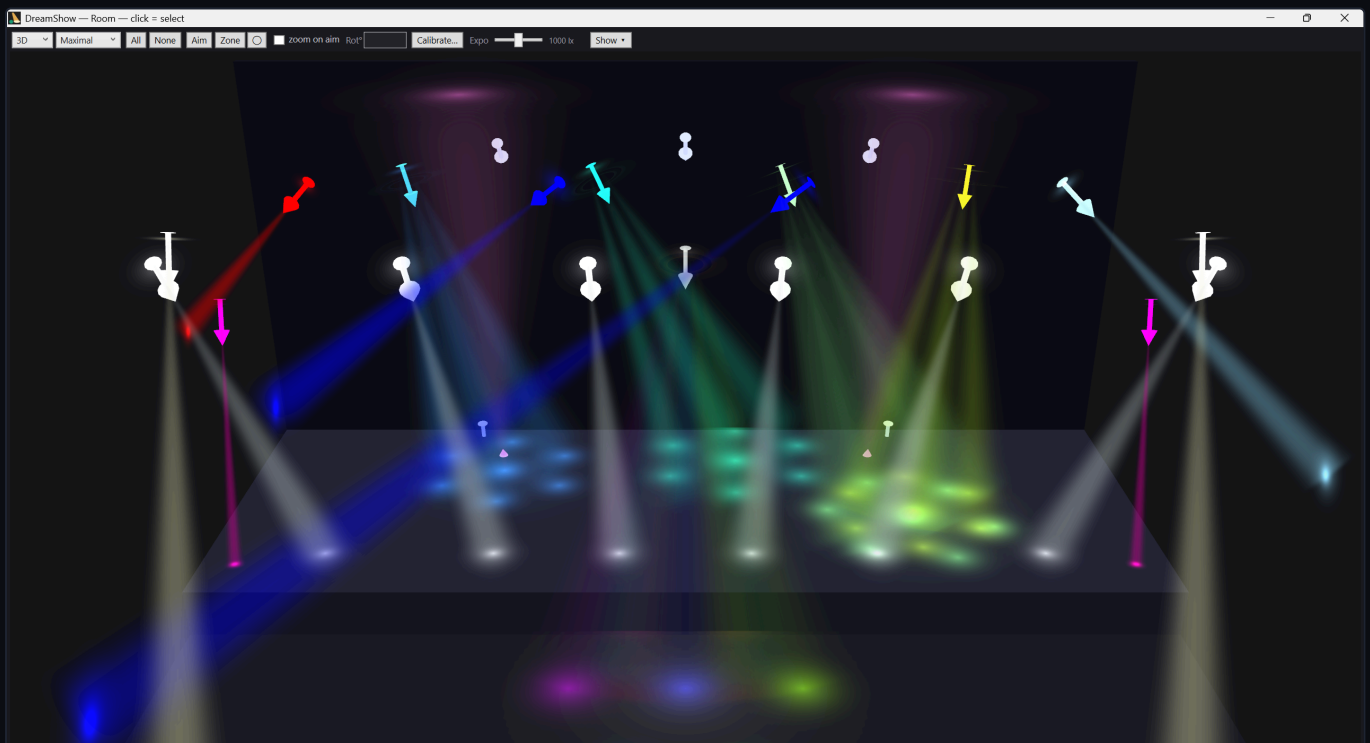


DreamShow

Lighting, sound and video show control software

Designed in our own venues, put to the test every night in front of an audience.

A few fixtures run by hand, or several hundred channels on a cue list timed to the second: the same application.



DreamShow's 3D simulator at maximum rendering quality — demo venue, 26 fixtures, "Chorus" scene. Screenshot of the software.

