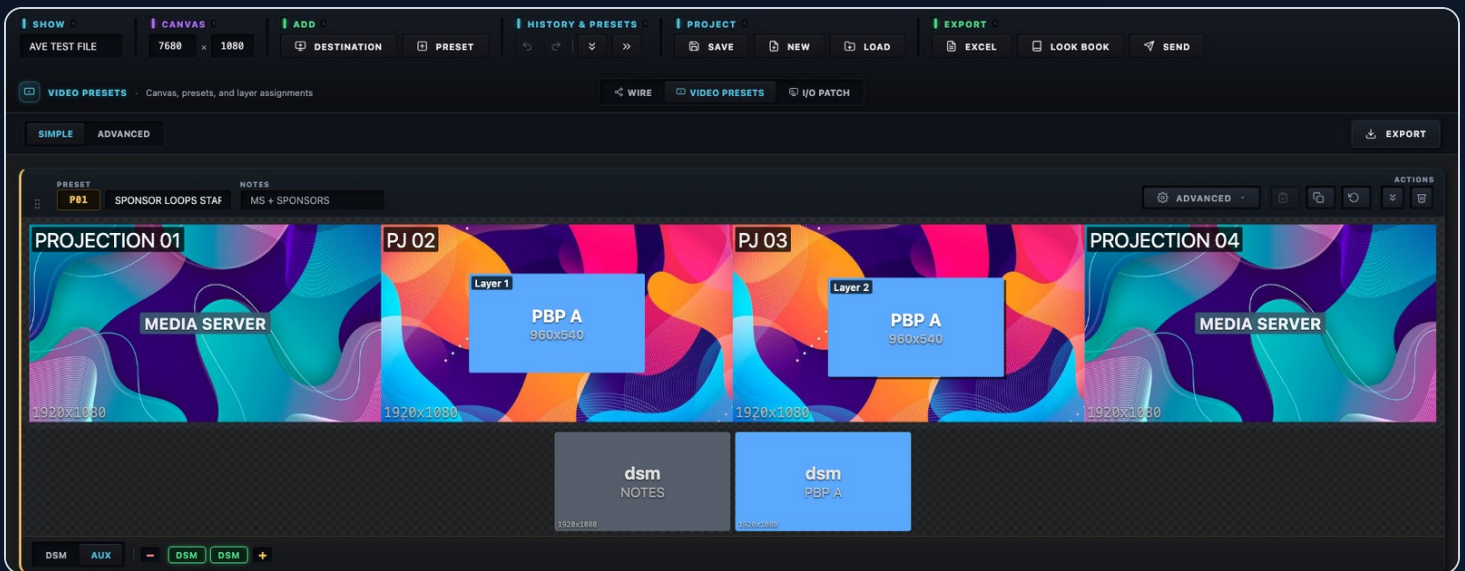


AV LOOK BOOK

QUICK GUIDE · DESKTOP & BROWSER

► THE SHOW CANVAS — VIDEO PRESETS, LIVE FROM THE SOFTWARE



Every figure in this guide is a direct capture of the app running a real show, the AVE test file: four projection destinations, nine sources, two DSMs and a multiviewer.

ORIENTATION

The Three Tools

AV Look Book plans a video system before anyone touches the hardware. Three tabs in the centre of the top bar switch between the three jobs. Every tab has a **Simple** view that stays in sync with the show and an **Advanced** view for free-form work. You will mostly live in **Video Presets**.

● Video Presets

The show canvas. Lay destinations out as they sit in the room, stack layers on them, set the DSM / AUX strip, and build one preset per look. Advanced adds blend zones, AOI, free positioning and video playback.

PAGES 5–7

● I/O Patch

The engineer's inventory: every source and destination with its connector, machine type, resolution and notes. Advanced adds standalone patch pages and the Primary / Backup window.

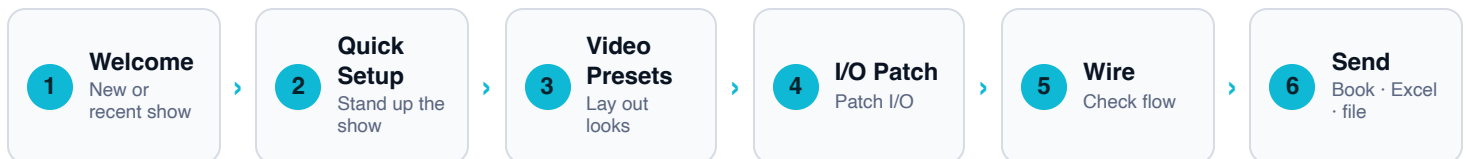
PAGES 8–10

● Wire

Signal flow. Simple draws every path that exists in any preset. Advanced is a free-form drawing with converters, switches, cable types, pages and printable sheets.

PAGES 11–13

THE TYPICAL FLOW



KEY TERMS

Canvas — total output resolution; all destinations side by side.

Layer — a content source stacked on a destination.

AOI — area of interest; a cropped region of a destination.

Show file — **.avlb**, the one file that holds the whole show. It carries the book icon.

Preset — one look or moment in the show.

DSM / AUX — auxiliary output (confidence, record, stream). Same thing, two vocabularies.

Blend — overlap of two destinations for edge-blending.

Simple / Advanced — synced view versus free-form view, in every tool.

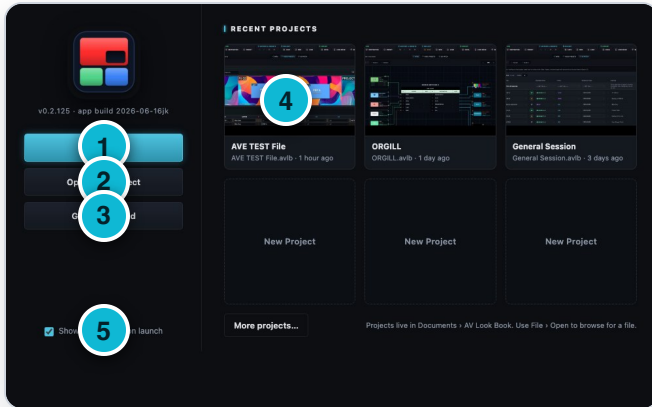
Save early. The desktop app autosaves the show file in Documents > AV Look Book. **Look Book**, **Excel** and **Send** in the top bar export the printable book, the cue sheet and an email with all three attached.

