Introducing A New Way To Think About Architectural Preset Stations...

SceneStation sets a new standard for full-featured, easy to use, cost-effective DMX lighting control. Perfect for restaurants, churches, high-end residential, trade show booths and more, SceneStation can control nearly any DMX device (RGB fixtures, moving lights, dimmers, effects, etc.), while also remaining very simple for the end-user.

“Why do Preset Stations only output static scenes?”

SceneStation is dynamic. Instead of only offering the ability to play back a few simple “presets”, SceneStation can be programmed to run shows with multiple steps, loops and beautiful built-in effects.

The secret is the power and flexibility of the built-in effects engine and fully-customizable preset buttons. SceneStation goes way beyond simple “presets” with the ability for each scene to have stunning effects such as Twinkle, Sparkle, various color animations and more. SceneStation’s buttons can be programmed with advanced features like running chases, stepping sequentially through a list of scenes, toggle, momentary, pile-on functions and more. Additionally, each button includes fully-programmable RGB backlighting and the button caps can be optionally engraved with custom legends.

Another important feature of SceneStation is how easy it is to program. The powerful SceneStation Studio software (available for Mac or Windows) is a simple, but sophisticated graphical environment for setting up and building content for SceneStation.

SceneStation can control virtually any device that operates from a standard DMX signal. SceneStation’s DMX port is bi-directional, allowing SceneStation to control DMX fixtures, record DMX scenes or to automatically act as a console backup.

**Features At A Glance:**

- Completely Self-Contained
- SceneStation Studio software for Station Management, Programming and Operation
- Built-in effects engine for creating beautiful, dynamic scenes
- 64 Scene Capacity
- Static, Sequential, Toggle, Chase and Pile-On Modes On Each Button
- Programmable RGB Buttons
- Optional IR Remote for recalling presets or adjusting overall brightness
- Multiple Master/Slave Stations via 2.4 GHz Wireless Network
- DMX-512 Output with 44Hz Update Rate for silky-smooth fades and effects
- DMX Snapshot Recording Directly from Front-Panel
- Automatic “Power-On” Preset Activation
- Automatic Console Backup
- Decora® Wall Station Compatible
- Optional Button Engraving
- Available in White, Black, Ivory and Almond
Another important feature of SceneStation is how easy it is to program. The powerful SceneStation Studio software (available for both Mac or Windows) is a simple, but sophisticated graphical environment for setting up and building content for SceneStation.

SceneStation Studio wirelessly communicates with nearby stations and allows you to easily program each scene, button, effect and parameter in your stations with immediate live feedback right on your connected DMX fixtures. Or, SceneStation Studio can be used offline to develop shows or tweak settings to be uploaded to a station later.

Additionally, SceneStation can be programmed without a computer using either the Programmer’s IR Remote, or by capturing DMX scenes from an external console using only the station’s front-panel buttons.

SceneStation is also available in a Portable configuration that is great for using all of SceneStation’s features “on-the-go”. Perfect for rental jobs or just for using in portable applications, the Portable SceneStation is enclosed in a rugged metal box with a recessed area for the buttons and IR receiver, and an end-panel that provides convenient access to two 5-pin XLR jacks and the unit’s power inlet.

A “Portable SceneStation Kit” is also available (pictured above) that includes the Portable SceneStation and a variety of handy accessories, all packaged in a hard storage case.

Contractor friendly, user friendly, budget friendly and decor friendly. SceneStation is an advanced DMX control station that fits beautifully into nearly any project.

*SceneStation is the professional choice for stand-alone architectural playback and control.*