1,600+

fixture definitions included; GDTF, QLC+ and DJworld import

Art-Net, sACN

as many universes as needed, plus USB DMX PRO and uDMX

2D + 3D

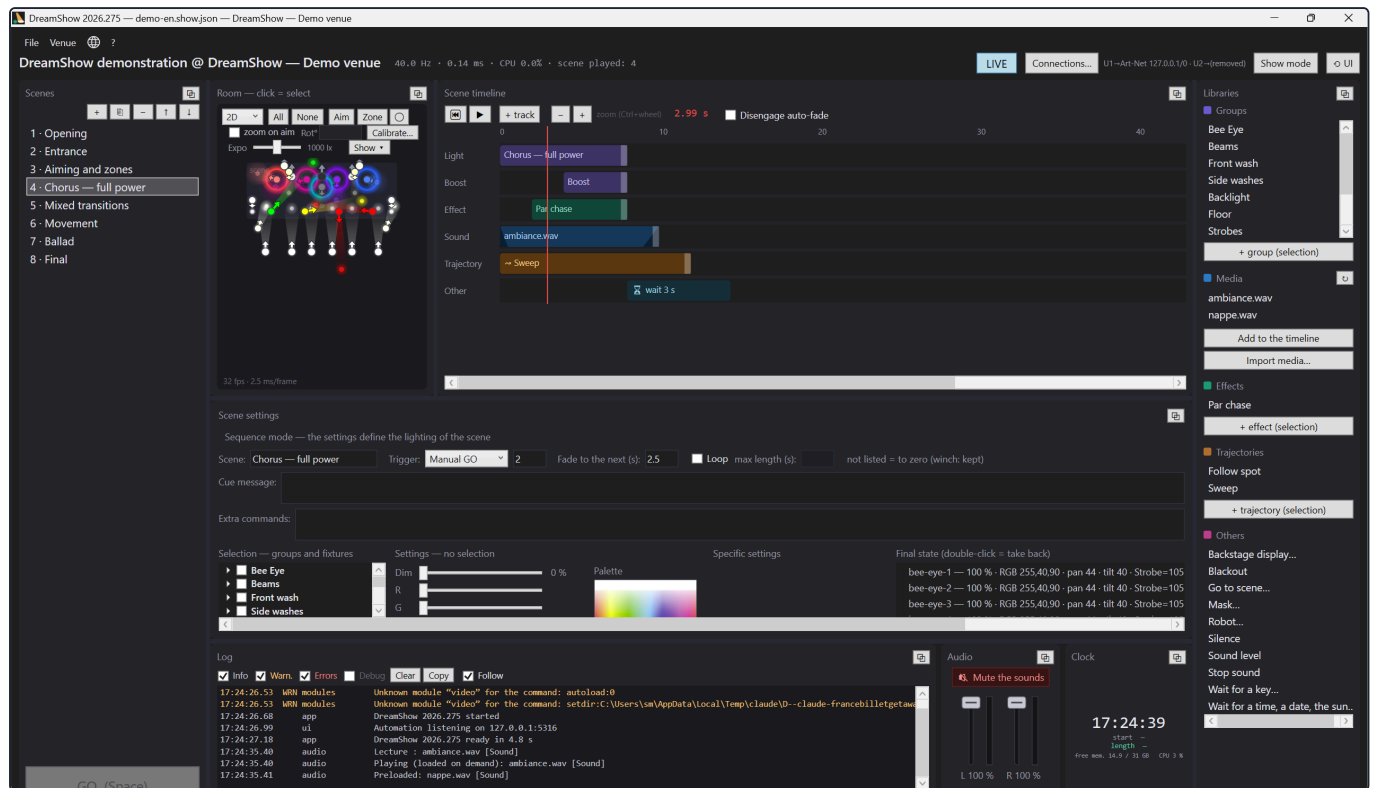
photometric simulation of the venue

100% free

no ads: every feature, no licence, no time limit

One application, from the simplest to the most complex

A few fixtures run by hand and two lighting states saved, or several hundred channels, dozens of moving heads, video, sound and stage machinery on a cue list timed to the second. No module to buy, no change of tool as the installation grows: the beginner and the professional operator work in the same software.



The whole interface: scenes on the left, the lit venue plan, the timeline of the current scene, its settings, the log and the libraries.

◆ Cue list and timeline

The show in scenes, and in each scene a timeline where light, video, sound and machinery share the same time axis and the same clock. Triggered by GO, chained, on a wait (duration, time, date, sunrise) or at a timecode.

◆ Moving heads

Four-point calibration on the real stage: aiming stays right whatever the rigging. Click to aim in the plan, zones that spread the selected heads over a surface, key-frame trajectories, individually driven cells.

◆ Shows written with an AI

Any AI chat (ChatGPT, Gemini, Claude, Le Chat...) receives a complete brief from DreamShow and answers with a show plan or a DMX stream; DreamShow checks every line before building.

◆ Live control

OSC with feedback, MIDI controllers with learn and LED feedback, a web remote on any phone, sound-to-light, tap tempo, LTC and MTC timecode.

◆ Lighting

Light blocks with fades, dynamic effects, pixel mapping and palettes. Art-Net and sACN on as many universes as needed, USB DMX PRO and uDMX for small installations.

◆ 2D and 3D simulator

Not a decoration: declared lumens or measured lux at distance, beam angle, zoom, distance and angle of incidence. It can also show what another controller sends over the network.

◆ Standalone player

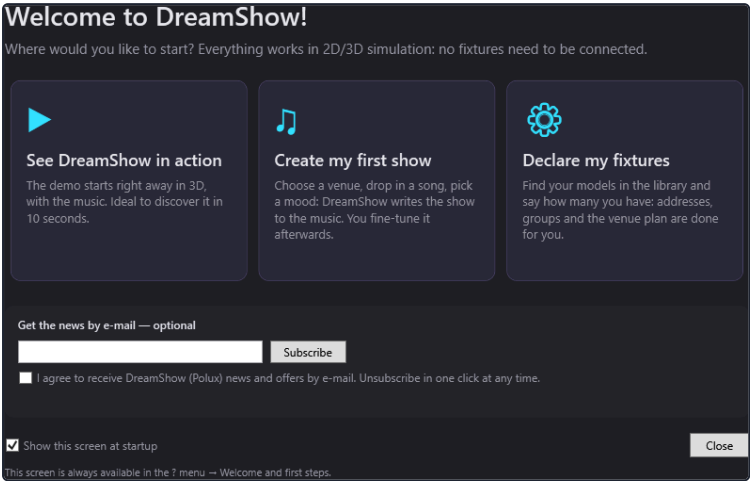
A show exported as a DMX stream is replayed with no PC by an ESP32, a Raspberry Pi or a Windows mini-PC: DMX and Art-Net, weekly schedule down to sunset — for permanent installations.