GETTING STARTED

The Desktop App

AV Look Book runs as an app on Mac and Windows. It opens on the Welcome window, keeps every show as a file you can see, and updates itself. The browser edition is the same app without the file handling.

THE WELCOME WINDOW



- **1 · New Project** — opens a fresh window on Quick Show Setup.
- **2 · Open Last Project** — straight back into the show you had open.
- **3 · Getting Started** — this guide, inside the app.
- **4 · Recent projects** — one tile per show with its last canvas. Click to open, or **More projects...** to browse.
- **5 · Show this window on launch** — turn it off and the app opens on your last show.

WHERE YOUR SHOW LIVES

One file per show. Quick Setup creates **Documents > AV Look Book > <show>.avlb** the moment you build the show. Every window is one file.

Open a file. Double-click any .avlb, drop it on the app, or use Load. Each show opens in its own window.

Autosave. The app writes the file every 30 seconds. Save (top bar, or Cmd / Ctrl S) writes it now; Shift-click Save for Save As.

Updates. New builds download in the background and install on the next launch. The build stamp sits bottom-right of every page.

Browser edition. The same app runs in Chrome, Safari or Edge from a single HTML file. Save downloads the .avlb; Load picks it back up. Use it on a machine where you cannot install software.

GETTING STARTED

Quick Show Setup

One screen stands up the whole show. Fill a few fields and AV Look Book creates the destinations, presets, AUX outputs and canvas for you. New shows open here; reopen it any time with **New**.

▶ THE QUICK SHOW SETUP WIZARD

Quick Show Setup
CONFIGURE YOUR SHOW IN ONE STEP, EVERYTHING CAN BE CHANGED LATER

1 START FROM AN EXAMPLE

GENERAL SESSION
Three LED walls, laptop, podium, backup. One DSM, one AUX.

AWARDS NIGHT
A 32:9 wall between two projection screens. Nominee reels, winner cards with a camera PIP, speeches.

TOWN HALL
Hybrid all-hands. Slides with a CEO PIP, a Teams guest, audience Q&A, a recap video, stream out.

Opens a finished show you can explore, then Save As to make it yours. Or set up a fresh show below.

2 SHOW

SHOW: Untitled Show

DATE: 09/17/2026

VENUE: N/A

3 DRAWING INFO, OPTIONAL, ALSO EDITABLE IN WIRE

CLIENT: [blank] JOB NO: [blank] DESIGNER: [blank]

DRAWN BY: Initials PROJECT VER: V1

4 DESTINATIONS

NUMBER: 4

5 DESTINATION RESOLUTIONS

ALL DESTINATIONS sets default for all: 1920x1080

DESTINATION NAME: Destination 01

1920x1080 1080P FULL HD

- **1 · Start from an example** — General Session, Awards Night or Town Hall opens a finished show you can explore, then Save As to make it yours.
- **2 · Show** — name, Date Created and venue. Stamps the file and every export.
- **3 · Drawing info** — client, job number, designer, drawn by, project version. Optional here; it prints in the Wire title block and is editable there.
- **4 · Destinations** — how many outputs. **5 · Set default for all** cascades one resolution; flip to **Expand to customise** to name and size each one.
- **DSM / AUX and Presets** — further down: how many auxiliary outputs and how many looks to start with (add more later).
- **Canvas** — total output resolution, calculated from the destinations. No math required. **Build My Show** creates it all; **Start blank** skips the wizard.

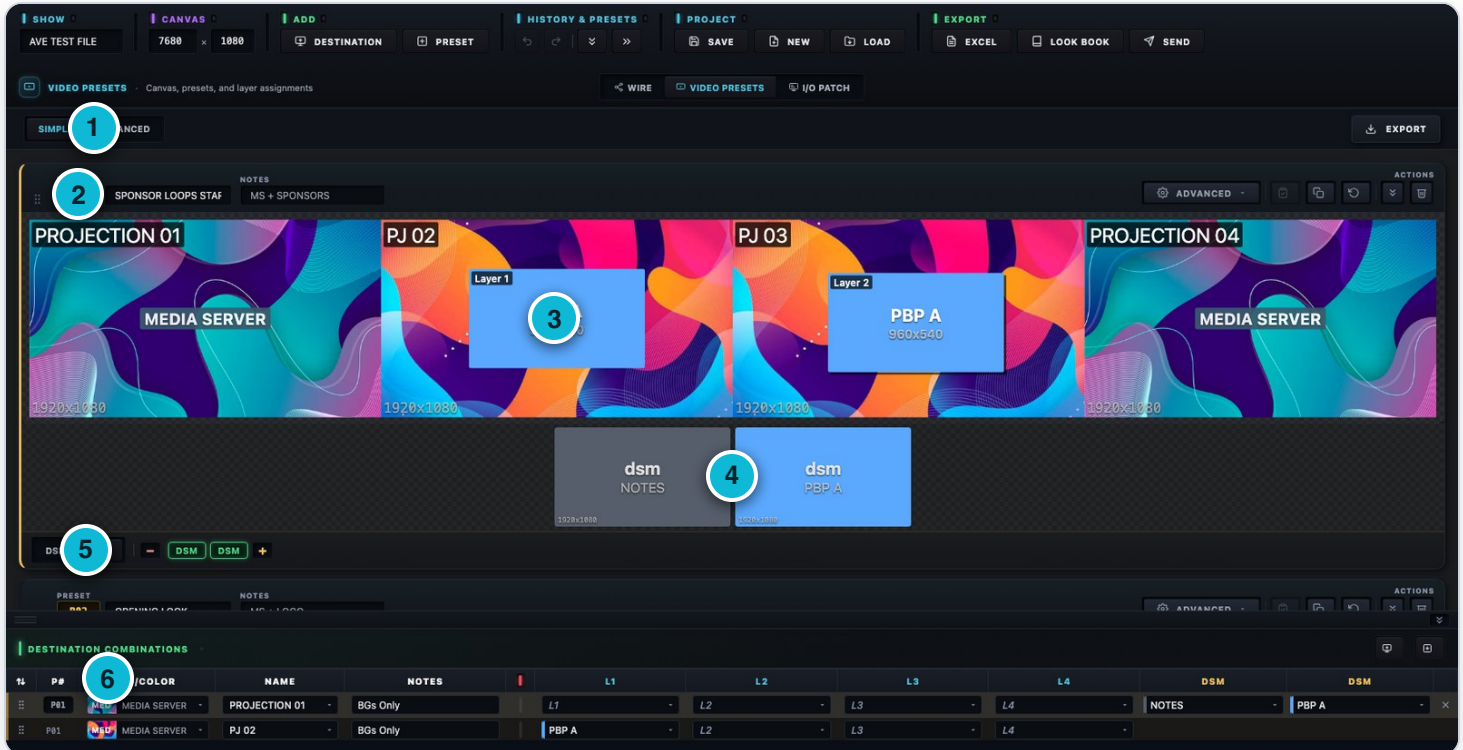
Up and running in seconds. Everything the wizard creates stays editable: rename, resize and re-order in Video Presets, re-type and re-connector in I/O Patch.

