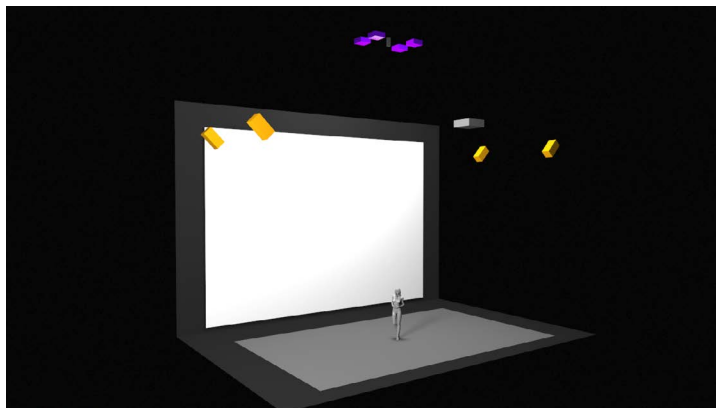


# Human Brush

Technical datasheet



Choreography / Dance / Drawings and Artistic direction :

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# 1...The show

## Abstract

A performer is moving on stage, he is sometimes paint in white and faintly lit up by black-lights or ordinary stage lights.

A digital camera targets the center of the stage from the highest possible point of view.

The image from the camera is real-time processed and the result is dynamically beamed on a screen upstage.

The movements and displacements of the performer are accumulated on the screen, allowing him to draw.

He is accompanied by one or more live musicians.

A short preview of our show can be seen here : <https://vimeo.com/111968118>  
or here : <https://vimeo.com/81827116>

## Duration

According to the context, the performance's duration is between 30' to 1 hour (decided before).

## Team

Vincent Glowinski : Author and performer  
Jean-François Roversi : technical conception and digital perf.  
Pierre-Laurent Boudet : organization et administration  
1 or 2 musicians : amplified acoustic (drums...) or/an electronic music.

## Note

Some specifications in the present document may change, you'll be advised as soon as possible if this is the case.

# 2...Scenic area

## Stage

Dimensions : perfect size : greater than 8 x 12 m  
minimum : 6 x 9 m

**Minimal height : 8 meters minimum (serious constraint)**

Matter of the floor : Black dancing carpet  
environment : Black box, black curtains.

The evolving zone available for the performer is directly specified by the altitude of the camera and its angle of field. A non-captured zone around the captured area should be set free (a perimetral way of 1 meter thick).

We are interested by special spaces (outdoor, large building...) and can study specific solutions, provided that the minimal technical conditions are respected.

## Back-stage (wings)

Wings to access and escape the stage have to be prepared with traditional black curtains at right side and left side, upstage.

If possible, the same should be done down-stage (both sides of proscenium)

We would like deep blue lights in backstages for safety.

## Additionnal black curtains

The outline of the screen should be nicely masked by black curtains.

The black-light radiations should not illuminate the screen, and public should not be able to have a direct sight to the UV lights.

## 3...Video system

### Image capture

We provide the whole captation and processing system, including cables for usual lengths.

- Camera HD + wide-angle lens + power supply
- Convertor HDMI > SDI + power supply
- SDI Cable SDI (up to 30 + 30 = 60 m)
- Convertor SDI > HDMI + power supply
- Acquisition PCI card
- Mac Pro + Monitor
- 2nd monitor (placed on the stage)
- VGA Splitter + power supply
- 2x 25 meters VGA
- 2x 1,50 meters VGA

If the cable path implies greater lengths, we'll ask you to provide additional VGA and/or SDI cables (or another suitable video signal transport solution)

The camera is hanged as high as possible, just above the center of the performing area.

**A strong constraints lies in the minimal height. We cannot play our show with a camera at less than 8 meters.** In contrast, we'll appreciate a higher cam position (above 12 m).

### Projection

You provide the beamer ( > 8000 Lm) with the appropriate lens for the projected image's size.

We display the image at 4:3 ratio, sometimes 16:9 is preferred. Vertical projection is also possible (quite usual in outdoor conditions).

The size of the image should be close to the size of the captured area

- mini : 6x8 m
- ideal : 8x12 m or more

We have a strong preference for retro-projection, if the theater configuration allows it.

If not, we'll beam the image on a neutral gray cyclo (vinyl, PVC...).

If the above solution are not applicable, then we'll beam on an standard white screen (but this is a degraded configuration that we do not wish).

The bottom of the image should touch the floor. This is usually not a problem if the projection is from the back. If it's a frontal projection, then the position of the beamer should be as high as possible to avoid shadow created by the performer. (see schematics)

## 4...Lights

### Equipment

We provide up to 5 black-lights (model Briteq LED UV-GUN 60W). We use only 4 of them mostly. Power consumption is 90W each, they will be powered directly (not via a dimmer).

They are hanged around the camera.

You will provide between 4 and 8 PCs 2KW with shutters (4 PCs are enough mostly). We use them without filters (usual tungsten).

### DMX Control

Our black-lights are equipped with internal dimmers controlled with DMX (3 pins standard).

