

Gameplay

1.Material

Expected on site

Space

- Darkened space or standard equipped stage (about 10m wide x 6m deep)
 - * sufficient width of stage for lighting from both sides the projected area
 - * sufficient depth of stage in order to have about 2 meters minimum both in front and behind the projected area
- **Ceiling height: minimum 4.5m** (ideally 6m), or wide angle lens on the videoprojector
 - projected image on the floor should be at least 3.2m wide (see page2)
- * **a minimum of slant for the audience** so that they can see what is projected on the floor of the stage
- **White dance floor** (mini : 4 x 3m, ideally the whole stage)
- Ceiling grid for attaching video projector and camera suspension system
- Control room or space (must see the stage, ideally behind the audience)

Image :

- Video projector (2000 lumen minimum)
 - w/ wide angle lens (or high ceiling, see above)
 - SVGA (800x600) minimum
- Video composite and SVGA cable (from ceiling to control room)
- 220V multiple sockets and extension cords available on ceiling grid

Light :

- Cut light projectors (4 or 6 on stands for side lighting)
- Lights console in control room

Sound :

- Stereo professional sound system, w/ monitors for the dancer if needed
- DI box (x 2 or stereo) in the control room
- One mixing table (two balanced lines)
- Amplifiers

Company provides

- Computer
- Surveillance camera
- composite to USB converter
- Camera suspension

Company can provide

(on request/special arrangement)

- Video composite cable (30m)
- SVGA cable (50m)
- Videoprojector
- Videoprojector suspension
- Mirror (1mx1m) and mirror suspension
- stereo DI-Box