TOOL 1 · VIDEO PRESETS

Build a Look

Each preset is one look. Destinations sit left-to-right exactly where they are in the room; layers stack on each destination; the DSM / AUX strip holds your auxiliary outputs. The same data appears as an editable spreadsheet underneath.

▶ VIDEO PRESETS · SIMPLE — LIVE FROM THE SOFTWARE



- 1 Simple / Advanced** — Simple is the synced canvas shown here; Advanced (page 7) adds the palette, properties and playback.
- 2 Preset** — one look, with a name and notes. Copy, Paste, Reset and Remove sit in the Actions cluster (Copy takes this look, Paste writes it over another preset, Reset asks first: Reset All, or only destinations, layers or AUX); drag the handle to re-order.
- 3 Destination + layers** — each screen to scale, background from the media server, content layers on top with their pixel size.
- 4 DSM / AUX strip** — auxiliary outputs and what they carry in this preset.
- 5 DSM / AUX toggle** — switch the strip's vocabulary and add or remove auxiliary outputs.
- 6 Destination Combinations** — the same look as a spreadsheet: background, layers L1–L4 and AUX per row.

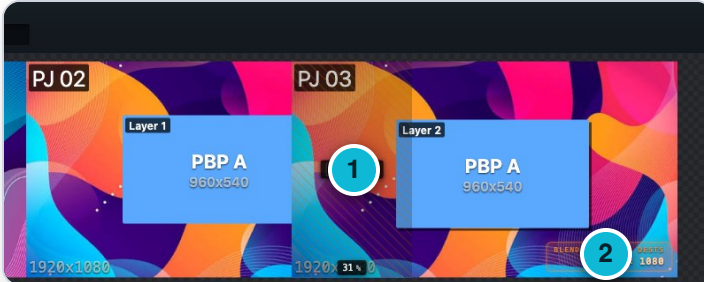
Add and Export. The top bar adds a destination or a preset in one click. Export (top-right of the tab) writes the whole-show Excel cue sheet — the same file as Excel in the top bar, not a print of this page; Look Book and Send in the top bar cover the rest.

TOOL 1 · VIDEO PRESETS — MODIFIERS

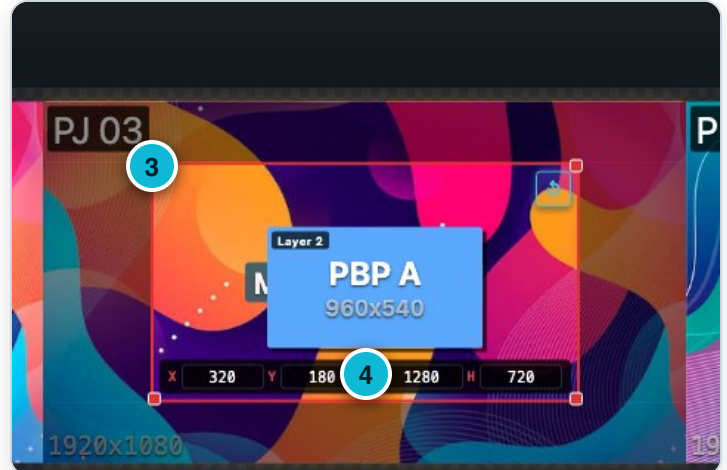
Blend Zones & AOI

The **Modifiers** menu on every preset switches on the pro tools: **Blend Zones**, **Area of Interest**, **Free Position** and **Dead Space**. They stay off until you need them, so the basic canvas stays clean.

► A 600 PX BLEND BETWEEN PJ 02 AND PJ 03



► AREA OF INTEREST ON PJ 03



Blend Zones & Groups PROJECTION

Drag a destination's edge over its neighbour. **1** · the overlap reads in pixels (and as a percentage) and is typed directly. **2** · the pair becomes a **Blend Group** that reports the true combined canvas, here 3240×1080, so you plan the real pixel space instead of two separate screens. Nothing overlaps by accident: with Blend Zones or Free Position on, any other move that would cover a neighbour asks **Create Blend Zone?** first; with both off the move is refused (**Destinations can't overlap**) and nothing changes.