◆ Video, sound and stage

Several screens and IP playback boxes, sound tracks with left and right levels; 2.4 GHz GO remote, backstage displays, follow spot from a tablet, humanoid robots and LED masks.

A first show in a few minutes, without a single fixture

DreamShow opens on a welcome screen with three ways in: watch the demo play in 3D with its music, create a first show, or declare your own fixtures. Everything works in 2D/3D simulation: nothing needs to be connected to get started.



The welcome screen: see DreamShow in action, create my first show, declare my fixtures.

THREE KINDS OF FIRST SHOW

◆ A musical show

Import your songs: DreamShow writes one scene per song, locked to its tempo and its structure. Go between songs, or the whole set chained.

◆ A theatre play

A cue list ready to edit: for each moment an ambience, a stage zone (stage right, centre, stage left, downstage, upstage), a fade, a note for the operator and a sound. Moving heads aim at the zone and preset in the dark. A “small theatre without moving heads” venue is ready to use.

◆ With an AI

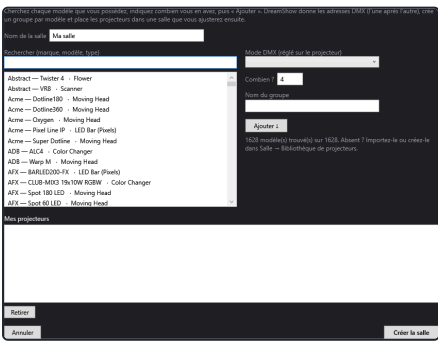
From your script or your cue sheet, the AI of your choice writes the show — see the next page.

3/4 · Les moments de la pièce

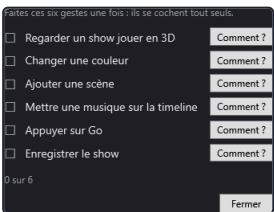
Une conduite type est déjà remplie : renommez, réordonnez, supprimez, ajoutez. Chaque moment devient une scène déclenchée par Go ; les lyres, s’il y en a, visent la zone choisie et se placent dans le noir.

Moment	Ambiance	Zone	Fondu (s)	Note pour le régisseur	Son			
Entrée du public	Accueil du public	Tout le plateau	3	Accueil du public. Go quand la salle est	Ajouter...	↑	↓	×
Noir salle	Noir	Tout le plateau	4	Go : le noir se fait, les comédiens se plac	Ajouter...	↑	↓	×
Scène 1 — jour	Jour	Tout le plateau	3	Go dès que les comédiens sont en place	Ajouter...	↑	↓	×
Scène 2 — intérieur	Intérieur chaud	Centre	3	Go sur la réplique de changement de lie	Ajouter...	↑	↓	×
Scène 3 — soir	Soir	Tout le plateau	8	Lent : le jour tombe pendant la scène.	Ajouter...	↑	↓	×
Monologue	Mystère	Avant-scène	2	Go quand le comédien s'avance.	Ajouter...	↑	↓	×
Scène 4 — nuit	Nuit	Tout le plateau	5		Ajouter...	↑	↓	×
Noir final	Noir	Tout le plateau	3	Go sur la dernière réplique.	Ajouter...	↑	↓	×
Salut	Plein feu	Tout le plateau	2	Go aux premiers applaudissements.	Ajouter...	↑	↓	×

The theatre wizard: the moments of the play, each with its ambience, zone, fade, operator note and sound. Each moment becomes a scene triggered by Go.



The venue wizard: search, say how many, add.



The checklist ticks itself.

◆ Declare my fixtures

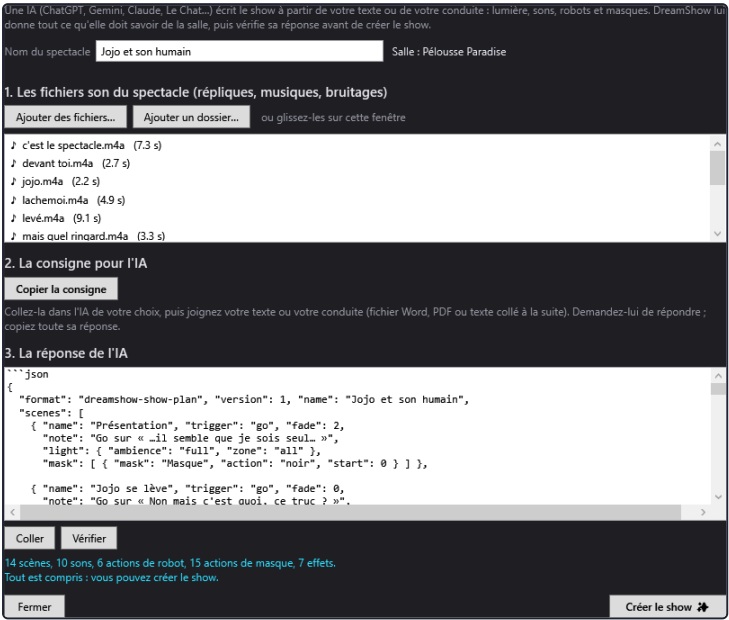
Pick your models in the library and say how many you have: DMX addresses, one group per model and the venue plan are done for you, ready to adjust.

