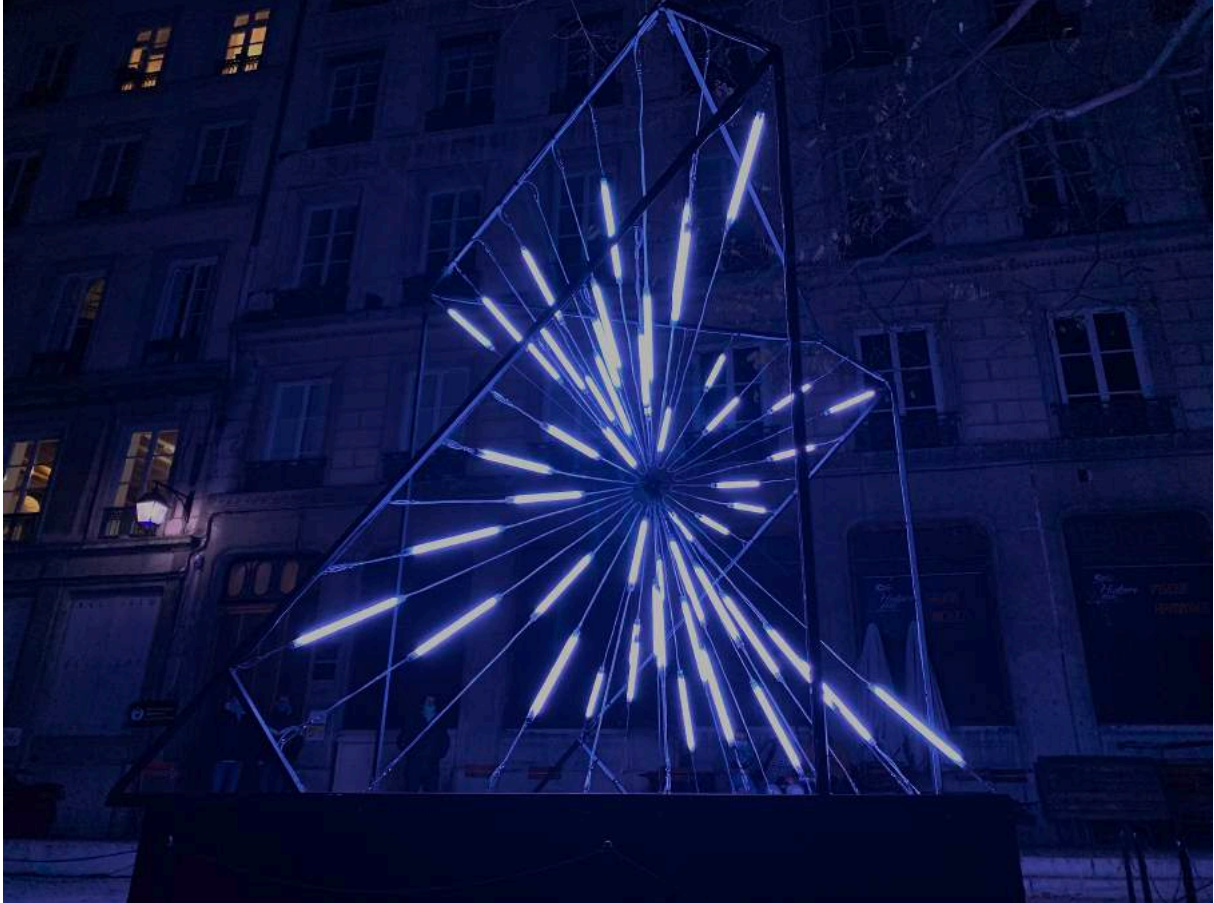


# POINT ZÉRO

LIGHT INSTALLATION // JOHAN CORRÈZE



## TECHNICAL RIDER

**THIS TECHNICAL RIDER IS AN INTEGRAL PART OF THE  
CONTRACT**

Compliance with all the clauses is important for the smooth running  
of the show

