

FINALE | FIREWORKS™

Professional Choreography for Everyone

Introduction

FINALE FIREWORKS drag-and-drop visual choreography software is so easy to use you will be choreographing real shows in minutes. You can get started in three easy steps:

1. Start with your own music and background picture. Lay down launch positions.
2. Drag and drop fireworks from the standard library of 5000 effects. Cut, paste, copy, and drag elements to precise times, positions, and angles.
3. Create sales videos, export scripts for your electronic firing system, or create a voice cue track for manual firing.

or two you will discover that Finale lets you get as detailed and complex as you want, from configuring your firing system hardware to designing your own effects.

Whether you shoot one show a year in your backyard or 50 shows a year around the country, Finale lets you harness the power of computer choreography to do your best work.

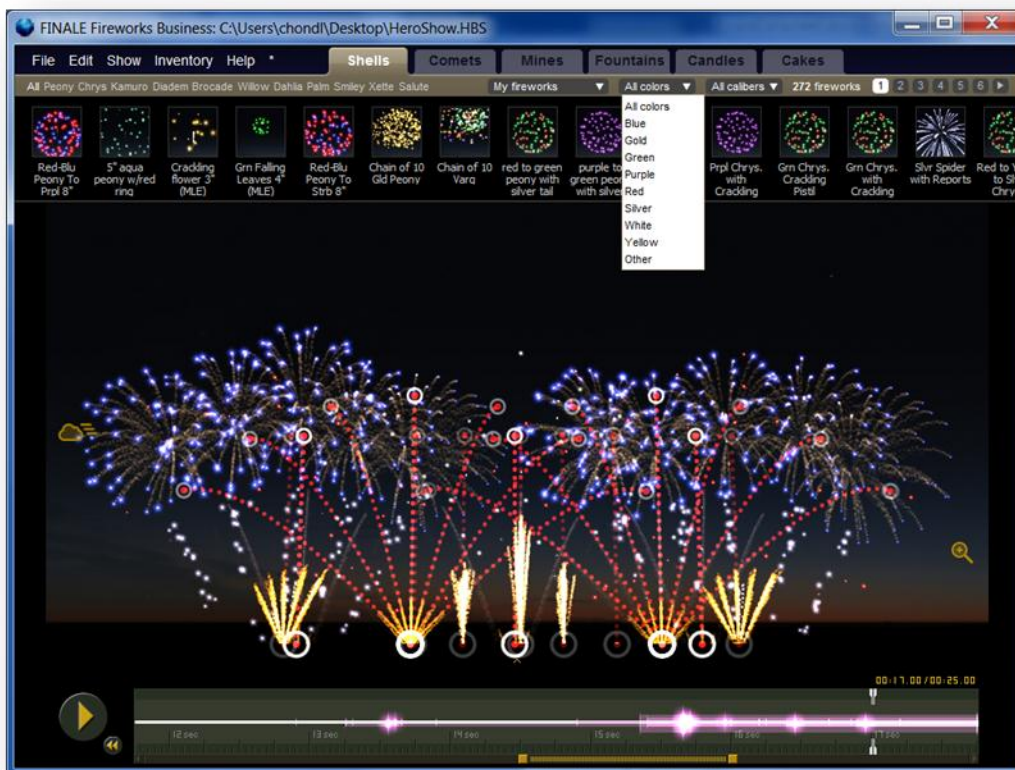
From Inventory to Export

Finale supports the complete choreography process starting from an inventory of fireworks, designing and tuning the show and specifying how the show will be setup and fired. Once the show is complete, it can be used to create sales videos, generate scripts for firing systems, save voice cue tracks for manual firing, and print a full set of reports to simplify setting up the show.

Import Inventory

Import Inventory brings your fireworks into Finale for use in choreographing your shows. After preparing a comma separated value (.CSV) file with your fireworks, you use the menu command "Import new inventory" to perform the import. This command will first prompt you to select the .CSV file to import, and then prompt you to customize which columns to use to create fireworks. Once you've

customized the import, Finale creates one visual simulation and adds it to the inventory panel for



Of course, these steps don't address all the complexities of the real world, but things shouldn't start out being hard. After you have made a show

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each row in the file. The simulations are based on names, calibers, prefire times of the fireworks in the source file. If you specify a quantity available for each firework, then Finale tracks available quantities for each effect as you design your show. When you've completed your show, Finale's reports include the product numbers and vendors identifiers from your original inventory file.

Import Show is closely related to Import Inventory, but brings shows designed in any other choreography tool into Finale. It preserves launch, prefire, and burst times for each shot. If launch positions are specified in the original file, they are imported into Finale as well. Once imported into Finale, the show's choreography can be modified, and exported to any firing system that Finale supports.

Designing and Tuning Choreography

Finale's foundation is the easy to use drag-and-drop user interface. The main screen contains three main areas: the inventory panel, the skyfield, and the timeline.

The inventory panel shows all the fireworks that can be placed in the show. Out of the box, Finale comes with a default inventory of over 6,000 fireworks simulating many 1.3G effects. For 1.4G, Finale comes with an ever growing collection of inventories from specific manufacturers.