◆ Guided, then free

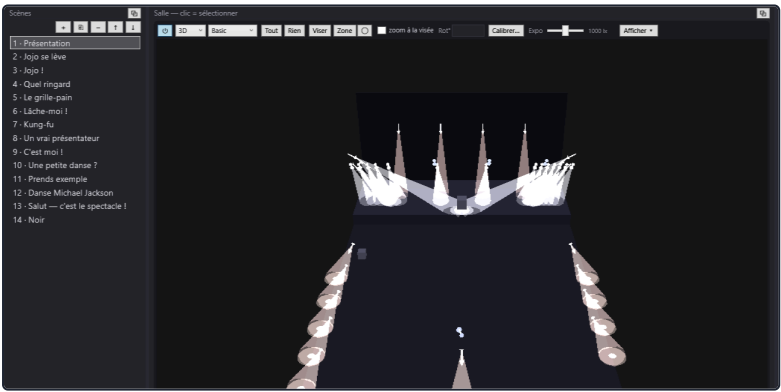
A first-steps checklist that ticks itself as you go — watch a show in 3D, change a colour, add a scene, put music on the timeline, press Go, save — and empty panels that say what to do instead of staying blank.

Create a show with any AI

ChatGPT, Gemini, Claude, Le Chat... DreamShow does not depend on any one AI. It writes the complete brief — the venue, the groups and their role, the robots and LED masks with every action they can do, the sound files with their durations — which you paste into the AI of your choice together with your script or cue sheet. The AI answers with a show plan.



The “Create a show with an AI” window: the show's sound files, the brief to copy, the AI's answer pasted back and checked — here 14 scenes, 10 sounds, 6 robot actions, 15 mask actions and 7 effects.



The show opened right after: the scenes written from the script, in the venue's 3D view.

◆ Every line checked

Before building anything, DreamShow checks the plan line by line — unknown group, missing sound file, robot action the robot cannot do... — and says what is wrong. Only then does it create the scenes, the sounds, the robot and mask actions and the effects.

◆ Safe by design

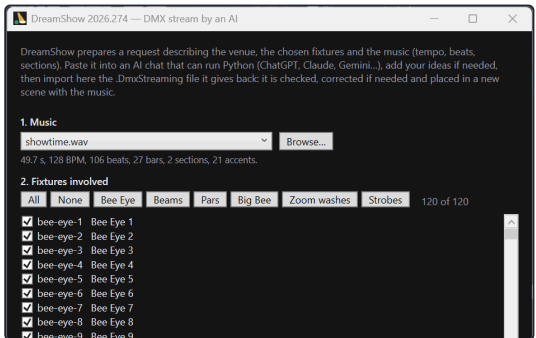
Strobes are never fired automatically, and smoke machines, fans or UV are never switched on by an ambience: those stay in the operator's hands.

◆ You stay the author

The result is an ordinary DreamShow show: every scene, colour, fade and cue note can be edited afterwards.

◆ Or a DMX stream, written to the music

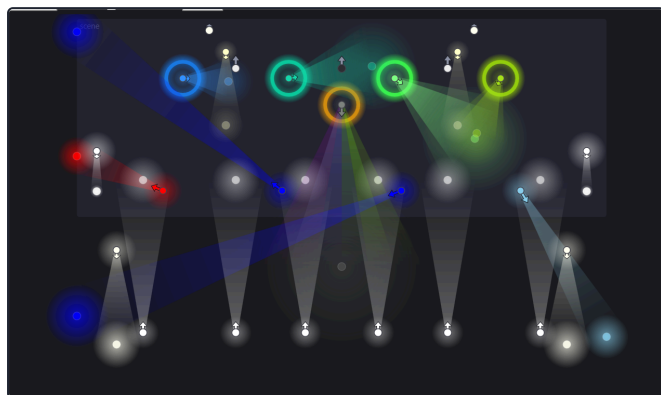
For a song, DreamShow can also give the AI the analysed music (tempo, beats, bars, sections, accents) and the chosen fixtures; an AI that runs Python writes the light as a DMX stream, which DreamShow checks, corrects and plays with the music.



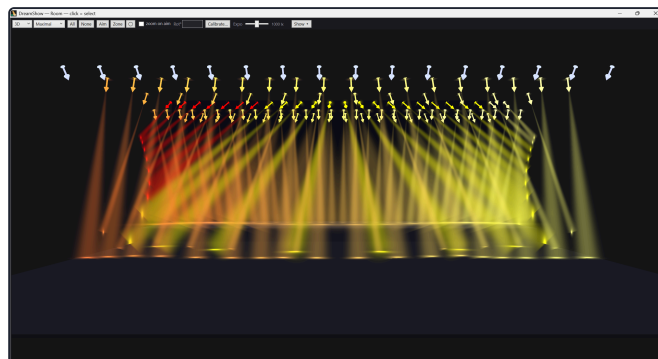
The DMX stream by an AI window: the music analysed, the fixtures chosen, and the stream written by Gemini imported — values it must never send reset to neutral before anything reached a fixture.

The simulator: the whole show ready before the rig

Prepare and test the whole show at home or in the office, on any PC, without a single fixture connected. The screenshots below come from the software itself: the same numbers as those sent to the fixtures — rigging positions, beam angles, colours, and the exact point where each beam lands on the stage or the floor.