**IF YOU HAVE ANY QUESTION REGARDING THIS RIDER,  
PLEASE DO NOT HESITATE TO CONTACT US**

Update : December 2021

**Point Zéro** is a light installation made up of 54 tubes fitted with RGB LED strips (25 pixels/tubes).

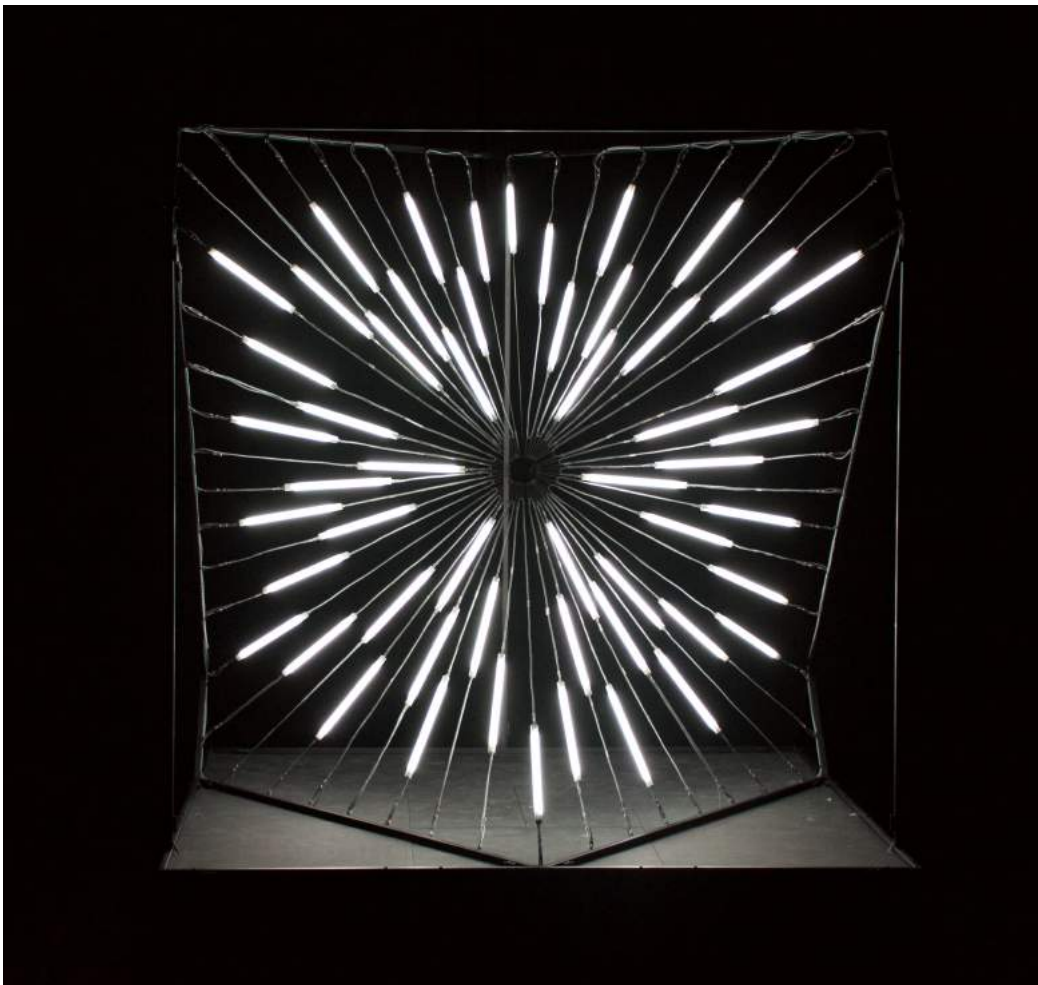
They are distributed in space on 3 dimensional planes (x, y, z).

Each LED tube is 50 cm long and 2.6 cm in diameter and diffuses light at 360 °.

They are attached using wire ropes which are themselves stretched over a steel structure.

The installation is displayed on a square base of 320 cm per side and 50 cm high to improve its visibility and enhance it. This base also allows you to hide the transformers, the DMX controller and the sound **system**. **That way**, only one cable is necessary for its power supply. This facilitates and secures the movement around the installation.

A 5-minute show on a soundtrack brings the installation to life, followed by a 1-minute break.



# TECHNICAL CHARACTERISTICS

## DIMENSIONS

Ground : 320 x 320 cm

Height : 370 cm

## WEIGHT

Base and steel structure: 300 kg

LEDS, wires and control equipment: 100 kg

TOTAL : 400 Kg

## LED STRIP

Length : 45m

60 LEDs/m RGB

Power : 9W/m

Voltage : Dc 12V

## ELECTRICAL POWER

LED : 405W

Sound : 2000W max

TOTAL : less than 3000W

**Space required** : 15 x 15 m. The audience must be able to move around the installation (320 x 320 cm on the ground) and take a step back. The ground must be flat and stable.

In order to ensure an optimal experience for the audience, we ask for the extinction of the public lightning and all other lights (stores, etc) surrounding the performance space.

If « Point Zéro » is shown in a public park or garden, the grass will have to be mowed and the automatic watering will have to be turned off for the whole duration of our stay.

**Electrical Power needed: 3000W (220V)**

Please allow the length of cable necessary to reach the installation.

**Transport**

For the artwork's transport, please provide a container / truck with a minimum length of 3,5 meters.

Total Weight : 500 kg.