Area of Interest (AOI) ANY DESTINATION

Capture only part of a destination. **3** · drag the red box or its corner handles. **4** · type exact X / Y / W / H. Copy, paste and reset buttons sit on the box. Ideal for a camera cut-out or a sub-section of an LED wall.

Free Position & Dead Space

Free Position lets you drag destinations anywhere on the canvas, in both axes, with snap guides. **Dead Space** highlights the pixels between destinations and states the gap in pixels and feet, so the total canvas you send to the switcher accounts for them.

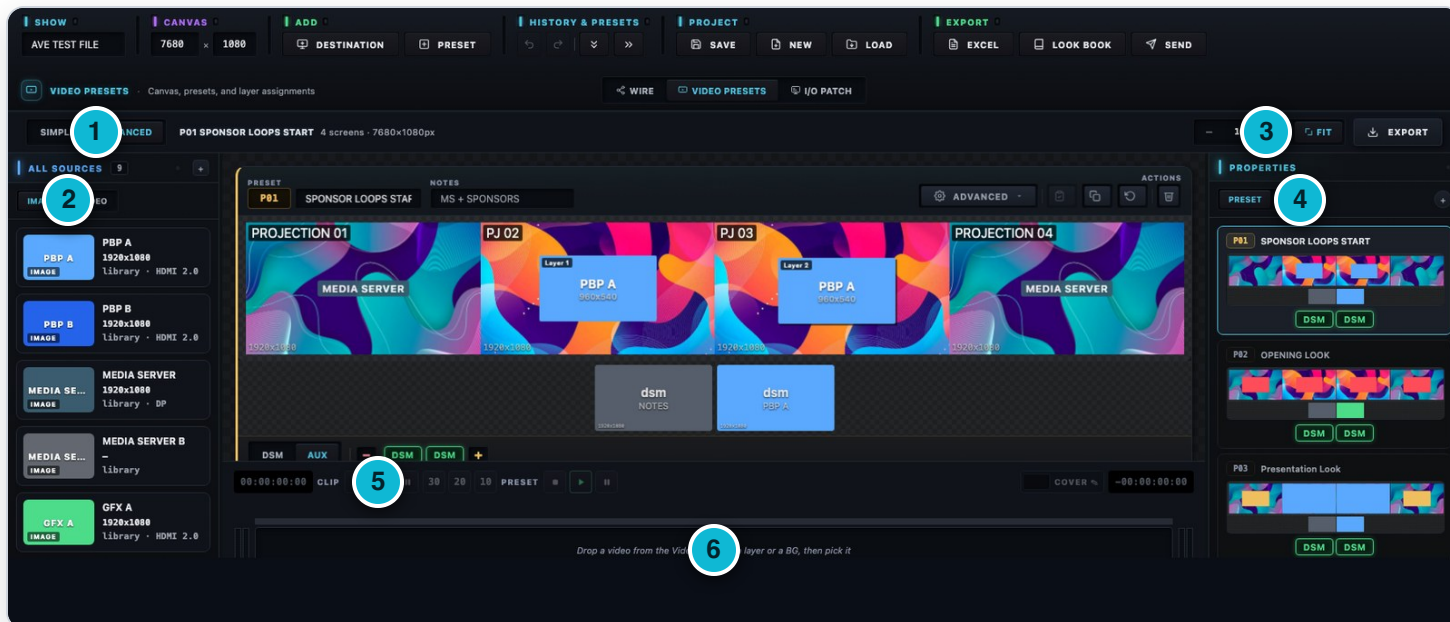
Per layer. Every layer also has its own size and position; drag it on the canvas or type values in the Layers tab of Advanced (next page).

TOOL 1 · VIDEO PRESETS — ADVANCED VIEW

Palette, Properties & Playback

Advanced is the same show in a workstation layout: a source palette on the left, the preset at true zoom in the middle, and a properties column on the right. Video files play back on the canvas so the look can be checked with real content.

▶ VIDEO PRESETS · ADVANCED — LIVE FROM THE SOFTWARE



- 1 Simple / Advanced** — the same show, two layouts. The preset name, destination count and canvas size read next to it.
- 2 All Sources palette** — every source with its thumbnail, resolution and cable type. **Images** and **Video** tabs hold the media you drop on layers.
- 3 Zoom and Fit** — work at 100 % or fit the whole canvas. **Display** sends the open preset, clean, to a second window for the room. **Export** writes the whole-show Excel cue sheet, not this preset.
- 4 Properties** — the **Preset** tab lists every look with a thumbnail; the **Layers** tab holds size, position, crop and media for the selected layer.
- 5 Transport** — stop, play and pause the selected clip or every clip in the preset, jump to the last 30 / 20 / 10 seconds, and set a loop.
- 6 Timeline** — drop a video from the Video tab onto a layer or a background, set In and Out points, and scrub it.

Real content, real timing. A media server loop or a camera test clip on the canvas tells a client what the look does, not just where it sits.

TOOL 2 · I/O PATCH — PART 1

Sources

The I/O Patch is the engineer's inventory. The Sources section lists every input with its connector, machine type, resolution and notes. Names pull from the show's library; click a chevron to rename or pick a common name. Every connector and machine carries its own icon.