The 2D plan of the same venue: every beam, its colour and where it lands. The arrows show where each fixture points, lit or not.



Large venue: one hundred and twenty fixtures, four DMX universes, at maximum rendering quality (beams computed by the GPU, volume by volume), seen from the back of the hall — smooth with one hundred and twenty moving heads in motion.

◆ Real photometry

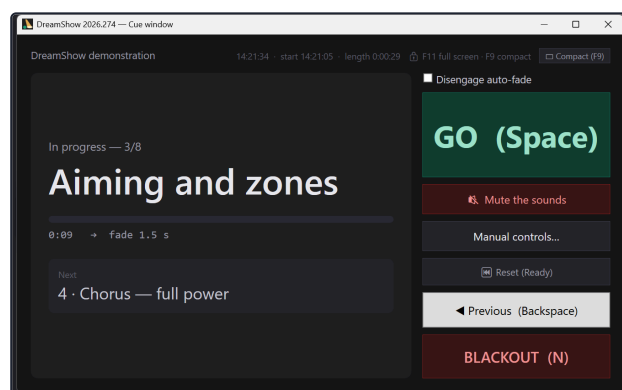
Declared lumens or the manufacturer's lux-at-distance figures, beam angle, zoom, distance and angle of incidence: the level on screen is a calculation, not an artist's view.

◆ Aiming checked in advance

The software knows where each beam lands on the stage, the floor or a wall: aiming and colours are checked in 2D and 3D before arriving in the venue.

◆ Show it, try before buying

Show the result to the director or the client before the get-in, and try fixtures in the simulation before buying or renting them.



The cue window: current scene, progress, next scene, GO and blackout — and the operator keeps control, at any moment, of every other window.

Architectural lighting

Façades, monuments, shop windows, parks, permanent installations: the same software writes a lighting programme that runs on its own, day after day, with no operator and no external scheduler.

◆ On the clock and the sun

A wait block holds the show until a time, a yearly date, or sunrise or sunset with an offset in minutes, computed for the site's latitude and longitude, with a weekday filter (every day except Sunday, say). The engine resumes by itself at the right moment.

◆ Without a PC

Exported from DreamShow, the show is replayed by the standalone player — ESP32, Raspberry Pi or Windows mini-PC — on DMX or Art-Net, with its weekly schedule down to sunset.

◆ Unattended, day after day

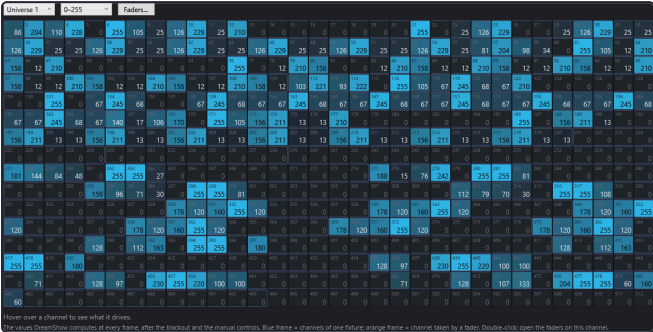
Scenes that loop for a set length then chain to the next, or loop indefinitely, and automatic triggers: the programme unfolds without anyone pressing GO.

◆ Seen before it is installed

The place simulated in 3D before installing; Art-Net and sACN outputs; palettes and dynamic effects for slow colour changes.

Live control, with the protocols of the trade

DreamShow speaks the protocols already in the rack and on stage — Art-Net and sACN on the network, USB DMX interfaces, OSC and MIDI — and serves a web page to phones. The show is run from the computer, a control surface, a tablet or a phone.



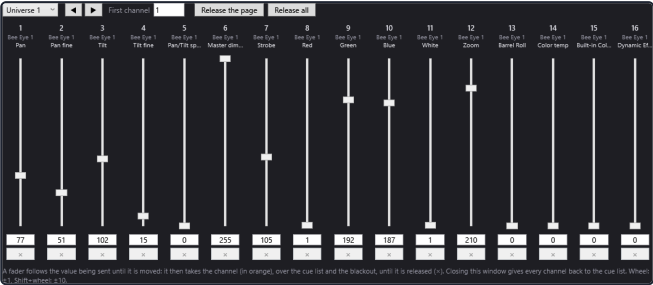
DMX values: the 512 channels of a universe as sent, at every frame. Blue frame = one fixture's channels, orange = a channel held by a fader; hovering tells what a channel drives, a double-click opens the faders on it.

◆ Art-Net, sACN, USB DMX

Each universe goes to its interface: an Art-Net node, an sACN receiver (multicast or IP address, universes 1 to 63,999), a USB DMX PRO or a uDMX.



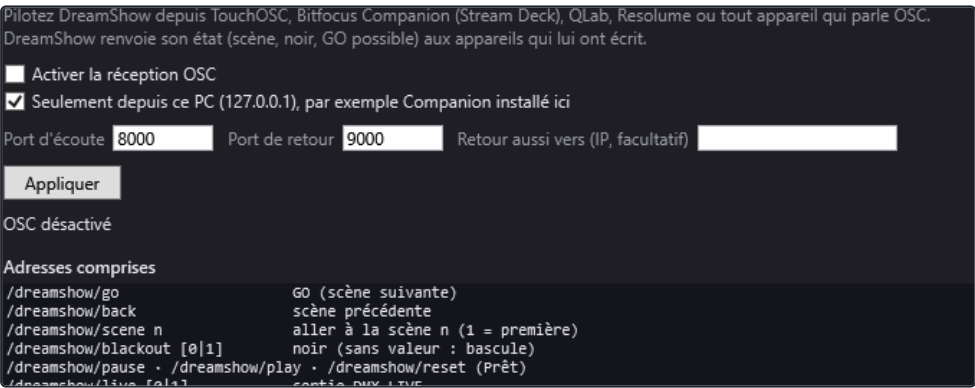
The web remote on a phone.



