

HOTEL AMBIENTE

1 0 4 3 7 Berlin [D]

www.hotelambiente.org

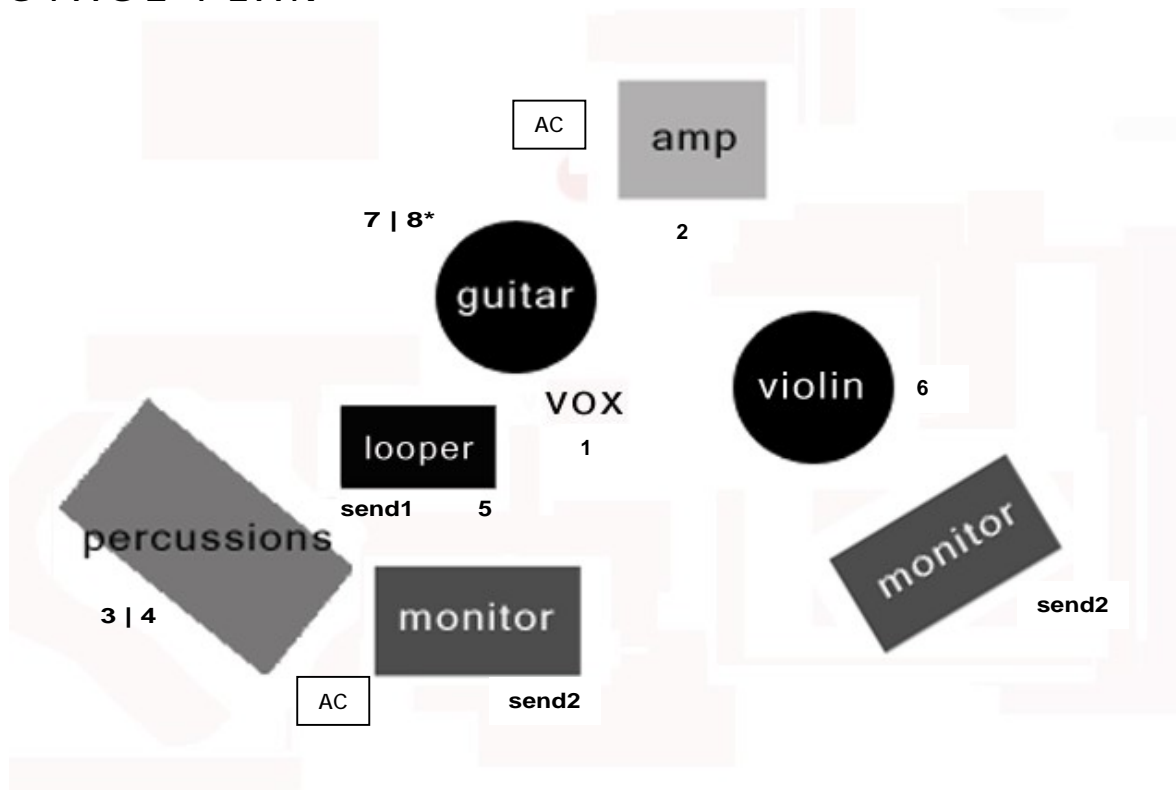
booking@hotelambiente.org

0049.(0)176.29310332
skype name: hotel.ambiente
myspace.com/etneibmaletoh

THE SOMNAMBULIST

[duet]

STAGE PLAN



(numbers are referring to channel list)

INPUT/SEND LIST

CH	INSTRUMENT		SEND 1	SEND 2/3
1	VOX	DYNAMIC [Shure SM58-58BETA]		MONITORS
2	GUITAR AMP	DYNAMIC [Shure SM57]	LOOPER INPUT	MONITORS
3	PERCUSSIONS L	DYNAMIC [Shure SM57]	LOOPER INPUT	
4	PERCUSSIONS R	DYNAMIC [Shure SM57]	LOOPER INPUT	
5	LOOPER OUTPUT	DI BOX		MONITORS
6	VIOLIN	DI BOX		MONITORS
7	MP3 PLAYER L*	DI BOX		MONITORS
8	MP3 PLAYER R*	DI BOX		MONITORS

* optional

LOOPING SYSTEM CONNECTIONS AND MIXING

Electric guitar and percussions (channels 2, 3 and 4) are both redirected from the aux-send to the input of loop-recorder; they must be mixed in it with their aux-send levels to get the right balance of volume between them. Then the signal, from the loop-recorder's output, comes back through a DI Box into the mixer (channel 5). Both input and output of the loop-recorder are unbalanced ("jack" cables). Real-time sounds and their looping must be mixed at the same volume level from the PA system. It's really important, especially for the guitar/percussions player, that the looper's output is well present into the stage monitors.

TECHNICAL REQUIREMENTS

- Basic P.A.
- Mixer with 6 or 8 channels and 3 postfader AUX sends.
- DI boxes, microphones, stands and cables(see input/send list).
- 2 stage monitors.
- 230v/50Hz earthed AC outlets (see stage plan).

Please confirm the availability to provide also:

- 1 guitar valve-amplifier.
- 1 small and low table for percussions.
- 1 drummer seat.
- 1 floor-tom.
- 1 snare drum.
- any kind of sounding garbage: metal plates, wood and iron pieces etc.
- board and lodging for 2 people.

H O T E L A M B I E N T E

1 0 4 3 7 B e r l i n [D]

w w w . h o t e l a m b i e n t e . o r g

booking@hotelambiente.org

0 0 4 9 . (0) 1 7 6 . 2 9 3 1 0 3 3 2
skype name: hotel.ambiente
myspace.com/etneibmaletoh