



CHILDREN OF METROPOLIS – Technical Overview Mainstage Presentation (Updated, 2021-10-04)

Contact:

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ESSENTIAL INFO:

Type of show:	Percussion ensemble with choreography & front projection on cyclorama 5 performers + 145 instruments
Stage type:	Designed for Proscenium; Concert Hall possible with pipe & drape to create wings
Minimum Performance area:	30 ft. wide x 24 ft. deep PLUS 8 ft wide wings SL+SR
Ideal Performance area:	35 ft deep x 45 ft wide (10 x 14 meters)
Intermission:	Yes, 20 minutes
Length of evening show:	1st act: 35 min. 2nd act: 40 min. <u>Plus</u> Post-show: 30 min. meet & greet in lobby
Length of educational show:	55 minutes - Note: audience participation part of edu show only
Scrap Arts Music Personnel:	1 manager/TD, 5 musicians

VENUE TO PROVIDE:

Pre-hang:	BEFORE artist arrives, as per plot (adaptations possible; please consult with TD)
Marley ballet floor:	Black, laid before company arrives
Mics	6 – High quality condenser mics (i.e. AKG C391). 4 – Desk stands with clips 1 – Lavalier cordless mics (for sculptural bass drum) 1 – Hand-held wireless voice mic (for 55 minute show only)
10K Lumen Projector	Minimum 10K Lumen Projector with wide-angle lens, typically hung from 1st LX +/-
Cyclorama:	For front projection
Lighting Console:	ETC with 40 sub-masters minimum, set up beside sound in the house.
Main Curtain:	Yes - before show and during intermission
Fog (dry ice - not haze):	Yes

Stairs into house:	Required <u>for educational shows only</u> (audience participation).
Cross-over:	With blue light
Wings:	With blue light
Dressing Rooms:	1 x 1 person; 2 x 3 person
Laundry:	May we please use your washing machine to launder costumes.
Scrim:	No
Follow-spot:	No
Monitors:	No
Playback:	For press-show music only, on flash drive or iPhone.

MAINSTAGE: SAMPLE LOAD-IN SCHEDULES FOR (i) VENUE & (ii) SCRAP ARTS MUSIC:

Exceptions: if your venue is the first or last stop of the tour, instrument dis-/assembly into road cases *takes +1.25 hrs.*

Assumption: Show plot is pre-hung, as per contract and advance.

(i) Typical Technician Scheduling & Staffing (Load-in : 6 technicians - various. Show: 1 Pro Sound, 1 LX/ Projectionist, 1 Deck)

08:00 - 9:00	Marley laid
09:00 - 10:00	Truck unload; Venue TD notes performance area and projector & mic hang positions
10:00 - 11:00	2 techs hang mics, as per sound plot, in consultation with company TD; 2-4 techs hang projector on 1 LX
11:00 - 3:30	Lights focused - 6 techs including board operator, focus, 2 ladder techs, 1 rail, 1 runner (includes breaks)
3:30 - 4:30	1 Show sound, 1 LX and 1 deckhand take dinner; others sent home
4:30 - 5:30	Sound Check; start checking lighting cues
5:30 - 6:30	Rehearsal and/or set up prior to house opening
6:30 - 6:45	15 minute break
7:00 - 8:30	Showtime
8:00	Call back of 3 technicians to help with strike load out.
8:30 - 9:00	Roll instruments out of the way; strike hanging mics and projector
9:00 - 10:45*	Scrap Arts Music will work with crew to facilitate instrument & show strike & pack truck

*Load out complete 3.75 hours after start of Scrap Arts Music presentation (so, 11:45 for 8 PM start; 11:15 for 7:30 start)

- House opens 30 minutes prior to show time; concert running time is 90 minutes with 20 minute intermission
- Show begins with main curtain in; during intermission and at end of show, the main curtain comes in.
- After show, group signs autographs in lobby (+/- 25 minutes)