DMX faders: one fader per channel, with fixture and channel name. It follows the value sent until it is moved; it then takes the channel (in orange, over the cue list and the blackout, until it is released (+)); closing this window gives every channel back to the cue list. When it is released (-).

◆ Visualiser mode

The 2D/3D simulation shows the DMX that another controller or software sends over Art-Net or sACN, DreamShow's own output being off. What is received can be recorded to a file that DreamShow and the standalone player replay.



OSC: listening and return ports, the addresses understood.

◆ OSC

TouchOSC, Companion and Stream Deck, QLab, Resolume or anything that speaks OSC: GO, back, scene, blackout, pause, faders, tap... DreamShow sends its state back: scene, next scene, blackout, GO allowed.

◆ MIDI controllers

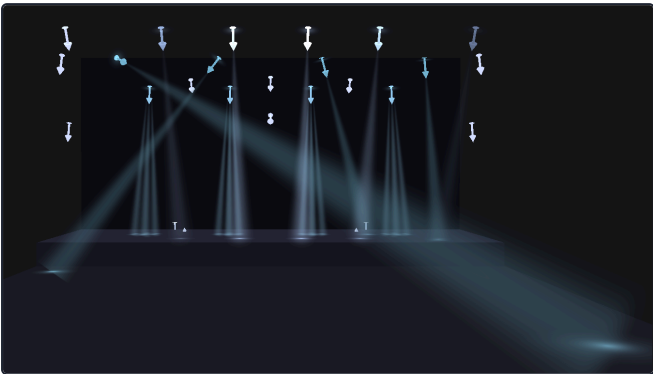
Buttons and faders mapped by learning: choose the action, touch the control. The button LEDs follow the state — current scene, blackout, GO allowed — when the controller allows it.

◆ Web remote

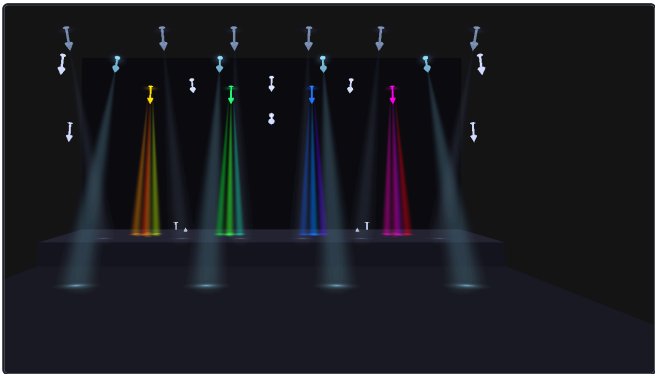
Any phone or tablet on the same network opens a page: GO, back, blackout, pause, tap, the scene list and the chosen faders, with an optional PIN. Nothing to install.

Effects, palettes and music

The tools that save hours of programming: effects computed rather than drawn key by key, palettes shared by every scene, and a show that can follow the music or a timecode.



A dynamic effect in the 3D view: circles on pan and tilt, offset in phase from beam to beam.



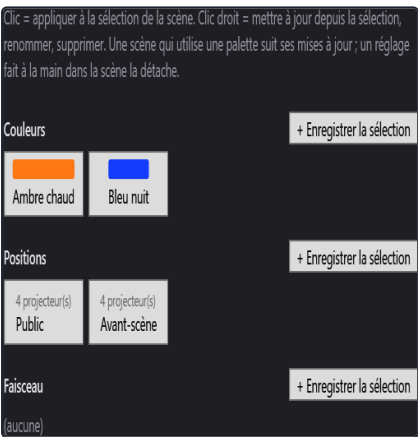
Pixel mapping: a rainbow running across the cells of four fixtures.

◆ Dynamic effects

A waveform applied to an attribute of the chosen fixtures — circles, figures of eight, waves, chases, rainbow — with a phase offset that makes the movement travel from one fixture to the next, spread across the stage or by packets.

◆ Pixel mapping

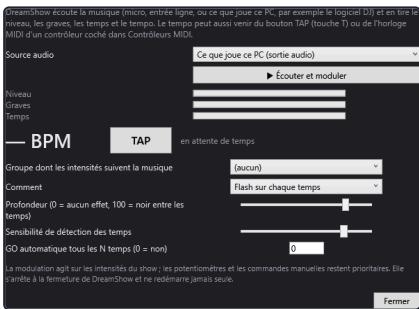
Bars, matrices and the cells of the chosen fixtures form one image seen from the hall: gradient, rainbow, wave, plasma, chase, sparkle, fire or a picture play on it, in step with the cue list.



The palettes window.

◆ Palettes

Named colours, positions and beams, applied in one click. Update a palette and every scene that uses it follows.



