

# Human Brush Outdoor

Technical rider & datasheet



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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/151725051> ( This video shows the different contexts in which we did the show (Collegiate Mons, Ancient Theatre of Carthage and Theatre National Festival XS 2015).

The music video is live music used in the Collegiate Church of Mons.

This is another music played by Eric Desjeux that usually accompanies the show.  
or here : - <https://vimeo.com/129778711>

## 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  
Eric Desjeux : electronic music.

## Note

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

## Scenic area

### Stage

Dimensions : Minimum 8 x 12 m and following a ratio of the screen size (horizontal or vertical)  
Height : 60 cm to 1m  
Matter of the floor : Black carpet

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.

## Additional 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.

## 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 12 meters.**

### Projection

You provide the beamer ( between 20 - 40 000 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 : 8x12 m or more

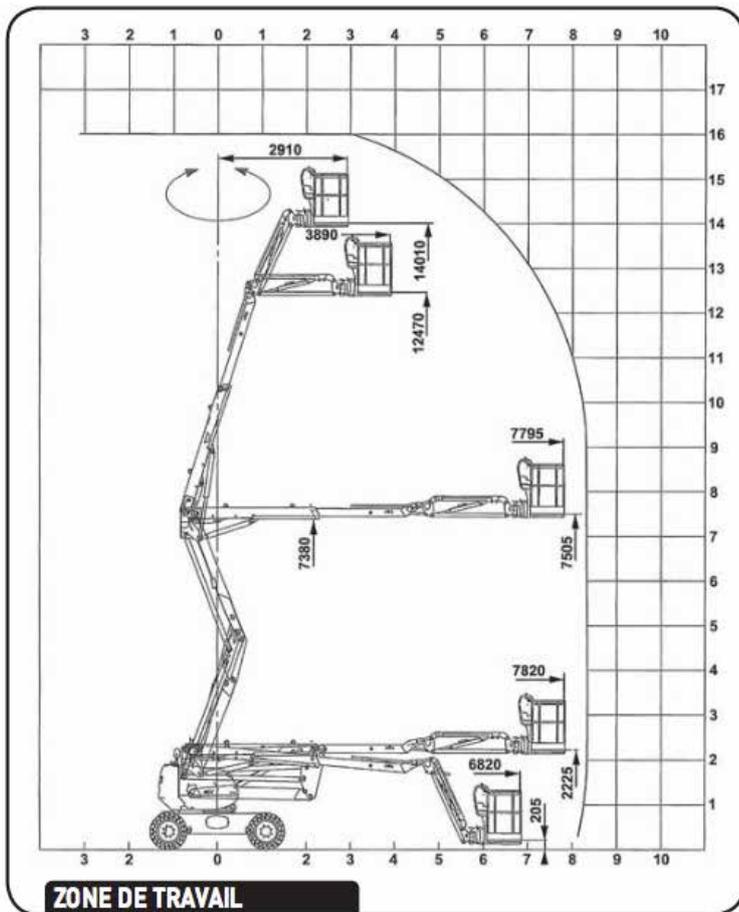
The screen can be a video screen or walls, building front walls, rocks... We are pretty open and interested by different kind of screens you can propose.

**The video light flux must go above (or behind with retro projection) the performer. The video mustn't light the performer on stage.**

# Lights

We provide up to 5 black-light spots LED type UV-GUN 60W Briteq (4 suffice most of the time). These spots individually consume 90 W maximum and will be powered directly (not via dimmers). These UV lamps are fixed around the camera.

The camera the UV lamps are installed on a telescopic type nacelle (cherry picker) **minimum height deported to 12m above the center of the stage.**  
**The nacelle of the cherry picker must go above the video flux.**



## DMX Control

4 UV spots are chained DMX cable (3 cables + 3 to 5 meter cable long enough to reach the control room). These connectors 3 points.

The PC must also be controlled by DMX.

Unless our part, we need a light console able to gather controls lights above + the house lights either:  
4 channels for UV spots (note 8 channels are in fact locked)

4-8 channels for PCs.

1 channel for the room (or another depending on your installation)

After pointing and settings of the video interaction / light, we will require the help of a light technician to set some papers on the console.

## Sound

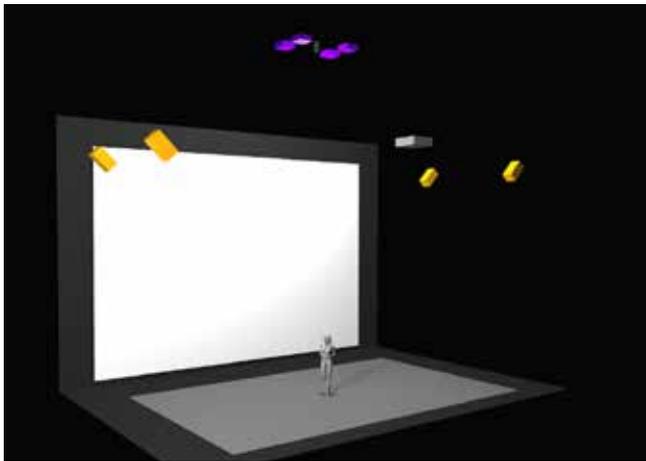
Our needs in terms of sound capture and amplification rarely go beyond:

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Eric Desjeux:

- 1 standard mixer
- 2 DI box
- Your amplification equipment
- 1 table 1mx2m - 1m Height
- 2 XLR
- 1 little table light

## Sketch



## Divers

### Dressing room

Dressing rooms for 5 people

Fruit, biscuits, water, orange juice, soda in the boxes.

The performer needs a dressing room with shower (as it is often painted) and will have 4 black towels (2 houses, 2 on stage).

### Meals

2 complete meals (or a rate of 34€ ) per day and per person.

### Planning

D-1 during the day: Set up + soundcheck

D-1 during the night: Technical rehearsals + Generale (Public lights must be off during the rehearsals and the show)

D Day: Technical checks + show during or after the dusk.

To secure the material, a guard shall be provided between rehearsals and the show.

## Pictures

This pictures have been shot during a HB show on the 19th of March 2016 Place de La Bourse - Brussels (organised by Théâtre National de Bruxelles)

This pictures are indicative. The set up will be adapted to the public area.