(ii) Scrap Arts Music Typical Schedule

- 08:45 - 9:00 Company arrives with truck (please have Marley laid and green room prepared)
- 09:00 - 09:45 Truck unload, TD confirms performance area and projector & mic hang positions
- 09:45 - 11:00 Stage spiking by company TD & lobby merch set up (time permitting)
- 09:00 - 11:00 Instrument assembly by group on stage area but can move as required
- 11:00 - 4:00 Lights focused (included breaks); band rehearses in alternate space or goes back to hotel
- 4:00 - 4:30 Band dinner at venue
- 4:30 - 5:30 Sound Check
- 5:30 - 6:30 Rehearsal and/or set up prior to house opening
- 7:00 - 8:30 Showtime
- 8:30 - 9:00 Lobby Meet & Greet
- 9:00 - 10:45* Instrument strike & Load-out
- *Load out complete 3.75 hours after start of Scrap Arts Music presentation (so, if 8 PM start @ 11:45; if 7:30 start, 11:15 PM)

PAPERWORK WE WILL PROVIDE:

Closer to engagement, we will provide the latest sound plot and light designs (with associated paperwork).

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:

- 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.
- 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's suggested 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.

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**.

FOR OUTDOOR PRESENTATIONS:

Heated Dry Instrument Storage Required.

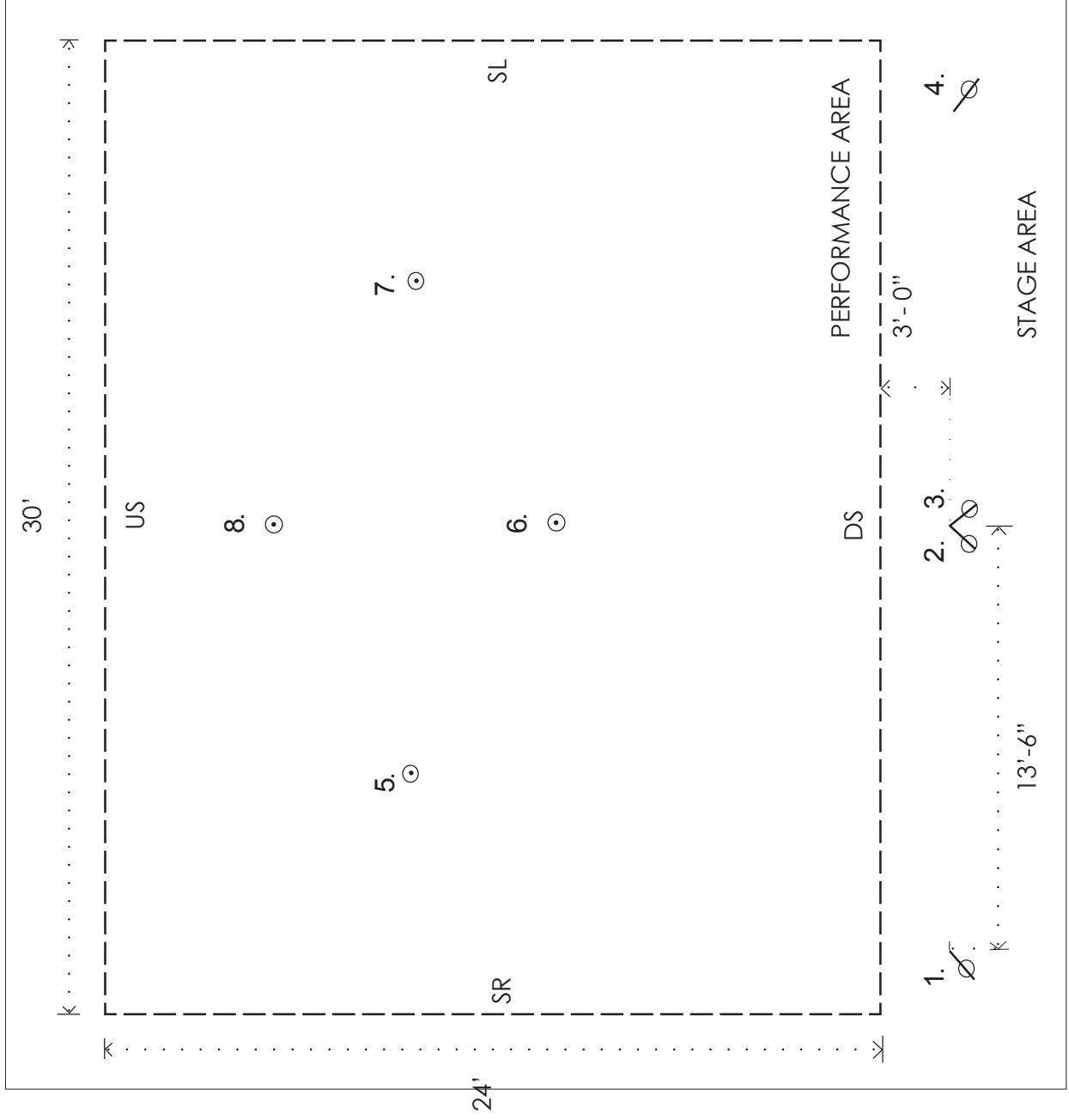
A secure, dry 8' x 10' (minimum) storage space within easy reach of the stage is required for instruments & cases.

