



# Intimidator Spot 475Z

Intimidator Spot 475Z is a powerful moving head designed for spotlighting large events. This fixture can adapt to short-throw or long-throw situations, courtesy of its motorized zoom, and it is fitted with an ultra-bright 250 W LED. Achieve incredible visual effects with dual rotating prisms which split the beam, creating dramatic displays. Intimidator Spot 475Z also comes equipped with dual gobo wheels for gobo morphing and amazing mid-air projections! This feature-packed powerhouse utilizes motorized focus to channel crisp projections at almost any distance. Beams stay where you want them with built-in totem mode; the ¼-turn hanging bracket allows for single or dual clamp mounting options. The full-color LCD display lets you set, save, and recall one scene manually. Intimidator Spot 475Z has powerCON®-compatible power input/output connections for power linking. Convenient wireless non-DMX control is possible using the optional [IRC-6](#) remote.



## Highlights

- Extremely bright, 250 W LED moving head spot designed for large events
- Dual rotating prisms split the beam for great effects and cover a larger area
- Dual gobo wheels allow for gobo morphing and amazing mid-air projections
- Motorized zoom for short- or long-throw situations
- Unique ¼-turn hanging bracket allows for single or dual clamp mounting options
- Emit crisp projections at almost any distance using the motorized focus
- Beams always remain on the dance floor using the built-in, innovative Totem mode
- Convenient, wireless non-DMX control using the optional IRC-6 remote
- Set, save, and recall 1 scene manually, directly from the full-color LCD display
- powerCON®-compatible power input/output connections for power linking

## Dimensions and Weight

Length	Width	Height	Weight
14.3 in (363 mm)	9.8 in (250 mm)	20.9 in (531 mm)	36.2 lb (16.5 kg)

**Note:** Dimensions in inches rounded to the nearest decimal digit.

## Power

Power Supply Type	Range	Voltage Selection
Switching (internal)	100 to 240 VAC, 50/60 Hz	Auto-ranging

Parameter	120 V, 60 Hz	230 V, 50 Hz
Consumption	380 W	378 W
Operating Current	3.4 A	1.9 A
Power linking current (products)	11.2 A (3 products)	11.2 A (5 products)
Fuse	F 7 A, 250 V	F 7 A, 250 V

Power I/O	U.S./Worldwide	UK/Europe
Power input connector	powerCON®-compatible	powerCON®-compatible
Power output connector	powerCON®-compatible	powerCON®-compatible
Power Cord plug	Edison (U.S.)	Local Plug

## Light Source

Type	Color	Quantity	Power	Current	Lifespan
LED	White	1	250 W	16.3 A	50,000 hours

## Photometrics

Parameter	Value	Parameter	Value
Strobe Rate	0 to 20 Hz	Illuminance @ 2 m (13°)	106,300 lux
Zoom Angle (Motorized)	13° to 28°	Illuminance @ 2 m (28°)	23,680 lux
		Illuminance @ 5 m (13°)	14,290 lux
		Illuminance @ 5 m (28°)	3,741 lux

## Thermal

Maximum External Temperature	Cooling System
104 °F (40 °C)	Fan-assisted convection

## DMX

I/O Connector	Channel Range
3-pin XLR	10 or 16

## Ordering

Product Name	Item Code	UPC Number
Intimidator Spot 475Z	08011485	781462218331



RoHS

16CH

Channel	Function	Value	Percent/Setting
1	Pan	000 ⇔ 255	0–540°
2	Fine Pan	000 ⇔ 255	Fine control of panning
3	Tilt	000 ⇔ 255	0–270°
4	Fine Tilt	000 ⇔ 255	Fine control of tilting
5	Pan/Tilt Speed	000 ⇔ 255	Pan/Tilt speed, fast to slow
6	Color Wheel	000 ⇔ 007	White
		008 ⇔ 015	Orange
		016 ⇔ 023	Lime Green
		024 ⇔ 031	Cyan
		032 ⇔ 039	Red
		040 ⇔ 047	Green
		048 ⇔ 055	Magenta
		056 ⇔ 063	Yellow
		064	White
		065 ⇔ 189	Color indexing
		190 ⇔ 221	Color cycling rainbow, fast to slow
		222 ⇔ 223	Stop
224 ⇔ 255	Reverse color cycling rainbow, slow to fast		
7	Rotating Gobo Wheel (Gobo) (see <a href="#">Gobos</a> )	000 ⇔ 007	Open
		008 ⇔ 015	Gobo 1
		016 ⇔ 023	Gobo 2
		024 ⇔ 031	Gobo 3
		032 ⇔ 039	Gobo 4
		040 ⇔ 047	Gobo 5
		048 ⇔ 055	Gobo 6
		056 ⇔ 063	Gobo 7
		064 ⇔ 071	Gobo 7 shake, slow to fast
		072 ⇔ 079	Gobo 6 shake, slow to fast
		080 ⇔ 087	Gobo 5 shake, slow to fast
		088 ⇔ 095	Gobo 4 shake, slow to fast
		096 ⇔ 103	Gobo 3 shake, slow to fast
		104 ⇔ 111	Gobo 2 shake, slow to fast
		112 ⇔ 119	Gobo 1 shake, slow to fast
		120 ⇔ 127	Open
		128 ⇔ 191	Cycle effect, slow to fast
192 ⇔ 255	Reverse cycle effect, slow to fast		
8	Gobo Rotation	000 ⇔ 063	Gobo indexing
		064 ⇔ 147	Gobo rotation, slow to fast
		148 ⇔ 231	Reverse gobo rotation, slow to fast
		232 ⇔ 255	Gobo bounce, short to long

