect Wheel



6 inch Deep Wheel (FG7049) with a Mild Distortion Wheel.



6 inch Fire Wheel (FG7053) with a Mild Distortion Wheel.

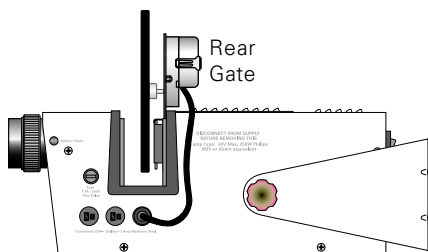


6 inch Flags Wheel (FG7055) with a Mild Distortion Wheel.

Other 6 inch Wheels that work well with a Mild Distortion Wheel include Tropical Fish (FG7253) and Whales (FG7250).

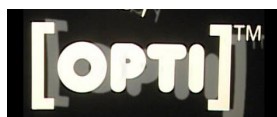
Gobo Distortion

Combine a gobo and a Mild Distortion Wheel on a Slide/Gobo Holder + 1/2rpm Wheel Rotator (FG6037), in the rear gate, to create the effect of the image being projected underwater.



Projector + Lens

1 x Custom B/W 50mm Gobo
1 x Slide/Gobo Holder +
1/2rpm Wheel Rotator
1 x 6 inch Mild Distortion



* For more movement use a Slide/Gobo Holder in the rear gate and a Mild Distortion Wheel on 5rpm Wheel Rotator in the front gate.

Other 6 inch Wheel Distortion Effects

By combining two wheels on separate Wheel Rotators one can create some impressive stand alone effects like these. The speed of Wheel Rotators chosen determines the speed and appearance of movement. A 1/2 rpm and 5rpm combination is recommended for the first two effects shown below.

Sunlight through trees

Projector + Lens

2 x 6 inch Wheel Rotators
1 x 6 inch Dot Beam Wheel*
1 x 6 inch Medium Distortion



* A dot Beam Cassette on a Cassette Rotator can be substituted.

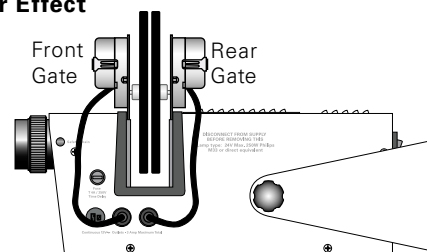
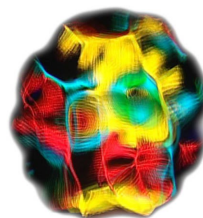
Light on water

Projector + Lens

2 x 6 inch Wheel Rotators
1 x 6 inch Medium Distortion
1 x 6 inch Heavy Distortion



Ambient Multi-Colour Effect



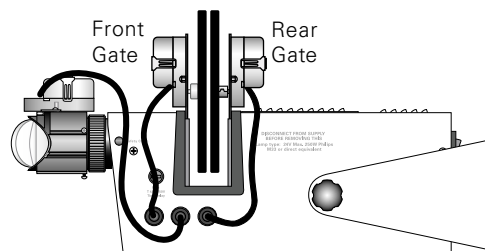
Projector + Lens

2 x 6 minute 6 inch Wheel Rotators
1 x 6 inch Cog Wheel

1 x 6 inch Medium Distortion Wheel

Ghosts

The 6 inch Ghost Wheel is best projected combined with a Mild Distortion Wheel on a 5rpm Wheel Rotator and a Panoramic Rotator - creating 'ghostly' movement split and panned in two directions on a linear plane.

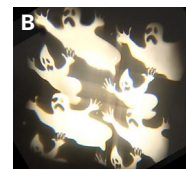


Projector + Lens

2 x 6 inch Wheel Rotators 1 x 6 inch Mild Distortion Wheel
1 x 6 inch Ghost Wheel 1 x Panoramic Rotator



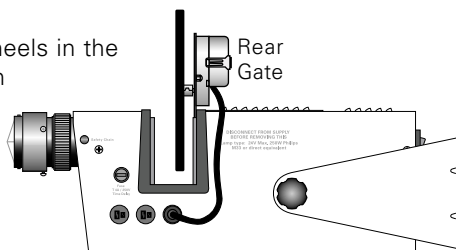
Simpler effects can be created by either: just using the Distortion Wheel (A) or; substituting the Panoramic Rotator with a 4 Facet Prism (B).



Moving Abstract Imagery

To create a swirling, multi-image effect, combine a 6 inch Abstract Wheel with a 3 or 4 facet Clip-on Prism.

