

# Application

## Entertainment



### Play Town, Dubai

Man's biggest quest in every endeavour is to imitate nature - which he holds as a benchmark of perfection.

So as lighting control specialists when we received a brief to create a perfect indoor environment that imitated outdoor lighting at Mattel Playtown it was a perfect opportunity to attempt imitating Nature at its best.

Mattel Playtown, Dubai's latest eduplay attraction set to open soon at City Walk is a purpose built facility featuring engaging and stimulating play experiences along with live shows that will encourage imagination among children.

At Playtown, we used eDIN range of products to control the remaining functional and architectural lights which is used to create multiple scenes and dynamic sequences; All the scenes can be recalled using 3 touch screens (1 for each floor).

We supported lead interior designer ISG during the tender stage. ISG specified Mode Lighting (Architectural Dimming System).

"We provided design support to ISG in terms of wiring, DMX looping, cable specifications etc., The entire set up is integrated via an A-V system (which permits scenes to be triggered during shows) and an Intruder Detection System (which sets off an alarm in which all the Functional/Architectural lights reach maximum brightness when an intruder is detected) ."

The end result is one in which the children will be able to engage in a fulfilling experience in an environment that does not leave them with tired eyes. More so it will offer operators effective and ease of control at every stage.



#### Project Details

- Owner: Playtown
- Consultant: Mulvey & Banani
- Contractor: ISG Middle East
- Scope: Supply, Testing & Commissioning of Lighting Control Systems
- Duration: 7 months

#### Whats Cool / Unique / Key points

- Easy to use
- Easy to integrate with 3rd party systems
- Simple to install
- Remote Capability
- Multi-point control
- Simple to program



### Products Used



#### eDIN Modules

Each eDIN module incorporates an on-board, display driven, menu system through which circuit functions can be setup without the use of a computer. eDIN is a modular, “building-block” control system designed to bring simple yet sophisticated control to smaller applications. By selecting individual modules the right size of system can be created and assembled onsite by the systems integrator or installer.



#### iPad / Smart Phone interface for Mode Lighting's eDIN control system.

Users can set lighting levels globally, or by area or by channel. Users can select scenes and even make adjustments to levels using the touch-screen.



#### LPC X - Pharos Controls

An unprecedented level of power and integration for landmark lighting installations. A single unit with a channel capacity of up to 200 DMX universes (102,400 channels) with further scaling over Ethernet.



#### TPC - Pharos Controls

Put Pharos in the room with the award winning Touch Panel Controller's sleek styling, advanced lighting playback engine and fully integrated user interface. Remote management and control via built-in web server. Elegant wall mounting, solid state, instant-on, lighting control solution



#### RDM - Pharos Controls

1+4 port DMX512 repeater compatible with the Remote Device Management (RDM) standard. Opto-isolated input and through connection for daisy-chaining. Rugged, compact DIN-rail unit giving 24/7 reliability



#### Pathport Nodes - Pathway Connectivity

The Pathport® eDIN node provides the full functionality of other Pathport nodes, in a compact, DIN-rail mountable format. System integrators can now easily put a fully customized universe of DMX where it's needed. Ideal for use in NEMA enclosures. Fully compatible with other eDIN modules.

