

# GMM - Tech Rider - NHH 170817

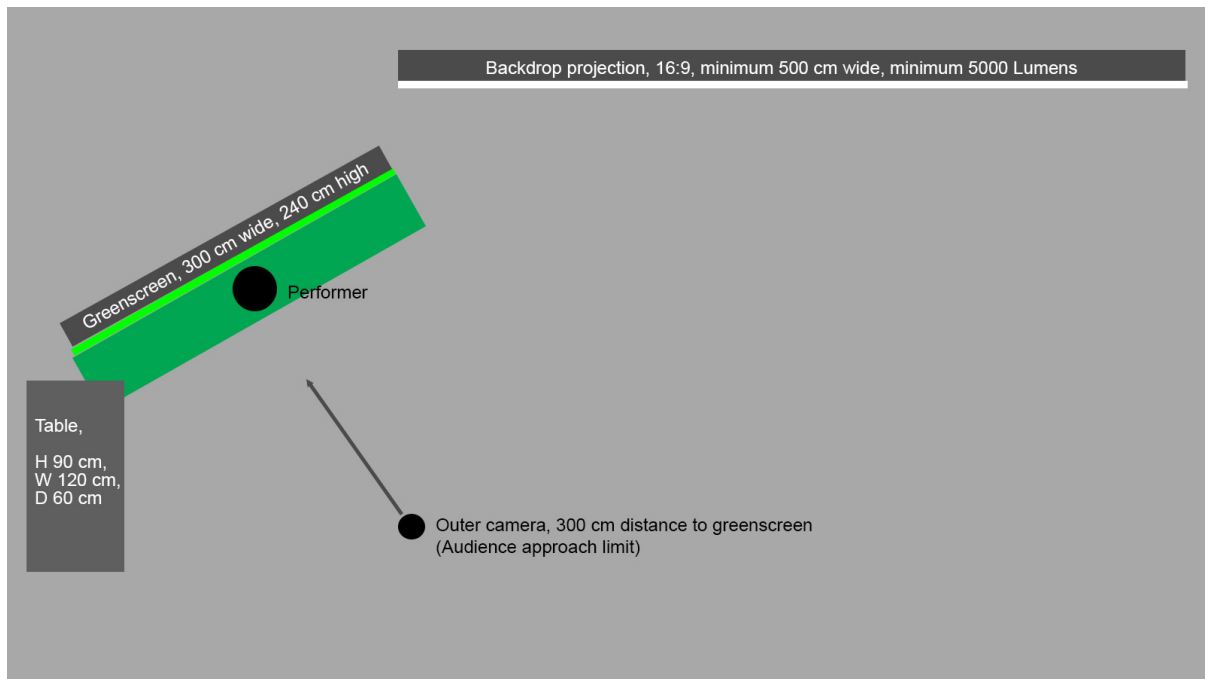
## Cinema / Blackbox / Studio Setup - 2017

2017-08-17. If specifications cannot be met - get in touch!

### Contact Information

What	Who	Email	Phone
Management / Agent			
Artist / performer	Gisle Martens Meyer	<a href="mailto:gmm@gmm.io">gmm@gmm.io</a>	

### Stage Plot



Setup: One performer, placed in front of a green screen at approx 30 to 45" angle to full backdrop screen. Clear direct line-of-sight to screen for all audience, workable line-of-sight for performer. Avoid greenscreen in projection beam. We bring our own greenscreen, cameras and lights. Setup, soundcheck and keying takes 4 hours. Strike-down 30 mins.

### Equipment required for stage

- 1 table, standing height 90 cm, minimum width 120 cm, minimum depth 60 cm
- SM 58 vocal microphone, large stand
- 2 stage monitors (pref specs follows), left / right (1 x stereo)
- 16 power outlets (AC 16 A) distributed on 4 x power strips of 3 m length
- 12 power outlets (AC 16 A) on extension cables of 6 m length (for lights/cameras)
- Molton / black fabric material to cover and darken table / equipment
- Latency-free connection to projector (HDMI with NO latency/repeaters, or oldskool VGA/HDMI)

## Projection requiements

- Full 16:9 backdrop projection (if possible, directly on wall)
- Mini. res. 720p, min lumens 5 000 for clubs, 10 000 for larger stages
- Video input for projector on stage (video comes from stage computer!)
- ZERO LATENCY video signal! This is critical!  
Avoid slow repeaters/processors, the performance is frame-synced to live cameras!

## Wireless equipment notice

The artist brings and uses the following digital wireless equipment; Sennheiser D1 wireless mic, Apple Airport WiFi network, Nintendo Wii bluetooth controllers.

## Sound System

The sound system should deliver a concert-level experience of sound to all audience. PA speakers possibly located in front of artist to avoid wireless mic feedback. Arranger supplies a qualified, professional sound technician to run sound and overlook the stage rigging and sound-check process from get-in to load-out, or until dismissed.

## PA

Preferred PA specifications:

- 4 – way active split PA with wide coverage all freqs for all the venue
- PA shall be ready, balanced and free from noise at artist get in!
- Pref amps : LAB group, CREST
- Pre speakers : d&b, EAW, Meyer, Turbosound

## Mixer

- Mixer must be in optimal listening position related to stage/screen
- Preferred Midas Pro2, Pro2C, or similiar quality
- Min 4 bands parametric EQ with freq sweep on hi and lo mid.

## Monitors:

- 2 x floor monitors (wedges), as one stereo pair
- Pref. monitors : TURBOSOUND TFM 115 or 420, D&B Max, Nexo PS-15
- Pref. amps : LAB, CREST

## Input List

Sound output is 2 channels (stereo) from a RME Babyface Pro, 2 x XLR.

Input	Signal
1-2	Computer 1-2, XLR
3	SM 58 (backup vocal mic)
...	

## Lights

### Light and effects

The performance is possible to do without lights. The artist brings own softbox lighting for the green-screen. For larger venues, two white directional spots to help with greenscreen lighting is often very helpful. For smaller venues, the softboxes are enough. The room is blacked out for the full performance, except for the last five minutes.

If the venue has a light rig / setup, in the last five minutes, the room is gently filled with smoke (hazer) and filled with green lights, becoming a "foggy green discotheque". Arranger provides an experienced light technician to help facilitate and execute this part if agreed. The lighting rig can be tuned to the scope of the room / venue, but as an example for larger clubs:

- 12 x Par64, CP61, in back trussing/stands
- 4 x Par 64, cp 62, in front/side
- 10 x Dimmers
- 2 x Atomic 3000 strobes
- 1 x MDG hazer
- 1 x Desk.: Avolites Pearl/Sapphire or Hog-family.
- 1 x ½ 30 + cm mirror ball w/motor (to put on floor)

(This list is not critical, the gist is to playfully fill the room with "blinking green-ness"). Arranger supply a qualified, professional light designer or technician to setup lights and overlook the light rig, possibly triggering the green disco towards the end, or instructing an assistant how to start/stop the disco lights.

Thank you. If anything is unclear or needs workarounds, just get in touch [gmm@gmm.io](mailto:gmm@gmm.io) !

GMM