I/O PATCH · SOURCES — LIVE FROM THE SOFTWARE

SOURCES 9 total						
	NAME	CONNECTOR	TYPE	RESOLUTION	NOTES	ACTIONS
1	Set for all sources	— SET ALL —	— SET ALL —	— SET ALL —	Set a value here to apply it to every source below, then change any row on its own.	
S1	PBP A	2 HDMI 2.0	MAC	1920×1080	12 Videos	
S2	PBP B	HDMI 2.0	MAC	1920×1080	Backup of PBP A	
S3	MEDIA SERVER	3 DP	PC	1920×1080	BGs Only	
S4	MEDIA SERVER B	— SET TYPE —	— SET MACHINE —	— SET RESOLUTION —	Add notes...	
S5	GFX A	HDMI 2.0	4 PC	1920×1080	Power Point	
S6	GFX B	HDMI 2.0	PC	1920×1080	Backup of GFX A	
S7	NOTES	HDMI 2.0	PC	5 1920×1080	from Power Point	
S8	LOGO	HDMI 2.0	PC	1920×1080	Stand alone machine	
S9	IMAG	6 12G-SDI	CAMERA	1920×1080	P UX400	
7 + A SOURCE — REMOVE SOURCE Click the chevron next to any name to pick from the library or rename.						

- 1 Set for all sources** — bulk-set connector, type or resolution for every row, then fine-tune individual rows.
- 2 Name** — type it, or use the chevron to pick from the library.
- 3 Connector** — Custom... (type your own) and — Clear — at the top, then HDMI, DisplayPort, USB-C, SDI, NDI, ST-2110, Fiber, SFP, Dante, Ethernet, Genlock, LTC. A red pill flags a bandwidth conflict.
- 4 Machine type** — Custom... (your own name) and — Clear — at the top, then PC, Workstation, Mac, Camera, PTZ, Media Server, Switcher, Teleprompter.
- 5 Resolution** — Custom resolution... and — Clear — at the top, then the sizes the show uses and the categorised list.
- 6 Notes** — free text per source (12 Videos, Panasonic UX400, Backup of PBP A...).
- 7 Add / Remove Source** — an I/O-only source lives on this sheet and in Wire, not on the canvas. Add **PBP A** or **GFX A** and its **B** backup appears by itself.

Tip. A source that only exists as a backup (PBP B, GFX B, a spare media server) belongs here as an I/O-only row, so the patch sheet and the wire drawing know about it without cluttering the presets.

TOOL 2 · I/O PATCH — PART 2

Destinations, AUX & MV

The same inventory, output side. Every destination, DSM / AUX and multiviewer is listed with its connector, device type and resolution: the engineer's patch sheet for the whole show.

I/O PATCH · DESTINATIONS — LIVE FROM THE SOFTWARE

DESTINATIONS 7 total · 4 destination · 2 DSM · 1 MV

NAME	CONNECTOR	TYPE	RESOLUTION	NOTES	ACTIONS
1 Set for all destinations	— SET ALL —	— SET ALL —	— SET ALL —	Set a value here to apply it to every destination below, then change any row on its own.	
D1 PROJECTION 01	12G-SDI	2 2 PROJECTION	1920×1080	BGs Only	↺ 🗑
D2 PJ 02	12G-SDI	PROJECTION	1920×1080	BGs Only	↺ 🗑
D3 PJ 03	12G-SDI	PROJECTION	1920×1080	BGs Only	↺ 🗑
D4 PROJECTION 04	12G-SDI	PROJECTION	1920×1080	BGs Only	↺ 🗑
A1 3	12G-SDI	MONITOR	1920×1080	Client Monitors	↺ 🗑
A2 DSM	12G-SDI	MONITOR	1920×1080	Client Monitors	↺ 🗑
MV 4	MV	MONITOR	1920×1080	Operator Monitor	↺ 🗑
5 + MV - REMOVE MV	Multiviewer info lives only in the I/O Patch and the I/O export, MVs don't render on the canvas or in the preset table.				
6 S 9 S DESTINATIONS 7 (4 destination · 2 DSM · 1 MV) MULTIVIEWER 1 default	A red pill in a row's bandwidth column means the connector can't carry the resolution. The count here is the second-level reminder.				

- 1 Set for all destinations** — bulk-set connector, type or resolution across every output.
- 2 Device type** — Custom... (your own name) and — Clear — at the top, then LED, Projection, Monitor or Stream, each with its icon.
- 3 DSM / AUX rows** — your auxiliary outputs live in the same sheet, just below the destinations.
- 4 Multiviewer (MV)** — the operator monitor; reference-only, never drawn on the canvas or in presets.
- 5 Add / Remove MV** — one MV ships with every show; add more for a second operator position.
- 6 Counts** — sources, destinations and multiviewers at a glance, with the bandwidth reminder.

