

Technical Rider Scriabin Code

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NOTE: Since we are constantly evolving our program these conditions are subject of change. We will provide You our most actual technical rider as soon as changes take place. Please take care to always use only the newest version of this technical rider!

Stage:

7 x 4 meters minimum. Bigger is better. Must be sufficient for 1, better 2 grand pianos, standard drumset, double bass and clarinets. In addition there should be room for a table ca. 0,6 x 1,5 meters for the visual artist. The table could be on the side of the stage.

In case of featured electronics musician we need a second table.

Generally we prefer to play with two grand pianos and then we need appropriate space for that.

Venue must be blackout completely

PA:

In small venues we do not need too much amplification except a spotmike on the piano. We also need one mike for announcements, preferable wireless. Monitoring is welcome.

In case of featured electronics musician we need PA and monitoring for all musicians.

In bigger places a standard PA is necessary: All of the instruments must be picked up and mixed onto PA and monitors for all musicians.

A split of the mics must be sent to the VJ-table for use with the visuals. Please contact Reinhard.

Light:

Light should be as low as possible as to produce no excess light and reflections to interfere with the visuals. We are lucky with some spots from the side which are well focussed and dimmed to need. The stage must be quite dark during the performance but some light must be on the piano keys (clip on spots e.g.).

Screen and beamers:

We work with 3 fullHD-beamers and prefer to project onto the surrounding walls so that the audience is surrounded with visuals. That means the walls have to be of some uniform and light colour. We don't care if the walls are not even. On contrary our visuals will benefit from some structures.

We have our own beamers which will be good for audiences up to 500 and more. We also have means to mount these on standard trusses or lighting boom stands (16mm or 5/8' connection).

We do not necessarily need a white wall but black is a problem. If the walls are dark we need extra powerful beamers we do not own ourselves. So in this case You will have to provide three beamers meeting the following technical data:

FullHD native – no conversion should be involved since this takes time. They must accept directly a HDMI-signal delivered by a standard computer graphics adapter.

Appropriate light power, 6000 ANSI lumen minimum, better more, depending on size and darkness of the walls.

Means to mount these beamers so we can cover the front half of the audience, 180°.

If projecting onto the walls is not a choice we need an appropriate screen. This could be some (cheap) fabric as in use in theaters (shirting...). This screen should cover as much as possible of the front and side walls to get the audience into the visuals. We must talk about that before. We have some screens we can take. But we must see what will do the job best. Talk to Reinhard.