When the included fireworks don't match the product used in the show, the user can modify any firework using the built in fireworks editor. Creating shells and cakes is just a matter of adjusting sliders and picking colors, so it is easy enough that you

can fine tune a set of shells to match your real world inventory, or you can just have fun playing. Cakes and chains can be created by combining any combination of the individual fireworks into a single piece.

"We fired three large shows over the past 10 days from a 780 ft. lake freighter off Toronto's Ontario Place - all different scripts. Approximately 1275-1300 cues with 2500 shells (2"-12") plus candles, mines, cakes in each show. We fired using Pyromate Digital Wireless Nighthawk with 30-32 45-shot modules each show. Scripted using FINALE and converted to NiteTime and downloaded into Nighthawk."

David Whysall
David Whysall International Fireworks Inc.
<http://www.dwfireworks.com/>

The inventory panel provides a variety of tools for searching for fireworks including by caliber, type and sub-type, color, and specific inventory (e.g. fireworks imported for a specific show or from a specific manufacturer).

The skyfield displays the show being choreographed, in a what-you-see-is-what-you-get likeness. Everything in the skyfield can be grabbed and dragged around directly using the mouse.

The timeline provides direct access to any point in the show. Fireworks can be intuitively drag and dropped to exact positions in the timeline. The timeline also includes cue markers, which can be laid down easily while listening to music or imported from WAV files. Cue markers act as temporal snap-to guidelines, so when you drag the playhead or slide fireworks on the timeline, the items will snap to nearby cue markers, making it easy to align their burst positions with specific moments in time.

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For manual/electric fired shows, Finale's cue markers will align the launches, so you can use the cue markers to build flights with multiple caliber shells on a single cue. For computer fired shows, Finale's cue markers keep the bursts aligned even if the shells have different prefire times, knowing that Finale's automatic addressing of firing system pins will take care of the launches, wherever they fall.

Finale also includes advanced scripting controls such as cut/copy/paste, fan, stagger, align, distribute evenly, search for fireworks in show, bulk update fireworks in show, load show into copy buffer (for creating a reusable library of show segments) and unlimited undo/redo.

Specifying Show Setup and Equipment Layout

Click the "Bird's Eye View" option and the skyfield rotates in 3D such that you are looking down on the shoot site. From there you can drag and drop or reposition your launch positions wherever you want.

You can then edit each launch position, right down to the racks and mortars, which like everything else you can position with drag and drop ease. You can tilt the racks, combine them into pods, even fan out the mortars for fan-in-rack or wagon wheel style racks. Finale will print out "Site layout diagrams" with realistic 3D renderings of the equipment layout, which you can send to the crew before setting up the show so everyone knows what is going on even before they show up at the site.



Automatic Address Calculation for Computer Firing Systems

Automatic addressing for firing system pins and modules is a standard feature in most choreography software, but usually it forces a choice: manual or automatic. The problem is, in practice most people want a little bit of both. You might begin with automatic assignment of your modules or slats and pins, but then make some customizations like running some scab wire from one launch position to another or combining some devices on the same pin. Finale lets you make these customizations at will, and automatically readjusts the automatic assignments around you as you type, so you never have to worry that your changes are inconsistent with the automatic assignments and you never have to dread the fate of having to run an automatic assignment algorithm that writes over all your manual changes.

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Cues for Manual/Electric Fired Shows

For manual/electric fired shows, Finale makes cue assignment simple, and fully integrated with the creative process of choreographing. Drop in cue markers and then drag your devices to the cue markers on the timeline. You can drag around the

- PyroSure
- Merlin

In addition to the firing systems with integrated export modules, Finale can support other commercial and home built firing systems through the Finale Generic CSV format. This fully

"I wanted to speak up here and say Finale ROCKS. I fired my first 500+ cue show using Finale, a digital ATF firing system, Dominater 1.4 and Pro 1.4 product. ... I can't wait to put together my next one using Finale. ... Since I scripted this show, a few pre-releases have been put out there to speed things up even more. I think that's what makes this software so great; it keeps on improving every week."

Scott Fler

cue markers themselves and they will drag along all their effects in tow. For all kinds of shows, you can open up the "Firing View" spreadsheet panel showing of all your shots. You can edit directly in the spreadsheet in those circumstances for which typing is easier than dragging things with a mouse.

Preview and Sales Videos

Finale runs a server rendering farm that will render unlimited high resolution h.264 videos of your shows that you can download and use as sales tools with your clients, or keep around for your records.

Firing System Exports

Finale comes with tested integrations with many firing systems:

- Advanced Technique Fireworks
- FireByWire
- FireOne
- Holatron
- ODA/Q-Fire
- PyroDigital
- PYROelectronic
- Pyroleda
- Pyromate SmartShow/NightHawk

documented file format contains all the information required to be imported into other systems.

Voice Cue Track Creation

Voice cues are audible commands that tell an operator when to fire a shot with a manually fired show. Typically, an operator listens to a voice cue track in one ear, and listens to the music, if present, on the other ear. The voice cues are simple commands like, "Standby... One... Beep!... Two... Beep!"

