

# TECHNICAL RIDER / EVE 3.0 / COMPAGNIE VOIX

## **Crew & Staffing**

1. Margherita Bergamo Meneghini \_ director and performer  
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2. Daniel Gonzalez-Franco \_ VR interaction concept  
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3. John Desnoyers-Stewart \_ VR development  
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## **Timing**

- 5 hours to set up.
- 1 hour to break down.

## **Rooms**

- Rehearsal room \_ if possible during half a day before starting the set up.
- Dressing room \_ single room for three people, with shower if possible.

## **Staging**

- Staging space that can accommodate the performance and the public observer without dangerous elements such as columns, steps or soil malformations.
- Dimension of the performative space 10 x 10 meters or more.

## **Lighting**

- No direct sunlight (outdoor space feasible only in shade or at night)
- Avoid materials that completely absorb or diffuse light. For example, completely black felt curtains or white tent walls. Lighting will need to be balanced between VR tracking and projection needs. The Oculus Quests require a reasonable level of ambient light and sufficient fixed details surrounding them for tracking. However, the projections work best with as little light as possible.

## **Sound**

- Professional Sound System, Dolby surround.
- Audio Mixer.
- Audio extension cables.
- Subwoofers if possible.
- Built-in speakers on Oculus Quest will be used as well as stereo speakers. The speakers play the soundtrack for both VR users and any audience while the Quests provide sound effects and voiceovers unique to each individual experience.

## **Video**

Ideally 2 video projectors, and two surfaces to project.

Projection size: Ideally 1920x1080 pixels

Laptop/desktop computer to be located next to the Video and audio Mixing console.

The computer should have a high performance graphic card with a displayport or a mini displayport.

1-3 projectors can be provided depending on facilities for mounting but venue-provided equipment is preferred if possible.

## **Headsets**

12 Oculus Quest 2 headsets.

Some headsets can be provided if necessary but headsets provided by venue are preferred.

6 headsets in use at a time, the other 6 are on standby charging for when the battery runs out or in case of a technical issue.

Outlets will be required for charging.

## **PC**

1 PC with Nvidia GTX 1070 or better graphics card to run the projection.

Internet connection required.

Can be provided.

## **Local WiFi connectivity**

A WiFi-router based LAN is used to allow the headsets to synchronize. A wired internet connection will be required for the router to ensure reliable functioning of the Oculus Quests.

## **General Staging Set-Up**

12 chairs on the performative space.

2 tables for the technical set up.

Power sockets for 1 computer and 6 VR helmets.

Minimum conditions for set up the VR tracking :

architectural features of the venue, not uniform (all white or all black), but with some contrasting textures.

## **Staff**

1 sound & light technician during set-up.