Sound-to-light: source, level, bass, beats, BPM, TAP.

◆ Sound-to-light and tempo

Live beat detection on the microphone, the line input or what the PC plays; tempo from the audio, the TAP key or a MIDI clock; automatic GO every N beats.



Timecode: source and start of each scene.

◆ LTC and MTC timecode

A timecode from a sound track, a multitrack or video software drives the show: each scene can start at its own timecode.

All features

◆ Venues and patch

- Several venues per project: create, switch, rename, duplicate, delete
- Venue and stage dimensions, imported background plan, grid and snapping
- Latitude and longitude of the site, for sunrise and sunset times
- DMX patch: universe, address, sort, automatic search for free addresses
- Serial duplication: chained addresses and incremented name index
- Overlapping DMX ranges detected and reported channel by channel
- X / Y / Z position, orientation and tilt, with automatic inference
- Per-fixture states: out of order, head up, no direction, invisible
- Photometry: luminous flux, manufacturer lux at distance, or an estimate from the power
- Fixture not mentioned in a scene: set to zero or kept (winches)
- Manual controls during the show; groups created from the selection
- Venue wizard: models and quantities; addresses, groups and plan done automatically
- Ready-made venues: small stage, bar or party hall, small theatre without moving heads

◆ Fixture library

- More than 1,600 definitions included (QLC+ format), all brands
- Import of GDTF (.gdtf), QLC+ (.qxf) and DJworld (.fxt) profiles
- Built-in editor: modes, channels and functions, cells, value ranges, beam, power, flux
- Recognised presets: intensity, colours, pan and tilt, zoom, shutter, speeds
- Individual cells and rings driven separately

◆ Lighting outputs

- Art-Net, network universes 0 to 32767, several universes at once
- sACN (E1.31), multicast or unicast, universes 1 to 63,999
- USB DMX PRO on a COM port, uDMX through libusbK
- Universes added or removed live; outputs saved with the venue
- LIVE switch: stops every frame to the interfaces, the simulation keeps running
- DMX values window and faders: any channel watched or taken by hand
- Diagnosis of failing interfaces, detection of the hardware

◆ Moving heads

- Four-point calibration on the real corners of the stage
- Extension to the back wall with two extra high points
- Geometric model to pre-fill fixtures not yet calibrated
- Import and export of calibrations (ppshow lyrescal.ini)
- Click to aim in the plan, with or without tightening the beam on the target
- Rectangular or elliptical zones: the selected heads spread over them
- Zones moved, resized and rotated; pushed against a wall, a zone climbs up it

◆ Venue simulation

- 2D plan and 3D view of the same venue, adjustable exposure
- Point of impact of each beam on the floor, the stage or a wall
- Wide and narrow beam angles declared per fixture, zoom simulated
- Arrows showing where each directional fixture points, even when dark
- Cells and rings visible individually; filtering by category
- Three 3D rendering qualities, the highest computed by the GPU
- Visualiser mode: shows the Art-Net or sACN received from another controller, and records it

◆ Cue list and scenes

- Scenes added, duplicated, reordered, deleted; direct jump to a scene
- Triggered by GO, chained, after a delay or at an LTC / MTC timecode
- Fade to the next scene, loop, maximum length
- Cue message shown in large type for the operator
- Extra commands on entering a scene: EXEC, VP, HOLOFAN, CHAIN, PPIP, AMBILIGHT, REPLAYDMX
- Edit mode: auto-fade disengaged to step and play by hand
- Separate cue window: ready, GO, previous, blackout, reset
- Full screen on a second display, editing locked during the show
- Final state of the scene, with clean-up of fixtures absent from the venue
- Show length, estimated end time, last scene announced
- Resume after an interruption at the scene and position left

◆ Timeline

- Multiple tracks: add, rename, duplicate, copy and paste, reorder
- Light, effect, media, trajectory and DMX stream blocks, and instant events
- Start, duration, fade in and out, fade following the master
- Wheel zoom, movable play line, play and pause
- Block colours by type, properties of each block editable individually
- Events: blackout, silence, stop sound, sound level, go to scene, pause
- Waits: a duration, a time, a yearly date, sunrise or sunset with an offset, a key
- Weekday filter on waits: the engine resumes by itself at the next allowed moment

All features (continued)

◆ Effects and palettes

- Key-frame trajectories: the current state of the ticked heads becomes the first key
- Interpolation, live preview, length stretched to the block; named, reused in several scenes
- Dynamic effects: circles, eights, waves, chases, rainbow, with phase offset
- Pixel mapping on bars, matrices and cells: gradient, rainbow, wave, plasma, chase, sparkle, fire, picture
- Colour, position and beam palettes; the scenes using a palette follow it
- Library of named effects, channel-by-channel settings for special functions

◆ AI

- Create a show with any AI chat: ChatGPT, Gemini, Claude, Le Chat...
- Brief: venue, groups and their role, robots and masks with their actions, sounds and durations
- Plan checked line by line: unknown group, missing file, impossible robot action
- Strokes never fired automatically; smoke, fans and UV never lit by an ambience
- DMX stream to the music: analysed tempo, beats, bars, sections, accents
- Verified import: forbidden values reset, movements limited to what a real head can do

