



## CHILDREN OF METROPOLIS – Technical Overview March 2018

### Contact:

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### ESSENTIAL INFO:

Typical Arrival Time:	8:45 AM (see proposed schedule further in document)
Type of show:	Percussion with choreography (5 performers + 145 instruments) & front projection on to cyclorama
Proscenium Theatre:	Show designed for proscenium spaces <b>but can be presented in Concert Hall</b> with pipe & drape (or similar) to create wings
Minimum Stage Area:	35 ft deep x 45 ft wide (approximately 10 x 14 meters)
DS Edge:	This position begins one foot upstage of main curtain
Actual Performance area:	30 ft. wide x 24 ft. deep
Marley ballet floor used:	Yes, black, supplied by venue
Wing Space Needed:	Minimum of 8 feet on each side, no cabling on floor
Cyclorama:	Yes; colours used RBG (R124, R125, R126 - we can provide)
Ground row for cyc:	No
Scrim:	No
Main Curtain:	Yes - before show and during intermission
Follow-spot:	No
Haze:	Yes, but we use the venue's hazer
Stairs into house:	Required for educational shows only (audience participation).
On-stage Tables:	Four x 4 foot tables, two on each side of stage for props
Cross-over used:	Yes - Please note we require blue light for wings and cross-over
Wings - other:	Lit with blue light during show for performers in the wings
Show Personnel:	1 tech director, 1 projectionist, 1 driver, 5 musicians
Technicians from Theatre:	Truck Unload: 4 people - 20 minutes typical Spiking stage: 2 people - 45 minutes typical, w/ company TD 4-hour Focus (after pre-hang): 6+ people typically, as follows- 1@ board; 2@ ladder; 1@ bucket; 1@ rail During show: 1 Professional Sound, 1 Lighting, 1 Deck
Set-up**:	1 hour unload/spike; 4 hours focus; 2 hour sound check rehearsal ** <i>Instrument assembly at start, or disassembly at end, of tour takes up to an <u>additional</u> 3 hours.</i>
Intermission:	Yes, 20 minutes
Length of evening show:	1st act: 45 min. 2nd act: 40 min. <u>Plus</u> 30 min. lobby meet & greet
Length of educational show:	55 minutes - audience participation in edu show only
Instrument pack up:	Starts 2-2.25 hours <u>after</u> show start (performers participate 100%)
House tools:	One or two cordless drills
Dressing Rooms:	Preferably 5 x 1 persons (otherwise 2 x 1 person; 1 x 3p)
Laundry:	May we please use your washing machine to launder costumes.
Mics Presenter Provides:	6 – High quality condenser mics (i.e. AKG C391). 4 – Desk stands with clips 1 – Lavalier cordless mics (for sculptural bass drum)

Mics Ensemble Provides: 1 – Hand-held wireless voice mic (for 55 minute show only)  
2 – Sennheiser ME66 short shotgun  
Monitors: None used  
Projector Ensemble Provides: Christie DHD700 with wide-angle lens, hung from 1st LX +/-

### **PAPERWORK WE WILL PROVIDE:**

Closer to engagement, we will provide the latest paperwork including:

- A copy of the most up-to-date light design and associated paperwork
- A copy of the sound plot

### **RECEIVING CASES & ASSEMBLING INSTRUMENTS:**

Unloading of our ten (10), heavy, wheeled cases from the truck must occur on a dry loading dock within 15 ft. / 5 m. of performance area or directly on a stage – never on grass. A safe loading ramp and 4 person crew must be provided for safe transfer of instrument cases to/from stage. Company members unpack and repack cases. Instrument assembly occurs on a dry, protected stage or similarly floored area – again, **never on grass**.

### **ABOUT PERFORMANCE AREA:**

Show only uses a 24' x 30' (8m x 10 m) area plus wings during performance. DS edge is always 1 ft. upstage of main curtain. Please forward this info to sound technician to assist with determining mic hanging points. Floor floats (instruments mounted on floor floats) are arranged 6 feet downstage of the DS performance edge.