Channel	Function	Value	Percent/Setting
9	Static Gobo Wheel (Gobo2) (see <a href="#">Gobos</a> )	000 ⇔ 006	Open
		007 ⇔ 013	Gobo 1
		014 ⇔ 020	Gobo 2
		021 ⇔ 027	Gobo 3
		028 ⇔ 034	Gobo 4
		035 ⇔ 041	Gobo 5
		042 ⇔ 048	Gobo 6
		049 ⇔ 055	Gobo 7
		056 ⇔ 063	Gobo 8
		064 ⇔ 071	Gobo 8 shake, slow to fast
		072 ⇔ 078	Gobo 7 shake, slow to fast
		079 ⇔ 085	Gobo 6 shake, slow to fast
		086 ⇔ 092	Gobo 5 shake, slow to fast
		093 ⇔ 099	Gobo 4 shake, slow to fast
		100 ⇔ 106	Gobo 3 shake, slow to fast
		107 ⇔ 113	Gobo 2 shake, slow to fast
		114 ⇔ 120	Gobo 1 shake, slow to fast
		121 ⇔ 127	Open
128 ⇔ 191	Reverse cycle effect, slow to fast		
192 ⇔ 255	Cycle effect, slow to fast		
10	Prism	000 ⇔ 003	No function
		004 ⇔ 006	Prism 1 (round)
		007 ⇔ 065	Rotation, slow to fast
		066 ⇔ 123	Reverse rotation, slow to fast
		124 ⇔ 127	Prism 1 (round)
		128 ⇔ 131	No function
		132 ⇔ 134	Prism 2 (linear)
		135 ⇔ 193	Rotation, slow to fast
		194 ⇔ 251	Reverse rotation, slow to fast
		252 ⇔ 255	Prism 2 (linear)
11	Focus	000 ⇔ 255	0–100%
12	Zoom	000 ⇔ 255	Wide to narrow
13	Dimmer	000 ⇔ 255	0–100%
14	Shutter	000 ⇔ 003	Off
		004 ⇔ 007	On
		008 ⇔ 076	Strobe, slow to fast
		077 ⇔ 145	Pulse strobe, slow to fast
		146 ⇔ 215	Random strobe, slow to fast
		216 ⇔ 255	On

## QUICK REFERENCE GUIDE



EN

Channel	Function	Value	Percent/Setting
15	Control	000 ⇔ 007	No function
		008 ⇔ 015	Blackout on pan/tilt move
		016 ⇔ 023	Blackout on color wheel move
		024 ⇔ 031	Blackout on gobo wheels move
		032 ⇔ 039	Blackout on pan/tilt/color wheel move
		040 ⇔ 047	Blackout on pan/tilt/gobo wheels move
		048 ⇔ 055	Blackout on pan/tilt/color wheel/gobo wheels move
		056 ⇔ 095	No function
		096 ⇔ 103	Pan reset
		104 ⇔ 111	Tilt reset
		112 ⇔ 119	Color wheel reset
		120 ⇔ 127	Gobo wheels reset
		128 ⇔ 135	No function
		136 ⇔ 143	Prism reset
		144 ⇔ 151	No function
		152 ⇔ 159	All reset
		160 ⇔ 255	No function
16	Movement Macros	000 ⇔ 007	No function
		008 ⇔ 023	Movement macro 1
		024 ⇔ 039	Movement macro 2
		040 ⇔ 055	Movement macro 3
		056 ⇔ 071	Movement macro 4
		072 ⇔ 087	Movement macro 5
		088 ⇔ 103	Movement macro 6
		104 ⇔ 119	Movement macro 7
		120 ⇔ 135	Movement macro 8
		136 ⇔ 151	Sound-active movement macro 1
		152 ⇔ 167	Sound-active movement macro 2
		168 ⇔ 183	Sound-active movement macro 3
		184 ⇔ 199	Sound-active movement macro 4
		200 ⇔ 215	Sound-active movement macro 5
		216 ⇔ 231	Sound-active movement macro 6
		232 ⇔ 247	Sound-active movement macro 7
		248 ⇔ 255	Sound-active movement macro 8

