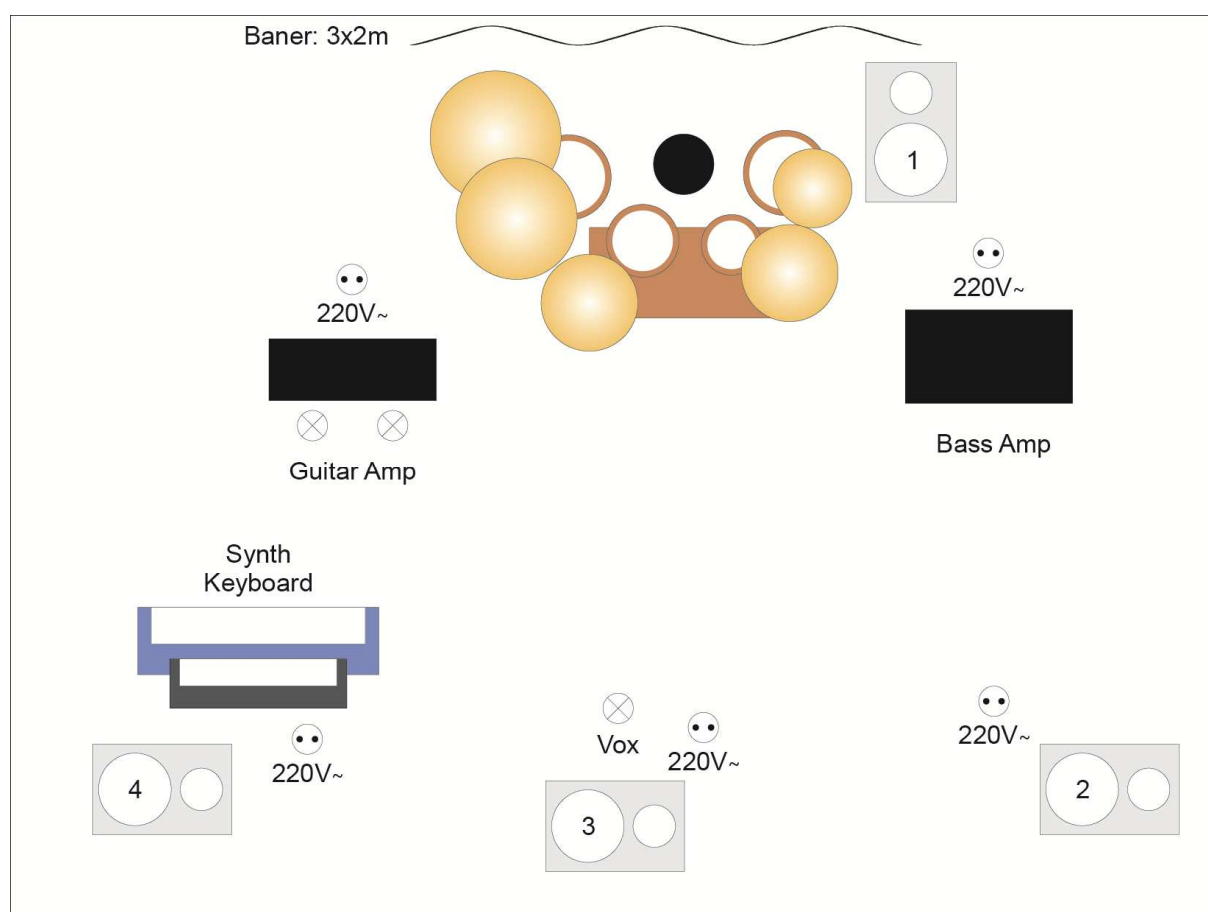


HOLOGRAPHIC HUMAN ELEMENT

[Stage plan]



www.hhe.ba

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HOLOGRAPHIC HUMAN ELEMENT

[Tech Rider]

channel	instrument	microphone*	insert*	stand*
1	Kick	Shure Beta 52	gate, compressor	small w/ boom, tripod
2	Snare top	SM57	compressor	small w/ boom, round base
3	Snare bottom	SM57	compressor	small w/ boom, round base
4	Hi Hat	C451		tall, no boom, round base
5	Tom 1	Shure Beta 56	gate, compressor	-
6	Tom 2	Shure Beta 56	gate, compressor	-
7	Tom 3	Shure Beta 56	gate, compressor	-
8	O/H ride	Shure KSM109		tall w/ boom, tripod
9	O/H crash	Shure KSM109		tall w/ boom, tripod
10	Bass guitar	XLR	compressor	-
11	Guitar 1 L	SM57		small, no boom, tripod
12	Guitar 1 R	SM57		
13	Synth L	XLR		
14	Synth R	XLR		
15	Vocal stage L	SM58	compressor	tall w/ boom, tripod
* we bring with us (for the festivals – upon agreement)				

PA: It has to be loud and clear (no noise, hiss, hum or clicks), of equal L and R channels, up to 110dB (20-20000 Hz) at FoH position, 3 or 4-way system, **NO LIMITERS and/or ENHANCERS** (except if they are part of the active crossover)!

FoH: 24 fully operational channel mixing desk (for the clubs we bring our own), 2 Aux outputs (6 if the monitor lines are to be send from this desk), TRS insert points on all channels. We do prefer Allen&Heath. The desk has to be positioned at the 2/3 of the hall (or the audience area).

Monitors: 3x Floor Wedge, 1x Drum Fill.

Mains supply: 5x 220V~ 50Hz (please see the stage plan above), 1x 220V~ 50Hz next to the mixing desk for our 20-unit processor rack.

Stage: 9x6 m with drum riser 2,4 x 2,4 x 0,4 m (ideally). Please keep the stage organized and cable-free.

Backline: We bring our own backline (for the festival – upon agreement). The guitar amp **MUST be turned** on at least half an hour before our appearance on the stage, but other bands **CAN NOT use it**. Other bands **CAN use** our bass amp and drumkit (except the bass pedal, hi-hat stand, cymbals and snare).

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[Rider, cont'd]

Soundcheck and show: If the stage is clean, PA system ready and your system engineer in a good spirit ☺, our soundcheck is 45 minutes long. **The show lasts for 70 minutes** without any breaks (for the festivals upon the agreement). Our sound technician **has to have the access** to the PA system and mixing desk all the time during the soundcheck and the show. We bring our own 20-unit flight case with processors and there **must be the possibility** to put it no more than 1 meter from the mixing desk. For the festivals: if the **digital mixing desk** is to be used, **the soundcheck is a MUST**.

Lights: Any decent lights are OK. The less moving lights, the better, but **please NO dark stage**. The Stobo or flashing lights **CAN NOT be used** during the show as one of our members suffer from photosensitive epilepsy.

Banner: We have a 3x2m banner that can be hung by rope or taped to the wall behind the drummer.

PLEASE NOTE THAT THESE ARE IDEAL CONDITIONS, EXCEPT BOLDED ITEMS THAT ARE OBLIGATORY. FOR ANY FURTHER QUESTIONS, PLEASE CONTACT:

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