Technical rider

Project: De glace et d'eau
Format: immersive multi-user binaural sound installation
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Artists: Jean-Emmanuel Rosnet (FR) & Robin Koek (NL)

Introduction:

This rider defines the technical essentials between the commissioned artists and the hosting organisation to provide an optimal experience and surrounding conditions of working, since this project is in an early development phase please consider this rider as pre-liminary with updates over the course of next months.

Installation version

The project is realized by means of a 3D tracking system which enables high quality, low latency individual binaural sound streams calculated from a central sound server. The tracking system is based on sensors which will be installed in the space. These sensors need to be situated at a height of 2 or more metres. If a grid is available or mounting points, the sensor network can be installed using existing fixture for a seamless integration. If a mounting structure is not present stands will be provided by the artists. The sensors are positioned on the boundaries (typically walls) of the interaction space. The data from these sensors is then connected via network cables to a central server which calculates individual positions of visitors and bodily orientation. This server then renders the audio based on the tracking and streams to a custom headphone which is outfitted with a wireless orientation sensor. The result is that the visitors will only carry these headphones and have very little experience of a technical layer, enhancing immersion. Depending on the size of the room the amount of sensors will be decided. It is preferred to have a separate server space next to the installation space, which can be connected by wiring.

Artist provide:

- Tracking network consisting of audio server, gateway, cabling
- Sensor stands
- Customised headphones with orientation sensor
- Custom furniture for charging and hand-out of headphones
- Multi-channel audio streaming hardware

Host provides:

- Server room which can be locked if possible, alternatively we discuss a solution to install all technology in the exhibition in a contained rack
- dmx lighting *
- 1 local host during exhibition opening times, these hosts can be alternating and working in shifts during the day **
- 220v mains
- In case of installing the depth camera on grid/mounting points local technical support is required. This does not apply to the stand-based solution.

* = the type of dmx and amount of light source is site-specific and to be agreed upon between the artist and host
** = the local hosts ensure safe hand-out and return of equipment, also since the experience will be in low-light environment they can inform the audiences and monitor safety of visitors

General specifications (for both version's)

Audience capacity (simultaneous visitor experience):

- 2024 implementation: max 6
- spring 2025: 10 pax
- mid-2025: scalable on demand

Spatial requirements:

- rang of 80 ㎡ (min) to 150 ㎡ (max), if possible with free lines of sight for the sensors
- Preference is a space which can be darkened
- Light controllable by artist through custom dmx

Minimal calibration time on-site: 3 days

An insurance agreement has to be created with the local hosting organisation covering the installation and pre-production period.