10CH

Channel	Function	Value	Percent/Setting
1	Pan	000 ⇔ 255	0–540°
2	Tilt	000 ⇔ 255	0–270°
3	Color Wheel	000 ⇔ 007	White
		008 ⇔ 015	Orange
		016 ⇔ 023	Lime Green
		024 ⇔ 031	Cyan
		032 ⇔ 039	Red
		040 ⇔ 047	Green
		048 ⇔ 055	Magenta
		056 ⇔ 063	Yellow
		064	White
		065 ⇔ 189	Color indexing
		190 ⇔ 221	Color cycling rainbow, fast to slow
		222 ⇔ 223	Stop
		224 ⇔ 255	Reverse color cycling rainbow, slow to fast
4	Rotating Gobo Wheel (Gobo) (see <a href="#">Gobos</a> )	000 ⇔ 007	Open
		008 ⇔ 015	Gobo 1
		016 ⇔ 023	Gobo 2
		024 ⇔ 031	Gobo 3
		032 ⇔ 039	Gobo 4
		040 ⇔ 047	Gobo 5
		048 ⇔ 055	Gobo 6
		056 ⇔ 063	Gobo 7
		064 ⇔ 071	Gobo 7 shake, slow to fast
		072 ⇔ 079	Gobo 6 shake, slow to fast
		080 ⇔ 087	Gobo 5 shake, slow to fast
		088 ⇔ 095	Gobo 4 shake, slow to fast
		096 ⇔ 103	Gobo 3 shake, slow to fast
		104 ⇔ 111	Gobo 2 shake, slow to fast
		112 ⇔ 119	Gobo 1 shake, slow to fast
		120 ⇔ 127	Open
		128 ⇔ 191	Cycle effect, slow to fast
		192 ⇔ 255	Reverse cycle effect, slow to fast
5	Gobo Rotation	000 ⇔ 063	Gobo indexing
		064 ⇔ 147	Gobo rotation, slow to fast
		148 ⇔ 231	Reverse gobo rotation, slow to fast
		232 ⇔ 255	Gobo bounce

## QUICK REFERENCE GUIDE



EN

Channel	Function	Value	Percent/Setting
6	Static Gobo Wheel (Gobo2) (see <a href="#">Gobos</a> )	000 ⇔ 006	Open
		007 ⇔ 013	Gobo 1
		014 ⇔ 020	Gobo 2
		021 ⇔ 027	Gobo 3
		028 ⇔ 034	Gobo 4
		035 ⇔ 041	Gobo 5
		042 ⇔ 048	Gobo 6
		049 ⇔ 055	Gobo 7
		056 ⇔ 063	Gobo 8
		064 ⇔ 071	Gobo 8 shake, slow to fast
		072 ⇔ 078	Gobo 7 shake, slow to fast
		079 ⇔ 085	Gobo 6 shake, slow to fast
		086 ⇔ 092	Gobo 5 shake, slow to fast
		093 ⇔ 099	Gobo 4 shake, slow to fast
		100 ⇔ 106	Gobo 3 shake, slow to fast
		107 ⇔ 113	Gobo 2 shake, slow to fast
		114 ⇔ 120	Gobo 1 shake, slow to fast
		121 ⇔ 127	Open
128 ⇔ 191	Reverse cycle effect, slow to fast		
192 ⇔ 255	Cycle effect, slow to fast		
7	Prism	000 ⇔ 003	No function
		004 ⇔ 006	Prism 1 (round)
		007 ⇔ 065	Rotation, slow to fast
		066 ⇔ 123	Reverse rotation, slow to fast
		124 ⇔ 127	Prism 1 (round)
		128 ⇔ 131	No function
		132 ⇔ 134	Prism 2 (linear)
		135 ⇔ 193	Rotation, slow to fast
		194 ⇔ 251	Reverse rotation, slow to fast
		252 ⇔ 255	Prism 2 (linear)
8	Focus	000 ⇔ 255	0–100%
9	Zoom	000 ⇔ 255	Narrow to wide
10	Shutter	000 ⇔ 003	Off
		004 ⇔ 007	On
		008 ⇔ 076	Strobe, slow to fast
		077 ⇔ 145	Pulse strobe, slow to fast
		146 ⇔ 215	Random strobe, slow to fast
		216 ⇔ 255	On