



THEATRE 180 - CinePlay Technical & Venue Details

This information is a brief description of the requirements in both cinemas and town halls. Bump in is approx. 5-6hrs and bump out approx. 2-3hrs depending on access and other requirements specific to the venues (ie if we need to adapt stage height and instal sway poles, or utilise box truss for lighting).

1/ CINEMAS

STAGE:

Our stage is 7.2 m wide by 3m deep and is made from 10 staging panels.

The stage sits front and centre of the cinema screen, either level with or up to 400mm below the bottom of the screen.

The maximum height of the stage is 2000mm (ideally at 950mm). The stage legs are adjustable in 50mm increments and are braced by sway poles if necessary to secure.

The back of the stage will sit 900mm in front of the screen.

From the front of the stage there needs to be, ideally, at least 2m distance from the stage to the front row (this is also dependant on stage height v sightlines and a site visit is often required to determine if any seats needs to be taken off sale).

PROJECTOR:

We will use the cinema's projector. An input on the projector (ideally HDMI) and a left and right input to the side speakers (ideally XLR) are the only requirements.

LIGHTING:

On each side of the stage sit our three lighting stands supporting a total of 2 x LED Profile lights, 1x LED Fresnel and 2x LED Par Cans per side. To allow the correct lighting effects the width of any venue needs to be ideally 13m, or at minimum 10.5m (7.2m for the stage and 1.5m either side for LX stands).

LX stands are positioned to adhere to any regulations regarding emergency egress and access to fire-fighting equipment.

We may use box truss instead of winch-up stands if required.

SOUND:

On each side of the stage sit our two front speakers (QSC 12.2's) on stands for the cast radio mics. We will run a CAT6 line with converted to connect into the cinema's surround sound system, using only the side and rear surround speakers.

SIGNAL CONTROL:

The technical aspects of the production (images, sound, and lighting) are all operated from one Apple Mac running QLab Software.

Projection cable feed is run via HDMI – Cat 6 – HDMI.

Both sides of lighting are controlled via WIFI DMX.

Audio Cable runs to the cinema's side speakers/rears and our two front speakers at side of stage are fed via XLR- Cat 6 – XLR.

Once a position for the 'production booth' is confirmed in the auditorium a rough distance to projector booth and cinema screen will decide the required length of Cat 6 cables.

4 Power points around the cinema screen will be ideal to power the lights and the speakers.

We supply all our cabling which is kept up to date with Tag and Testing requirements.

AUDITORIUM:

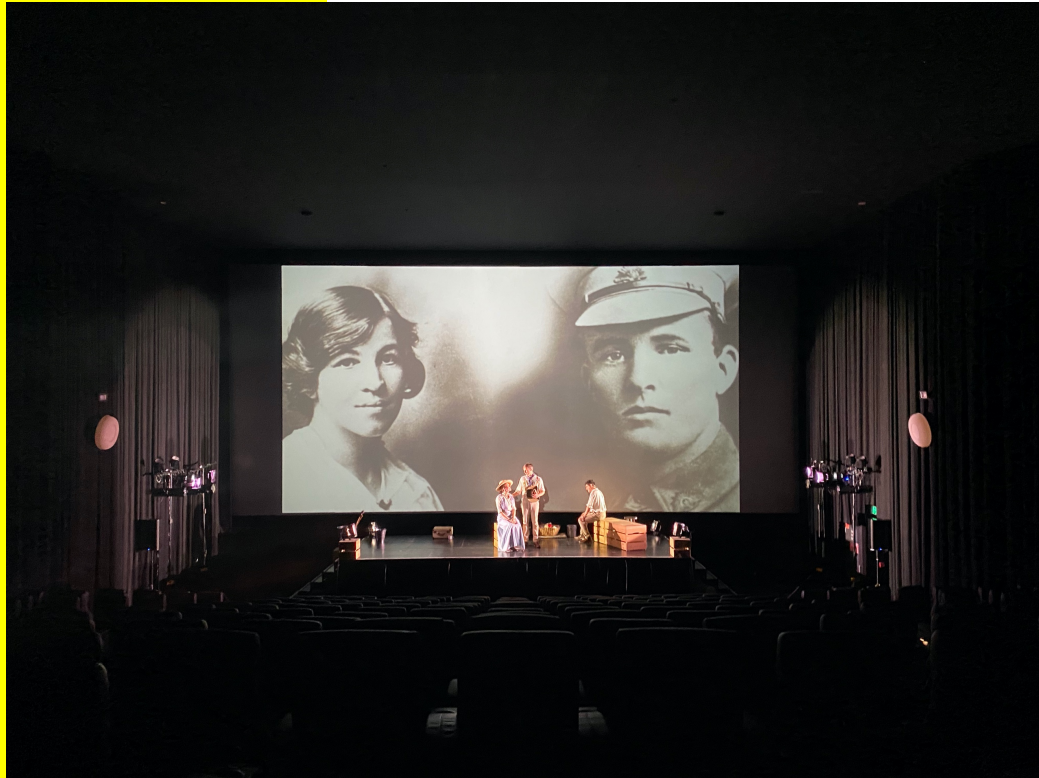
A space to fit the touring 'production booth' (approximately 2m wide by 1.5m depth) would be required, with a close power supply.