◆ Remote control

- OSC: GO, back, scene, blackout, pause, LIVE, faders, tap; state sent back
- TouchOSC, Companion and Stream Deck, QLab, Resolume
- MIDI controllers: mapping by learning, LED feedback
- Web remote on any phone or tablet: GO, back, blackout, pause, tap, scenes, faders, optional PIN

◆ Music and timecode

- Sound-to-light: microphone, line input or what the PC plays
- Level, bass and beats detected live; tempo by TAP or MIDI clock
- A group's intensities follow the music; automatic GO every N beats
- LTC on an audio input or MTC; scene start times captured on the fly

◆ Sound and video

- Audio tracks, left and right levels linked or independent; mp3, wav, flac
- Silence with a fade, stop per track or all, immediate cut of every sound
- Multiple screens, each media aimed at its own screen; mp4, avi, mov, mkv
- Companion player: fades, delayed start, preloading, follows the play line, restarts itself
- IP playback boxes: slots, upload, playback test; screen test card

◆ Standalone player

- Export of scenes to a DMX stream, sent over the network straight to the player
- ESP32, Raspberry Pi and Windows mini-PC from the same portable core
- DMX and Art-Net outputs, push buttons, weekly schedule down to sunset
- Web page in English or French: status, commands, clip upload, settings

◆ Stage devices

- Finger follow spot from networked tablets; backstage displays served as a web page
- Wireless remote: GO, previous and blackout keys
- Humanoid robots: explicit arming, TCP service, walking, turning, postures, dances
- Robots: speech from a WAV file, also sent to the PA, emergency stop
- LED masks: Bluetooth discovery, factory and stored images, catalogue faces
- LED masks: lip sync analysed from a WAV, scrolling text, colour, brightness

◆ Project and files

- Project archive with venue, shows, effects, trajectories and media; ppshow import
- Media folder per show; venue, effects and trajectories reusable apart from the show
- Automatic time-stamped backup before every write; undo and redo

◆ Interface and help

- Welcome screen, first-show wizard, venue wizard, self-ticking first-steps checklist
- Eight detachable panels, layout remembered; log, show clock, real-time indicators
- Six languages: English, French, German, Spanish, Italian and Chinese
- Built-in support assistant; notification of new versions

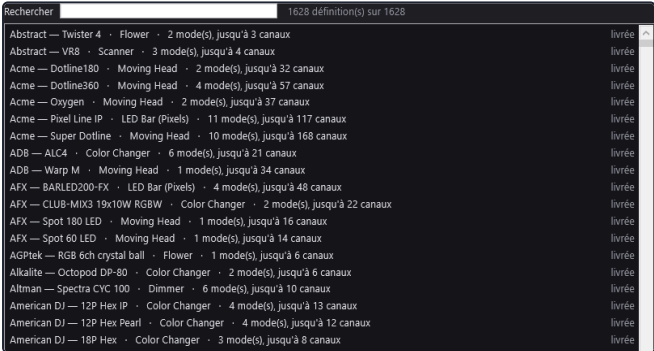
IN DEVELOPMENT

Online fixture library. The update button is already in the library window; the online library is being prepared and is not open yet.

Venue set up by an AI. Describe the venue and the rig to an AI and get the patch, the groups and the positions, as it already does for the show.

Specifications

System	Windows, .NET and WPF.
Lighting outputs	Art-Net and sACN (E1.31), as many universes as needed; USB DMX PRO, uDMX.
Inputs	Art-Net and sACN (visualiser mode), LTC and MTC timecode, live audio, MIDI clock.
Remote control	OSC with feedback, MIDI controllers with learn and LED feedback, web remote.
Library	More than 1,600 definitions (QLC+ format); GDTF, QLC+ and DJworld import; fixture editor.
Simulation	2D plan and 3D view, real photometry, points of impact on the floor and the walls.
Moving heads	4-point calibration, click to aim, zones, key-frame trajectories, cells.
Effects	Dynamic effects, pixel mapping, colour, position and beam palettes.
AI	Show plan from any AI chat, checked line by line; DMX stream to the music, verified on import.
Standalone player	ESP32, Raspberry Pi, Windows mini-PC; DMX and Art-Net; schedule; web page.
Architectural	Waits on a time, a yearly date or the sun (offset, weekday filter); looping scenes; unattended running.
Video and audio	Multiple screens, companion player, IP playback boxes; tracks with left and right levels.
Stage	2.4 GHz GO remote, backstage displays, follow-spot tablets, robots, LED masks.
Languages	English, French, German, Spanish, Italian, Chinese — about 2,100 texts per language.
Third-party licences	QLC+ library under Apache 2.0, libVLC video player under LGPL, unmodified; NAudio under MIT.



The fixture library: 1,628 definitions, search, import, editing.



The fixture editor: modes, channels, functions, cells and value ranges.

Free, no limits

DreamShow is **100% free, with no ads**, and every feature is included: DMX on every universe, video, IP video players, the standalone player, follow-spot tablets, backstage monitors, robots, LED masks, the AI assistant (with your own Claude API key) and the connection of external AIs through MCP. Updates are free too.

No licence

No account

No time limit

No ads

Anonymous usage statistics, with nothing that identifies you, can be switched off in the ? menu. Help is built in: a support assistant in the ? menu → Support, and a notice as soon as a new version is out.