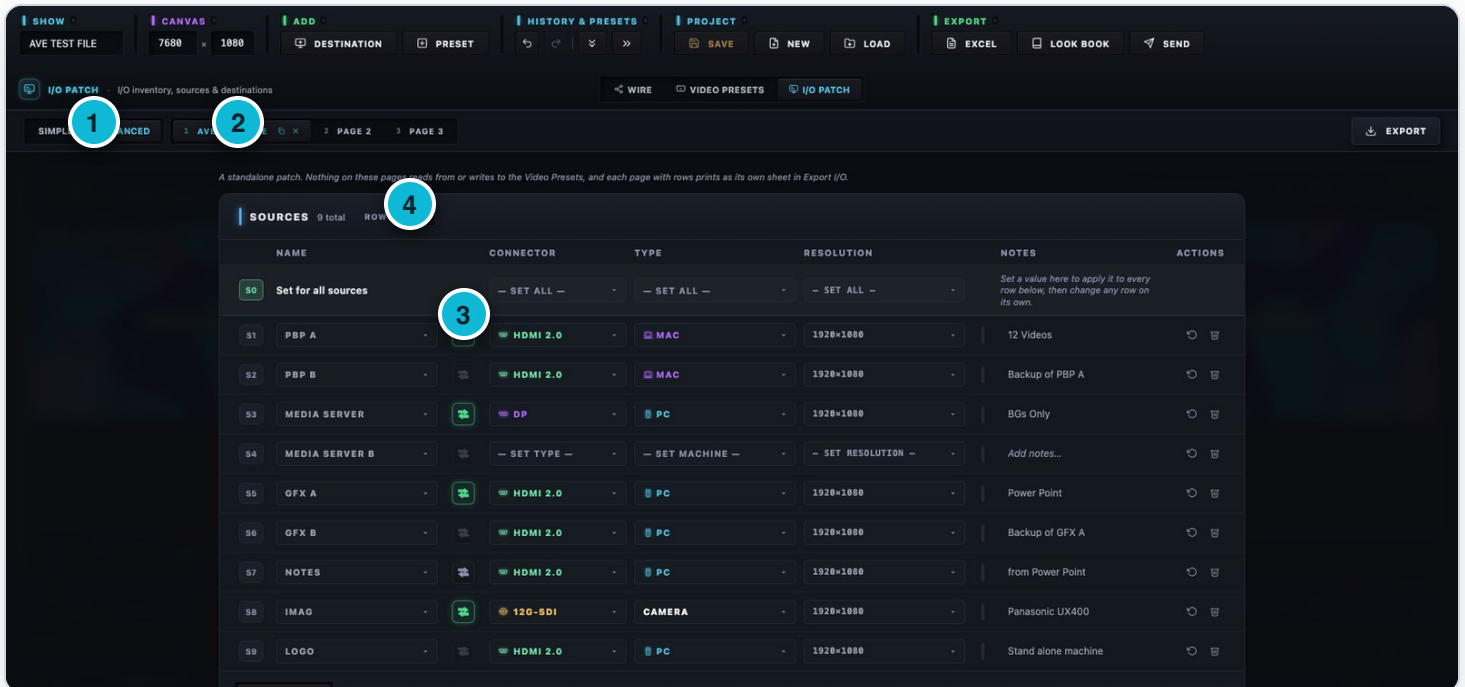
Export. The Export button on this tab writes the I/O sheets; **Excel** in the top bar writes the full cue sheet with sources, destinations, presets and backups, marked P and B.

TOOL 2 · I/O PATCH — ADVANCED

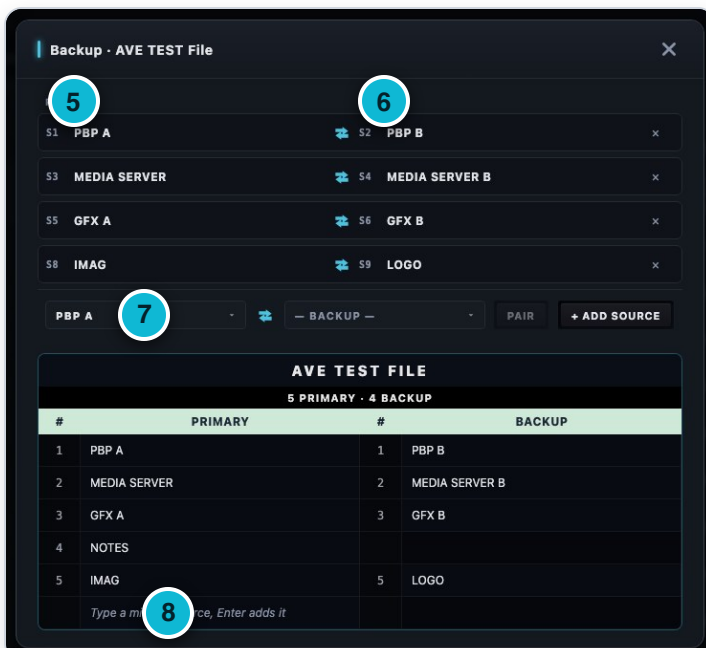
Patch Pages & Backups

Advanced turns the I/O Patch into standalone pages. **Page 1 is the show:** it mirrors Simple. A source you add there comes back to Simple and to Wire; a destination or multiviewer reaches Simple only. Pages 2 and 3 are free sheets for a second room, a rehearsal rig or a rental sub-list, and each prints as its own sheet.

I/O PATCH · ADVANCED, PAGE 1 — LIVE FROM THE SOFTWARE



THE BACKUP WINDOW



- 1 Simple / Advanced and 2 · page tabs** — rename a page, duplicate it, or delete it from the tab.
- 3 Backup icon** — lit on a primary that has a backup, greyed on the backup itself. Click it to open the Backup window.
- 4 Rows** — type a number to size the page in one go.
- 5 Primary and 6 · Backup** — every pair in the show. The x unpairs.
- 7 Pair / Add source** — pick a primary and a backup, or add a source that is missing from the list.
- 8 Printed table** — what the Excel export carries, with an empty line to type a missing source straight in.