You will provide all DMX cables and 3-to-5 pins adapters if needed. (3 cables of 3-5 meters + 1 long cable to reach your light-control system).

All PCs will also be controlled by DMX.

We'll need to use your light-control table with :

- 4 channels for the black lights (please notice : 8 channels should be reserved)
- 4 to 8 channels for the PCs.
- 1 channel for the main lights of the theater.

We'll ask the help of a technician to program some simple subs.

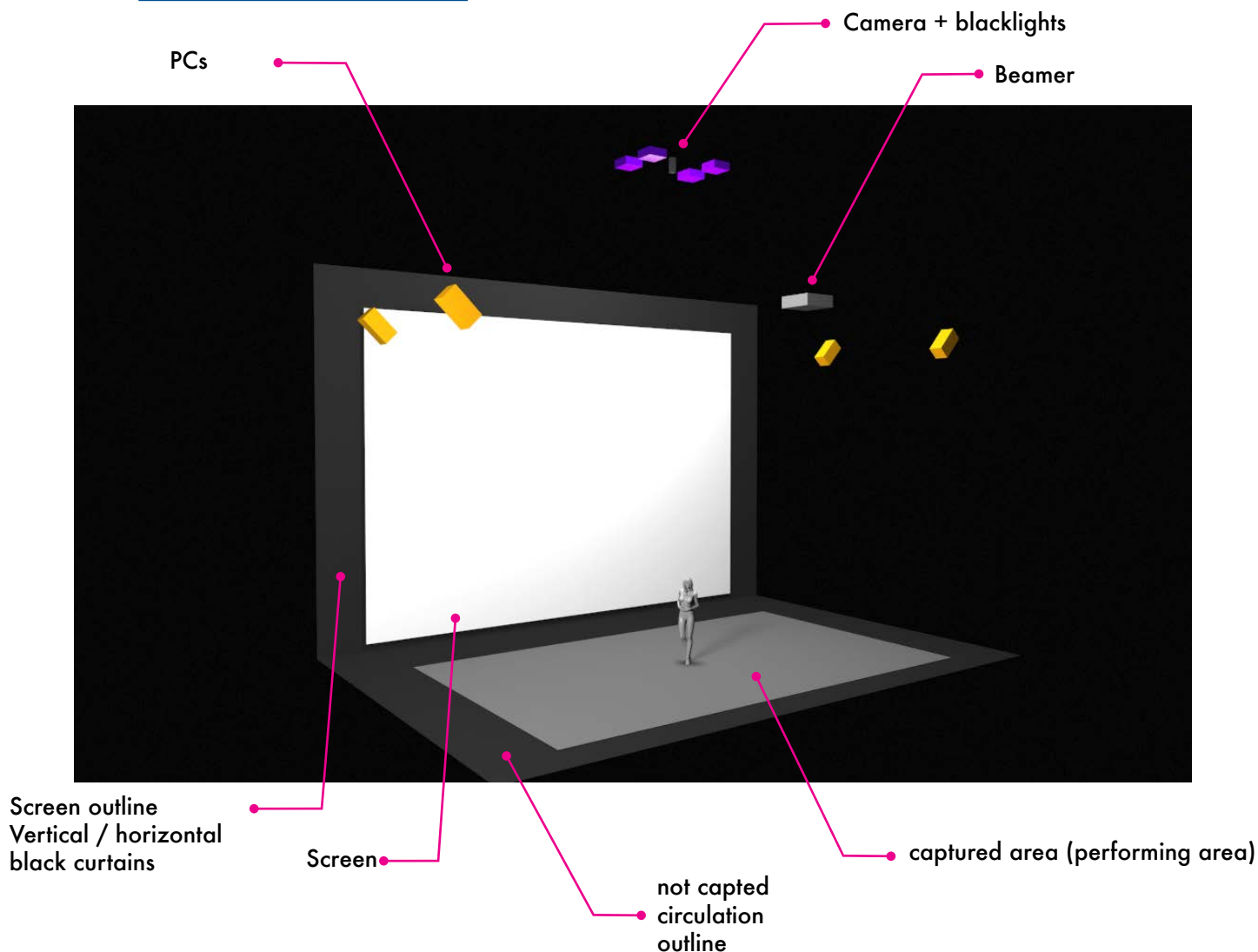
## 5...Sound requirements

Our needs for sound capture and amplification are very common and won't go beyond :

- 1 standard mixer
- 2 DI box + microphones
- Drum microphones set
- Your amplification equipment

Thoses needs may change according to the musicians team which can vary with the context (of course, you'll be informed of this early).

## 6...Scene schematics



## 7...miscellaneous

### Back-stage facilities

Enough for 5 at 6 persons, including fruits, biscuits, water, juices, soda.

The performer needs at least 4 black towels and a access to a shower.

### Food / catering

Provide at least minimum (for 1 show) :

- 1 warm and complete meal per person
- or 17€ per person

If the show is performed several times, please provide :

- 1 cold meal + 1 warm and complet meal per person and per day.
- or 34€ per person and per day.