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 assumes responsible for ensuring the dry safe storage of instruments.

NOTES:

SCRAPARTSMUSICMICROPHONEPLOT



KEY TO PLOT:

∅ Microphones on Desk Stands

1. DSR Short Shotgun
2. X-Y Stereo Pair Condenser
3. X-Y Stereo Pair Condenser
4. DSL Short Shotgun

⊙ Hanging Condenser Microphones

	Distance from CTR	From DS edge	Trim Height
5.	7'-6" SR	14'-6"	10'-0"
6.	On center	10'-4"	9'-0"
7.	7'-6" SL	14'-6"	10'-0"
8.	On center	18'-8"	10'-0"

Please Note:

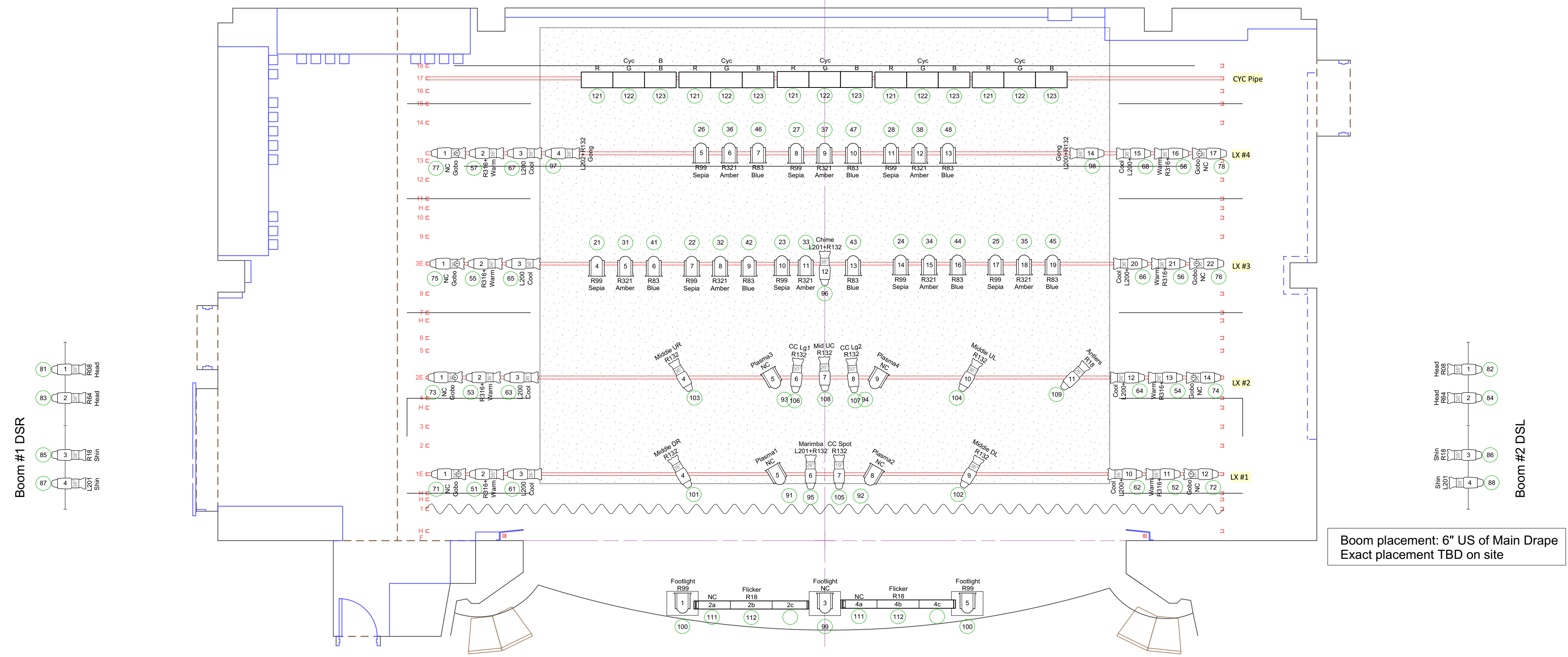
Regardless of venue's stage area, Scrap Arts Music will perform within a 24' x 30' area. Lights and sound will be adjusted to this precise area.

