

# FIELDS

## TECHNICAL RIDER

BlindspOt X Merovee

### 1. CONTACTS

#### SOUND ARTIST

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(Merovee / Audio)

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#### VISUAL ARTIST

Antoine VANEL

(BlindspOt / Video)

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#### PRODUCTION

Cyrielle TISSANDIER

(AADN / Production)

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### 2. INFORMATION TO BE PROVIDED

Thank you for sending us as soon as possible:

- Technical plans of the dome, configuration of the dome and the stage
- The technical data sheet, the sound implementation
- A map of the dome

### 3. MATERIAL PROVIDED BY THE TEAM

#### VIDEO :

- Rendering machine (PC)
- Live machine (Mac Book Pro)
- Connectivity and network equipment
- MIDI Controller

#### AUDIO :

- Live machine (Mac Book Pro)
- Connectivity and network equipment
- MIDI Controller

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### 4. EQUIPMENT TO BE PROVIDED

#### VIDEO :

- Acquisition in 2K x 2K @ 60Hz via HDMI
- A practicable that will serve as a control room
- A return screen for the control room (HDMI, full HD minimum or 4K)
- Multi socket 6 slots 220v 16A

#### AUDIO :

- A professional sound system 3-way, type d&b Y series. The sound system will have to be able to produce 105 dbA at the center of the room without distortions.

- In the case of a 360° multichannel / surround broadcast with no elevation - on the periphery, we opt for a mixed HOA / VBAP 2D decoding. Therefore please provide :

A number of even speakers,  $N_{min} = 6$  and  $N_{max} = 32$ , identical type Y10P, with an opening of 110° horizontal, elevation of 3m with lyres for vertical inclination at -20°. The speakers must be arranged on the same horizontal plane parallel to the inclination of the spectators' heads. The speakers should be spread over a regular polygon with the same angle and radius from the center of the room.

Ex:  $N = 8$ , so each speaker will have a spacing of  $(360° / N8 =) 45°$  equidistant from the center of the room.

- In the possibility of a multichannel / surround broadcast with elevation, that is to say with diffusion points located above the regular polygon, thank you to contact us as soon as possible to create an appropriate decoding.

- 4x or more omnidirectional B6 Subwoofers (100Hz / 20Hz) distributed regularly according to the scattering polygon, with the same professional amplification for each speaker - (no Speakers or active Sub) and FOH format multi-channel system in format AES or Analogue.

- A digital audio acquisition interface for the FOH control room, without D / A conversion then A / D between the Merovee computer and the FOH control mixer - to favor a Qu-16 | Allen & Heath or a Dante acquisition card. The acquisition can be done in usb compliant class protocol or ethernet protocol Dante.

- Patch the speakers on the FOH console from 1 to N speakers on the channels going from 1 to N, clockwise. Channel 1 corresponding to the first speaker on the left of the audience orientation axis - see diagram. Provide an additional channel in the patch for Subs or LFE from the Merovee computer and another additional summation of all channels for the sub at the console FOH.

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### 5. DOME LAYOUT

The control room will ideally be placed to the right of the public entrance in the dome, it is preferable during the performance that the public be «oriented» back to the control room.