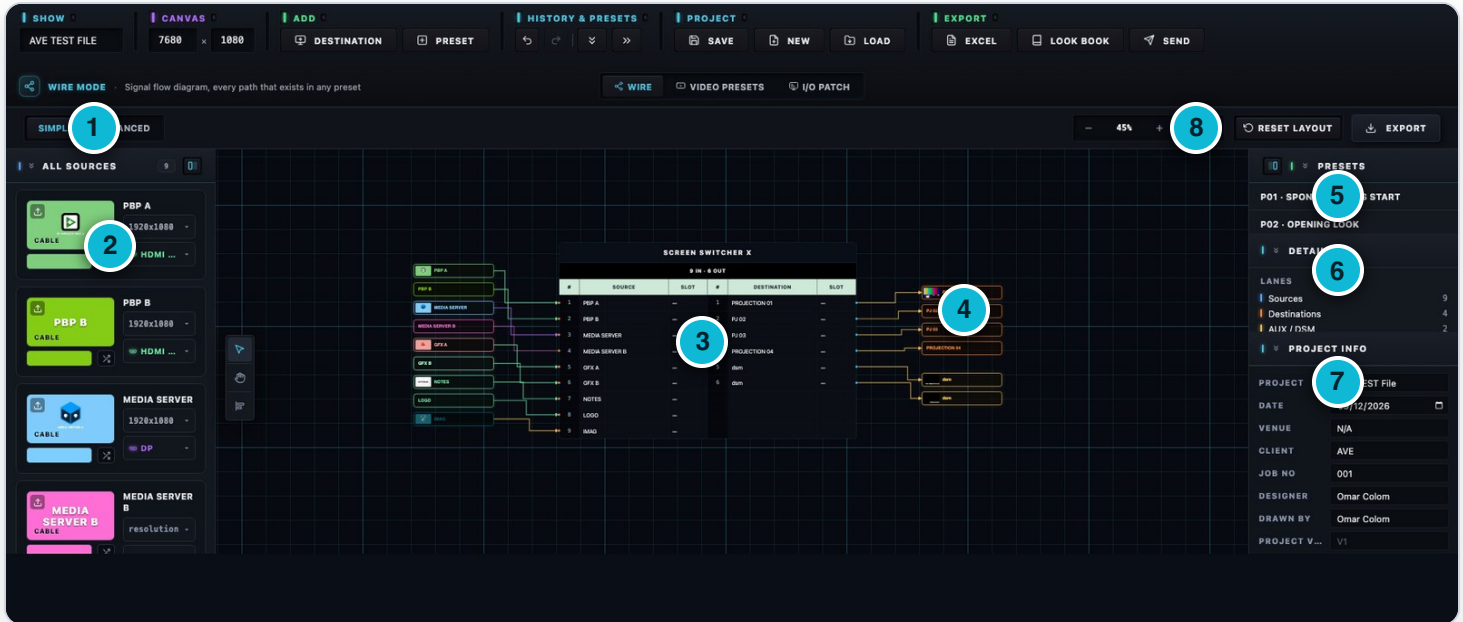
Automatic pairs. PBP A and GFX A always travel with a B. Delete the B if the show has none; it stays gone.

TOOL 3 · WIRE — SIMPLE

Signal Flow

Wire draws every signal path that exists in any preset: sources on the left, the switcher in the middle, destinations and AUX on the right. It is the one-glance answer to “where does this picture come from?”, and it redraws itself as the show changes.

WIRE · SIMPLE — LIVE FROM THE SOFTWARE



- 1 Simple / Advanced** — Simple is automatic; Advanced (next page) is the free-form builder.
- 2 All Sources** — a card per input with thumbnail, resolution and **Cable Type**. The cable type sets the wire's colour and line pattern.
- 3 Switcher I/O** — inputs and outputs in order. Simple numbers them for you and the ID column reads “—”; the real port IDs are typed in Advanced.
- 4 Destinations + AUX** — outputs on the right; every line runs source → switcher → destination. The Presets filter and Details tell you what lands where.
- 5 Presets** — filter the drawing to one look, or click a node for its details.
- 6 Details** — lane counts and the **Cable Colour Code** for every type in use, with its icon.
- 7 Project info** — client, job number, designer, drawn by, version and logo: the title block of every printed sheet.
- 8 Zoom · Fit · Reset layout · Export** — Fit shows everything; Reset puts moved nodes back.

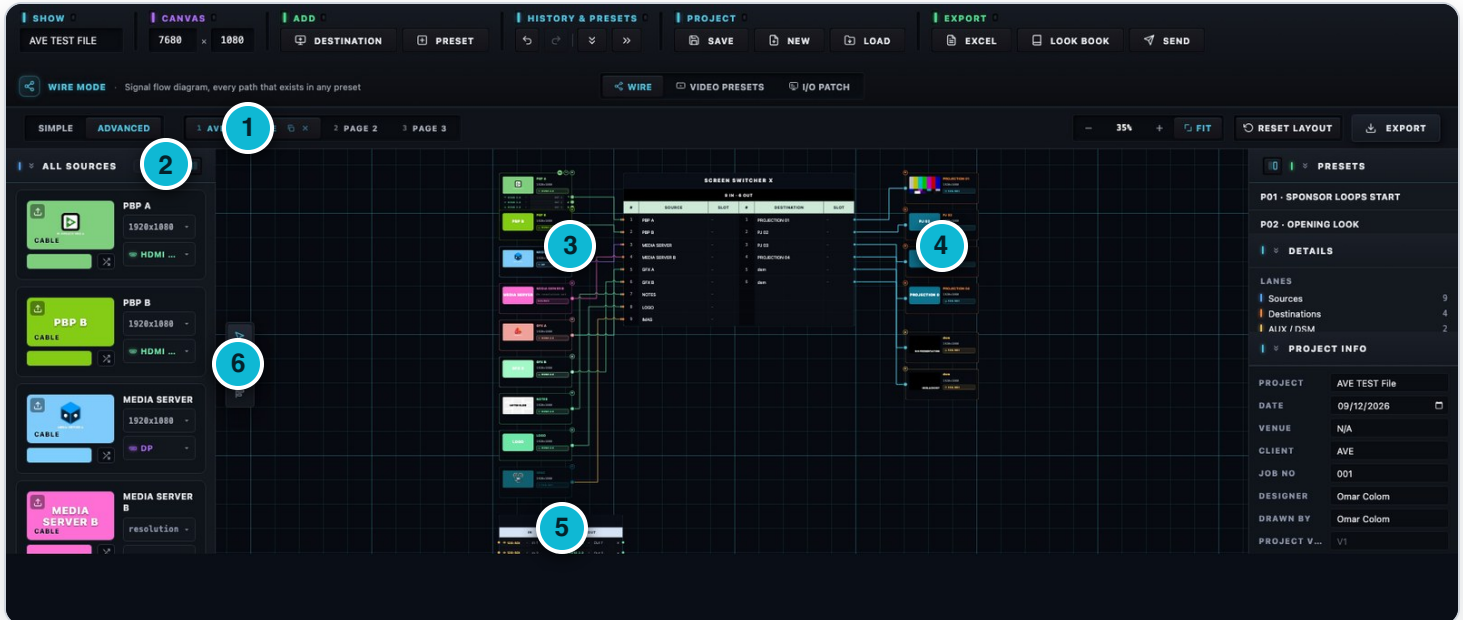
Cables are orthogonal. Wires run in clean right-angle paths, hop over one another at crossings, and pick up a grab handle so you can nudge a route around a tile: one handle per cable in Simple, one per straight run in Advanced.