**Set-up time : 1 day (8 hours)**

**Break-down time : 5 hours**

# MATERIAL REQUIREMENTS

## PROVIDED BY THE ARTIST/THE PRODUCER :

- Metal structure
- Led tubes
- DMX controller
- Laptop
- Electrical cabinet

## PROVIDED BY THE ORGANIZER :

- Electrical power 220V.
- Cablecrossovers.
- Sound System composed of 4 passives wedges (**MARTIN AUDIO LE100**) with adapted external amplification.
- 4 speakon cables (5 meters each) from amplifier to wedges.
- 1 active USB DI+ 3 meters cable USB (from laptop to DI)
- 2 XLR cables (3 meters) from DI to amplifier.  
**ATTENTION : The sound system is in the base of the installation. The maximum height of the wedges must be 45 cm (cf PLANS).**
- 2 stepladders (8 steps).
- 4 Heras temporary fencing hire + 4 heras fencing feet + 4 assembly collars to secure the installation over operating times.
- A secure and heated room near the installation must be made available to our team to rest and store equipment.
- 1 CO2 fire extinguisher

**Please send us your sound equipment references beforehand.**

# HUMAN NEEDS

- One security agent over operating times
- One stage manager during set-up and break-down of the installation

# STAFF ON THE ROAD

1 artist (+ 1 touring manager to be confirmed)

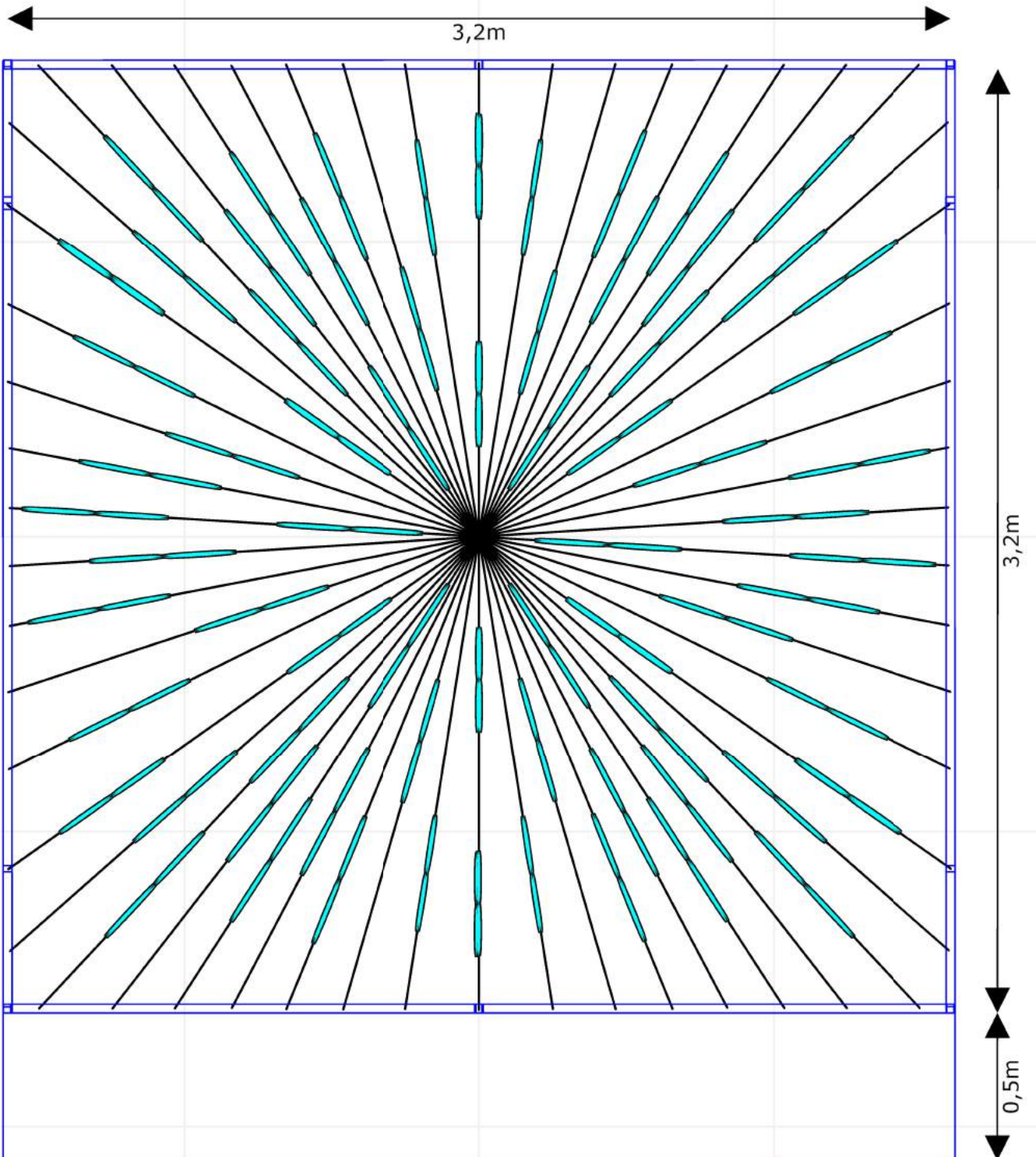
# CONTACT

**Technic / Artistic:** Johan Corrèze // +33 (0)6 61 25 26 54 // [jcorreze@gmail.com](mailto:jcorreze@gmail.com)

**Administration :** Amélie Fesquet-Saniel // +33 (0) 9 50 21 85 21 // [administration@aadn.org](mailto:administration@aadn.org)