See the Abstract Wheels in the 6 inch Wheel section of our website for the full range of Abstract Designs.



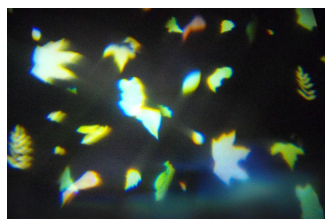
Projector + Lens

1 x 6 inch 5rpm Wheel Rotator

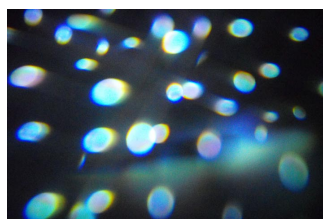
1 x 6 inch Abstract Wheel

1 x 3 Facet Clip-on Prism or

4 Facet Clip-on Prism.



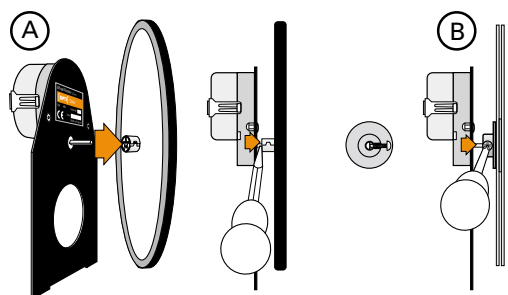
Leaf (Coloured) + 4 Facet Prism.



Bubble (Coloured) + 4 Facet Prism.

Fitting an Effect Wheel

Fit the central boss of the wheel over the shaft of the Wheel Rotator. On a plastic Wheel (A) the boss is self fixing. On a 575 Safe Wheel (B) tighten the cross headed screw onto the flat side of the 'D' shaft.

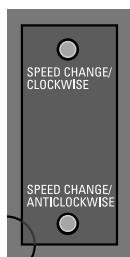


To remove a plastic Wheel (A) gently prise the boss off with a flat ended screwdriver. For a 575 Safe Wheel (B) loosen the cross headed screw off of the flat side of the 'D' shaft and pull the Wheel off.

Adjusting a Variable Speed and Direction Wheel Rotator

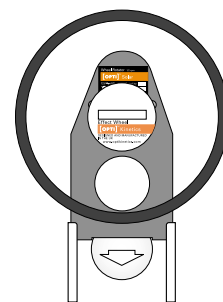
Most Wheel Rotators are fixed speed.

The VSD Wheel Rotator has buttons on the back that adjust direction and speed. When rotating clockwise press the CLOCKWISE button to increase speed. To decrease speed press the ANTI-CLOCKWISE button. Eventually the rotation will slow to a halt and then start rotating anti-clockwise and will continue to increase in speed in that direction until the button is released.



Fitting a Wheel Rotator into the projector

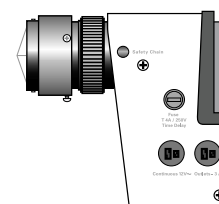
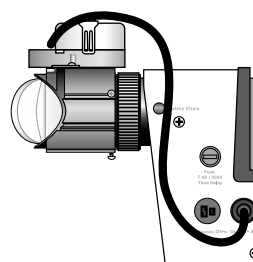
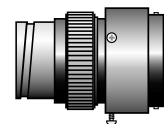
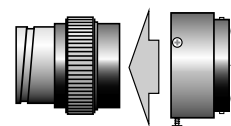
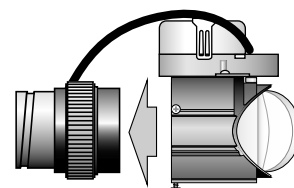
1. Slide the wheel rotator into the rear gate runners of the projector (closest to the lamp - see side elevation left).
2. Slide firmly home. Ensure that the base of the back plate of the effect accessory is at the bottom of the projector's gate runners. This is for optimum safety and will ensure that the effect(s) are in the correct position for projection.



Fitting Prisms and the Panoramic Rotator

Solar Prisms are very simple to fit.

1. Loosen off the 3 screws around the perimeter of the circular fixing section.
2. Place over the end of the 'click clack' reducing collar of the focussing lens.
3. Turn through 360° to the split pattern/direction you want to project.
4. Tighten the 3 screws.
5. To motorise the Panoramic Rotator prism - plug into one of the 12V~ sockets on the side of the projector.



Plugging a 12V~ Effect Accessory into the projector

6 inch Wheel Rotators and Panoramic Rotators need to be connected to one of the 12V~ sockets on the side of the projector (closest to the lamp - see side elevations above and above left).

Once power is applied and the projector is turned on the Effect Accessories will start.