TOOL 3 · WIRE — ADVANCED

Draw the Real System

Advanced is a free-form wire builder. Page 1 opens as the show, ready to customise; extra pages are blank sheets. Drag tiles from the palette, drop converters and switches from I/O Tools, and draw cables from the connector dots on a tile's edge.

WIRE · ADVANCED WITH A CONVERTER ADDED — LIVE FROM THE SOFTWARE



- 1 Pages** — page 1 carries the show name and prints large on the sheet; add pages for a second room or a rehearsal rig. One sheet size covers the whole export; you pick it in the export window.
- 2 Palette** — sources, destinations and AUX / DSM. Drag any tile onto the canvas; + adds a new one.
- 3 Source tiles** — a connector dot per output, each with its own cable type. Drag from a dot to a destination to make a cable.
- 4 Destination tiles** — inputs on the left edge. Hover a cable end to see its ring, then drag it to unplug and replug somewhere else.
- 5 Converters & switches** — from the floating I/O Tools button at the bottom of the drawing. Each port gets its own type (12G-SDI in, HDMI 2.0 out here), so a scaler or a matrix reads correctly on the drawing.
- 6 Tools** — select, pan, and align. Double-click a cable's white handle to put its route back; a double-click on the cable itself DELETES the cable (Undo brings it back).

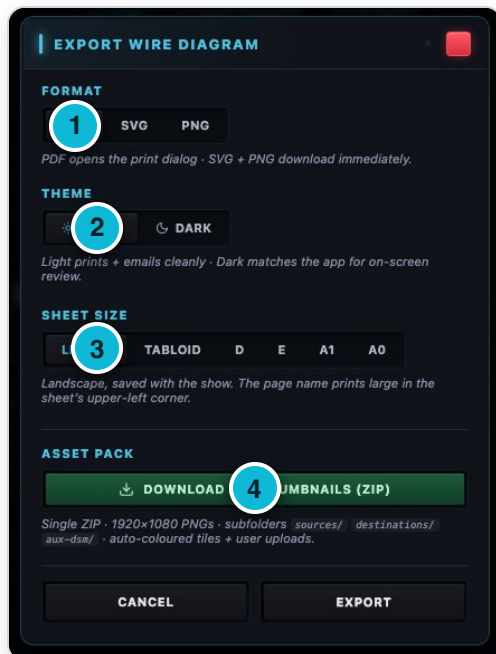
Yours to draw. Tiles, cables and pages never change layers, presets or DSM content. One thing does write back: the rename pencil on a tile renames that source, destination or AUX everywhere in the show. Use Advanced when you want a hand-drawn, comprehensive diagram of your own.

TOOL 3 · WIRE — HAND-OFF

Sheets, Exports & the Asset Packet

Export turns the drawing into a real drawing sheet: title block, project info, logo, page name and the cable colour code, on any size from Letter to A0. The same dialog bundles the thumbnail packet for operators.

► WIRE → EXPORT



- 1 • **Format** — PDF opens the print dialog; SVG and PNG download immediately.
- 2 • **Theme** — Light prints and emails cleanly; Dark matches the app for on-screen review.
- 3 • **Sheet size** — Letter, Tabloid, ANSI D, ANSI E, A1 or A0, landscape, saved with the show. The page name prints large in the upper-left corner.
- 4 • **Asset pack** — Download All Thumbnails: one ZIP of every 1920×1080 tile in sources / destinations / aux-dsm folders.

► SOURCE THUMBNAILS IN WIRE



Every source and destination gets a tile — a small picture of what the signal is. AV Look Book auto-colours them; the upload arrow on the card drops in your own image, the shuffle icon swaps the auto tile.

Why it matters — the packet keeps every operator on the same picture set. No guessing which input is which on show day.

Title block. Project, Date Created, venue, client, job number, designer, drawn by, version, drawn date and logo all come from Project Info in the Wire side panel, or from Quick Setup.

HAND-OFF

Share the Show, Get Help

Everything the show needs to leave the building sits in the top bar under **Export**. Help and the bug report sit bottom-right of every page, in the bar along the bottom of the window.

EXCEL

LOOK BOOK

SEND

SAVE

HELP

BUG

Look Book (PDF). The printable show book: cover, every preset as a picture with its switcher-column breakdown, the I/O sheets. Light theme, paginated for Letter.

Send. One click builds the PDF, the Excel and the show file, then opens a new email with all three attached. On the Mac it lands in Apple Mail; elsewhere the files wait in Documents › AV Look Book › Outbox. In a browser the same three files go to your share sheet, or download with a draft email naming them.

Help. The Help button opens the quick reference, keyboard shortcuts, glossary and accessibility notes, with links to Feedback and Support.

Excel. The cue sheet: a Cover tab and one row per preset, with a column per destination and per AUX / DSM. Sources, destinations, multiviewers and the Primary / Backup table are in the I/O Patch's own Export. Opens in Excel or Numbers.

The show file (.avlb). Send it to another AV Look Book user and they open the whole show: presets, patch, wire pages and thumbnails. The app is free, so everyone on the crew can have it.

Bug. The magnifier next to Help opens an email to AV Educate with a short template and the show file attached, so we can see the problem on our side. Remove the attachment if you would rather not share the show.

AV Look Book is free. AV Educate Inc is a 501(c)(3) nonprofit. Feedback and votes on what we build next: aveducate.com/feedback. Donations go a long way to fixing bugs quickly: aveducate.com/support.