We will set up a trestle table in an out of the way area to sell books and greet patrons as they enter.

DRESSING ROOM:

We require a lockable room to use as a change area for the 3 cast members with access to water for on stage water bottles.

CINEMA SET UP PHOTOS





2/ TOWN HALLS and THEATRES

STAGE:

Our stage is 7.2 m wide by 3m deep and is made from 10 staging panels.

The stage will need to sit between 500mm and 3m in front of or, depending on its height and requirements for side-lighting, flat on top of the town hall's stage, in front of and centred to our touring fast fold screen.

From the front of the stage there needs to be, ideally, at least 2m distance from the stage to the front row (this is also dependant on stage height and sightlines).

SCREEN:

When using our fast fold screen (7.25m wide x 4.26m high), a minimum venue height of 5.5m is required.

PROJECTOR:

We tour with our own projector (for rear projection), requiring 3m between projector and screen.

LIGHTING:

On each side of the stage sit our two lighting stands supporting a total of 2 x LED Profile lights, 1x LED Fresnel and 2x LED Par Cans per side. To allow the correct lighting effects the width of any venue needs to be ideally 13m, or at minimum 10.5m (7.2m for the stage and 1.5m either side for LX stands).

LX stands are positioned to adhere to any regulations regarding emergency egress and access to fire-fighting equipment. We don't require use of the venue's existing stage lights but will utilise house lights if available.

SOUND:

On each side of the stage sit our two front speakers (QSC 12.2's) on stands for the cast radio mics. At the rear of the auditorium will sit our two EV powered 15" sub and rear QSC 12.2 speakers on stands.

SIGNAL CONTROL:

The technical aspects of the production (Images, sound, and lighting) are all operated from one Apple Mac running QLab Software.

Projection cable feed is run via HDMI – Cat 6 – HDMI.

Both sides of lighting are controlled via WIFI DMX.

Audio Cable runs to our speakers are fed via XLR- Cat 6 – XLR.

We will require access to at least 4 Power points around the stage area and rear of auditorium.

DRESSING ROOM:

We require a separate clean room to use as a change area for the 3 cast members with access to water to fill on stage water bottles.

TOWN HALL SET UP PHOTOS





ARTHUR HAYNES AND THE SMOKING GUN

Run Time: 100min

Interval: No

Touring party: 7

Theatre Format: End on, stage in front of a cinema screen

Bump in: 5-6hrs

Bump out: 2-3hrs

First possible performance after bump in: Evening (depending on bump in) or following day matinee

Maximum performances per week: 5

Minimum break between shows: 5hrs

Example production schedule:

Day 1

1 - 5pm arrival and bump in

7pm Acting workshop

Day 2

11 – 1pm Continue bump in as required

2-3pm Behind the Scenes workshop

4.30pm Crew Call

6.30 - 8.15pm performance

8.15 – 8.45pm Q&A

9-11pm bump out

Lighting requirements: Self-sufficient, house lights required if possible

Audio requirements: Self-sufficient, will patch into venue sound (subs and side fill) if practical

Minimum stage width: 11m

Minimum stage depth: 7m

Minimum height clearance: 5.5m

Minimum wing space: n/a

Bump in crew: Duty Tech only, unless others available to assist

Performance crew: Duty Tech only, unless others required to operate house lights

Bump out crew: Duty Tech only, unless others available to assist

Dressing room requirements: Tables with 3 chairs, access to water and toilets

Freight/transport information: 3 tonne truck with rear tail lift, most equipment on wheels or dollies

Prop list: Self-contained

CONTACT:

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