This plot is drawn to scale.

Technical Contact:

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24 22 20 18 16 14 12 10 8 6 4 2 0 2 4 6 8 10 12 14 16 18 20 22 24

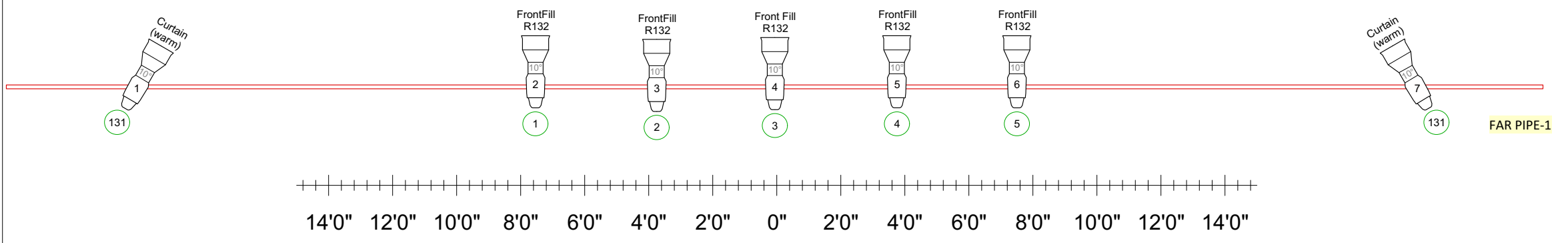


Boom placement: 6" US of Main Drape
Exact placement TBD on site

24 22 20 18 16 14 12 10 8 6 4 2 0 2 4 6 8 10 12 14 16 18 20 22 24

Symbol Key

- MiniStrip/MS 3-circuit @ 750w 6
- zNested USITT 1_Cyc @ 1kw 15
- ETC Source 4 50° @ 575w 2
- ETC Source 4 36° @ 575w 39
- ETC Source 4 26° @ 575w 3
- ETC Source 4 19° @ 575w 1
- ETC Source 4 10° @ 575w 7
- Selecon 7" @ 1kw 31
- MiniStrip/MS 3-circuit @ 750w 6



PLEASE NOTE:
THE LOCATION OF THE FAR PIPE POSITION IS GENERIC AND NOT THE CORRECT DISTANCE FROM THE STAGE. PLEASE USE IN-HOUSE FIXTURES FOR FRONT FILL.

Production Title		Scrap Arts Music CHILDREN OF METROPOLIS	
Drawing Title		LX Plot Generic	
Designer	Justine Murdy	Director	Justine Murdy
Drawn By	Holly Vivian	Scale	1/4" = 1'-0"
Venue	Generic	Drawing No.	1
Date	2018 Apr.16		of
CAD File Name			1