

INTERTIDAL

| 16MM X 2, ~55 MINUTES, 2012

| **TECH SHEET / RIDER 1 of 2**

Intertidal is a two-projector 16mm performance with separate sound. The show uses two **16mm (silent) analytic projectors** (250W lamps), and a digital audio player. These are brought in by the artist.

Two power sources are required that are on separate breakers as surges from one projector can sometimes impact on the second. One of these power sources can also be used for the audio.

Audio is sourced from a digital audio player controlled by the performer using stop/start/advance. A **1/4" stereo separated R/L signal** runs to a **mixer** controlled by the performer, and so **must be located with the projectors**, which then runs out to the house speakers as a **mono** signal.

Set up for projectors and audio is typically on a riser in the middle of the room with a stable standard-height table allowing enough space for two projectors, the mixer and some gear - **minimum 3 x 4 feet, or 1 x 1.3 metres**. There should be ample room behind the table on the riser for the performer to sit or stand. All extension power cords and the audio line must be supplied by the venue and safely installed and taped down. The projector bulbs are compromised in their light output due to internal mirrors and a relatively low wattage, therefore **the room must be as dark as possible**.

Projectors must be positioned as level to the screen centre as possible (horizontal and vertical) to prevent keystoneing of the image. Projectors must also be high enough so that audience members in front do not obstruct the images. An empty middle aisle can be established in front of the projectors to resolve this. If the screening space has a sloped floor, this must be accounted for and the riser/table levelled correctly and securely.

The projectors use **2 inch (50mm) lenses**. Magnification, anamorphics and lightplay occur during the piece, therefore the screen size must allow for these elements. **Double the screen size normally required for a 2 inch lens is required**. Image size is determined by the distance of the projectors from the screen (throw) and will vary from venue to venue. A reasonable screen size would be about 10 feet (3 metres) wide by 9 feet (2.75 metres) high, with a throw of approximately 26 feet (8 metres), bearing in mind that the image will dim significantly as the throw increases. A large cinema screen can be used, but will not be filled entirely. In all cases, some edge allowance should be made.

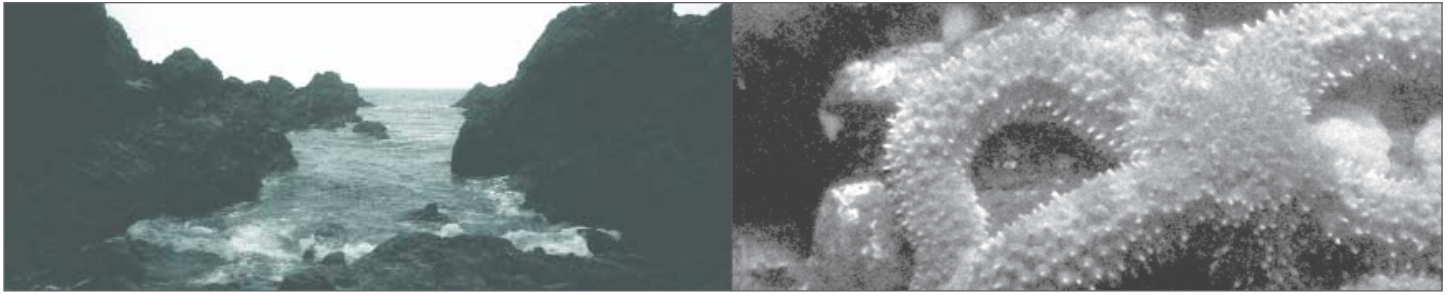
To calculate the throw for a 2 inch (50 mm) lens with a double-wide and tall screen:

>>> 5.20 x (total desired screen width divided by 2)

eg For a screen that is 10 feet wide, a throw of 26 feet is required >> $5.20 \times 10/2 = 26$

For a screen that is 15 feet wide, a throw of 39 feet is required >> $5.20 \times 15/2 = 39$

With all materials ready and on-hand, a two-hour setup/test time should be ample.



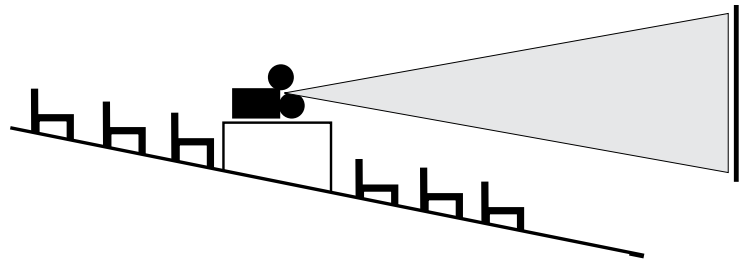
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Artist supplies: projectors, audio device, film materials, take-up reels, lenses, gels, etc.

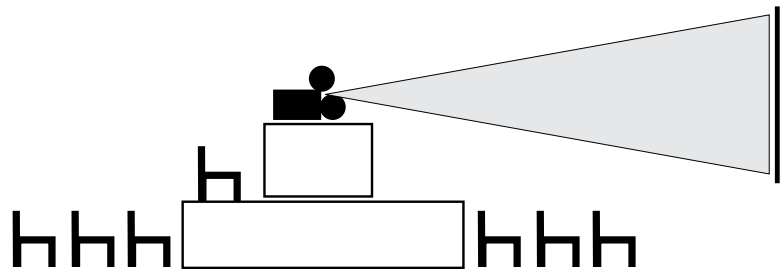
Venue supplies: all audio and power cables, sound system (mixer or simple dj mixer, speakers) appropriate to venue (note: 1/4" split stereo out to mixer on two separate faders, mono signal to speakers), gaffer/duct tape, chair, smooth top table (minimum 3 x 4 feet), riser with space for chair and table, any light-blocking materials required to darken venue, technicians for setup. **If outside of North America, appropriate power transformers are required. Power for each projector is 120V 60Hz 400W.**

Typical configuration:

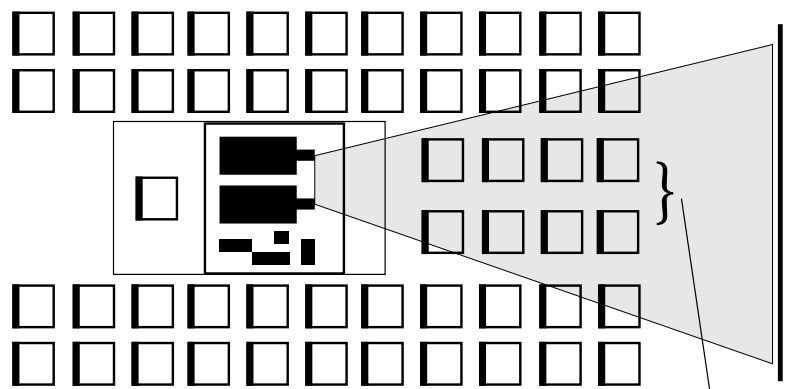
Sloping floor/raked seating



Flat floor seating



Overhead view



these rows here only if they do not interfere with projector beam.