### **STAGE REQUIREMENTS:**

In all cases, stage must be PERFECTLY level (carpentry standards) – no rake whatsoever – so our instruments don't roll away. If temporary stage flooring is used, it must be strongly reinforced (i.e. every 6 in./ 15 cm) to control "spring" caused by leaping performers. Wings and performance area clear of mics, cables and obstacles

### **LIGHTING INFORMATION:**

Conventional Light Design: conventional inventory loosely based on typical dance hang with 30 specials. Presenter to provide an ETC console with minimum 40 sub-masters, set up beside sound in the house. Venue provides instruments, as per plot. Substitutes possible but require approval in advance.

Cabling: Whenever possible, please run cables from overhead to avoid tripping hazards and to enable our wheeled instruments to move off and on stage easily from wings.

### **SYSTEM OPERATION:**

Venue's sound operator will sound check and mix the show. A company member assists with sound check. Attention given to all instruments for an overall clear, natural sound with a strong bottom end. It is suggested that the operator follow the onstage action, reducing the level or muting mic channels when they not needed. Mics are for sound enhancement not reinforcement.

### **FOH SOUND REQUIREMENTS:**

- Professional mixing console (Midas, Yamaha, Soundcraft, etc.). Ensemble uses 10 mic inputs.
- Input channel include 2 bands of semi-parametric mid equalization and variable highpass filter.

- A sufficient number of pro quality equalizers for each output zone, plus 4 for inserts.
- Sufficient number of pro quality digital system delay lines accessible for each FOH output.
- 1 cable for iPh source (we will provide pre-show and post-show music).

### **SPEAKER SYSTEM:**

- Shall provide even stereo coverage throughout the entire seating area.
  - All loudspeakers shall be properly tested, time aligned, delayed, phase checked and provide reasonably flat coverage for all seats available for sale.
  - Deck stacks on the proscenium sides can be augmented by cabinetry flown for balcony coverage. A sufficient number of subwoofers will be necessary.
  - Sufficient quantity of deck-stacked full range cabinets per side (such as MSL4 or EAW 750)
  - 8-10 ms of delay shall be added to all full range loudspeaker zones in the house in order to help focus the aural image on stage. Generally, subwoofers will need little or no delay.
- \*\* NB: Accurate, time aligned program sound is required if lights are controlled from a booth.

### **TYPICAL LOAD-IN SCHEDULE:**

(Show plot is already pre-hung)

08:45 Company arrives with truck (please have Marley laid and load-in snacks ready)  
 09:00-09:30 Truck unload, TD confirms performance area and projector & mic hang positions  
 09:15-10:00 Stage spiking by company TD with assist from venue crew  
 09:30-11:00 Instrument assembly by group w/ assist from venue crew in wings or off stage area  
 10:00-14:00 Lights focused (up to 4 hours, excluding breaks)  
 TBC LX crew lunch break; system sound check during LX lunch?  
 14:30-16:00 Setting of light cues and/or rehearsals as required  
 16:00-16:30 Band dinner  
 16:30-17:30 Sound Check  
 17:30-18:30 Rehearsal and/or set up prior to house opening

- House opens 30 minutes prior to show time; concert running time is 85 minutes with no intermission
- Show begins with main curtain in; at end of show, the main curtain may stay open.
- After show, group signs autographs in lobby (+/- 20 minutes)
- Load-out +/- 90 minutes – depends if instruments are repacked into cases or rolled on to truck  
*Please note: It may be possible to set-up / strike more quickly. Please confirm with company TD.*

### **HEATED, DRY INSTRUMENT STORAGE:**

A secure, dry 8' x 10' (minimum) storage space within easy reach of the stage is required for instruments & cases.

For outdoor presentation: a minimum of two commercial heaters, ten chamois clothes and crew must be on hand to dry instruments exposed to water. Our instruments are VERY vulnerable to rusting in humid situations. Presenter is responsible for ensuring the dry safe storage of instruments.