Finale supports voice cues with an interactive mode for editing and practicing, and also by outputting a voice cue track (WAV file) for operating the show. The voice cue track has the voice cues on one

"I just want you to know that I just ran through my first show using your voice cue firing (420 cues, fast paced) and it was absolutely brilliant. What a difference this makes. Thanks so much for bringing such an excellent product to the marketplace."

Mike Rohrbacher
Stonebraker Fireworks
<http://www.stonebraker.com/>

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channel and the music on the other.

Reports

Finale writes out a variety of standard reports (loading report, inventory report, etc.), in addition to the new 3D "Site layout diagram" reports that prepare a crew with visual instructions for setting up a show.

Finale also exports the Finale Generic CSV format which contains all the information for generating your own custom reports, which you can do easily by loading the file into Excel and picking exactly the data you want.

Rack #1 25'L

Unit	Addr	Pin	Angle	Name
M32	21	10	25'L	PFX 366RS Red Strobe Mine
M32	21	12	25'L	PFX 366RS Red Strobe Mine
M32	21	14	25'L	PFX 366RS Red Strobe Mine

Rack #2

Unit	Addr	Pin	Angle	Name
M32	21	7	-	PFX 366B Blue Mine
M32	21	18	-	PFX 366WS white strobe mine
M32	21	25	-	PFX 366B Blue Mine

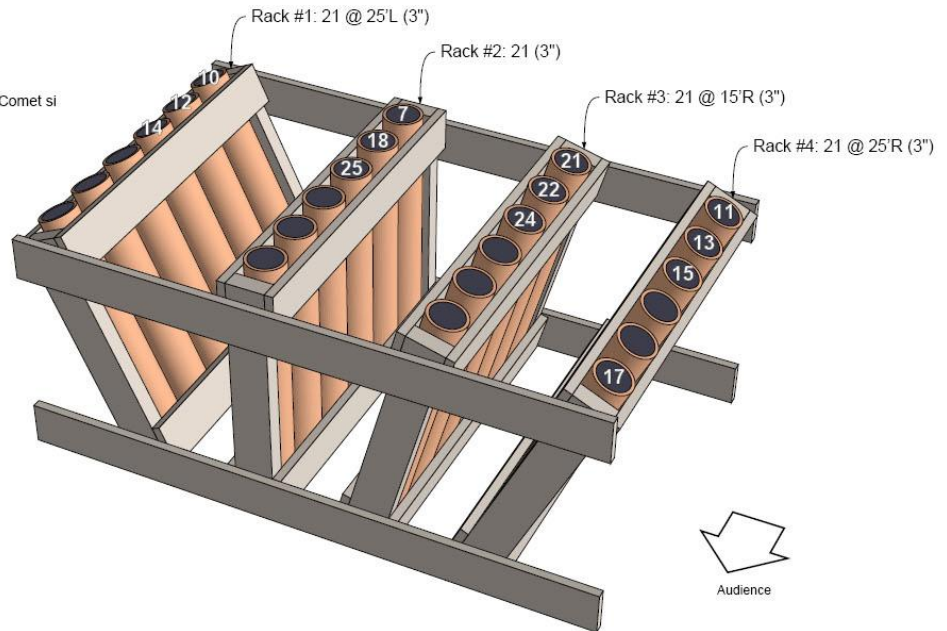
Rack #3 15'R

Unit	Addr	Pin	Angle	Name
M32	21	21	15'R	PFX 366WS white strobe mine
M32	21	22	15'R	PFX 366RS Red Strobe Mine
M32	21	24	15'R	PFX 366G Green Mine

Rack #4 25'R

Unit	Addr	Pin	Angle	Name
M32	21	11	25'R	PFX 366RS Red Strobe Mine
M32	21	13	25'R	PFX 366RS Red Strobe Mine
M32	21	15	25'R	PFX 366RS Red Strobe Mine
M32	21	17	25'R	PFX35 CM-CR 3 Point Crackle Comet si

2 POD	Back1L	
	2010_08_06 PGI Example.hbs	August 06, 2010
Racks: 4 Mortars: 24 Shells: 13		
Addresses: 21		
Calibers: 3"		



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System Requirements

Finale is officially supported on Windows XP, Windows Vista, and Windows 7, and requires a decently fast computer (1.6GHz or higher). There is not 3D video card requirement. We have customers using the product on the Macintosh under Boot Camp and Parallels.

Finale works offline, but does require the computer be online for the initial activation of the product. Some features, such as video creation and inventory management, require the computer be online as well, and require the annual service

"Great job on FINALE. My company does professional 1.4G, close proximity, and 1.3G shows. We're a small family owned and operated business, and your tools are helping us to compete with the "big boys." Thanks so much for this opportunity. Keep up the good work.

[We just show a show on Saturday.] Everything was scripted with Finale and the show was fired with FireOne. We had rooftop pyrotechnics and 2.5" and 3" shells outside the stadium.

The whole process worked great. From showing the client the simulation to actually shooting the show, it couldn't have gone better. "

David Rosenbaum
Illumination Fireworks, LLC
<http://www.IlluminationFireworks.com/>

contract (free the first year).