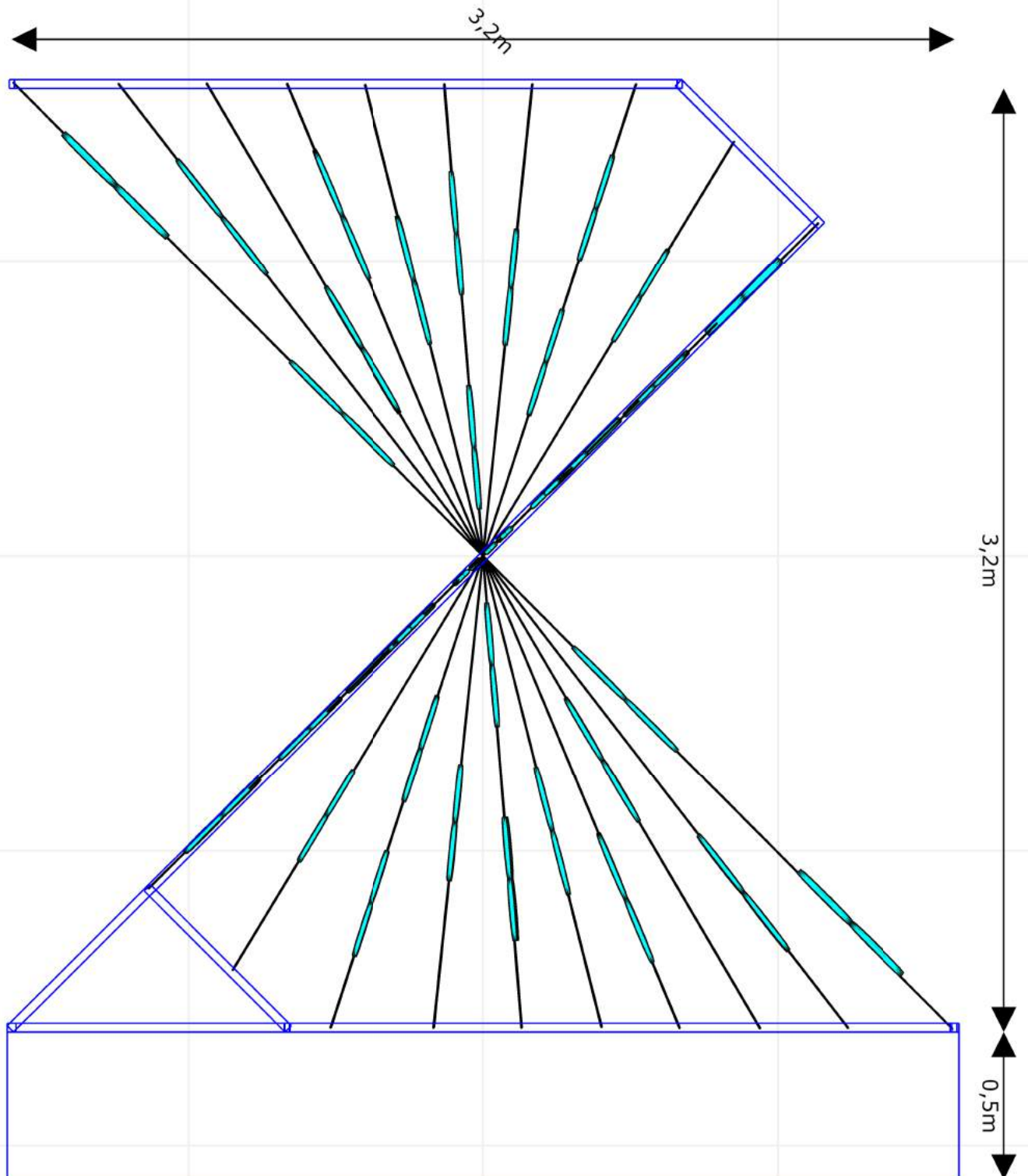
**Production / Touring :** Louise Sebes // +33 (0) 9 50 21 85 21 // [diffusion@aadn.org](mailto:diffusion@aadn.org)

VUE DE FACE



Echelle: 1:20

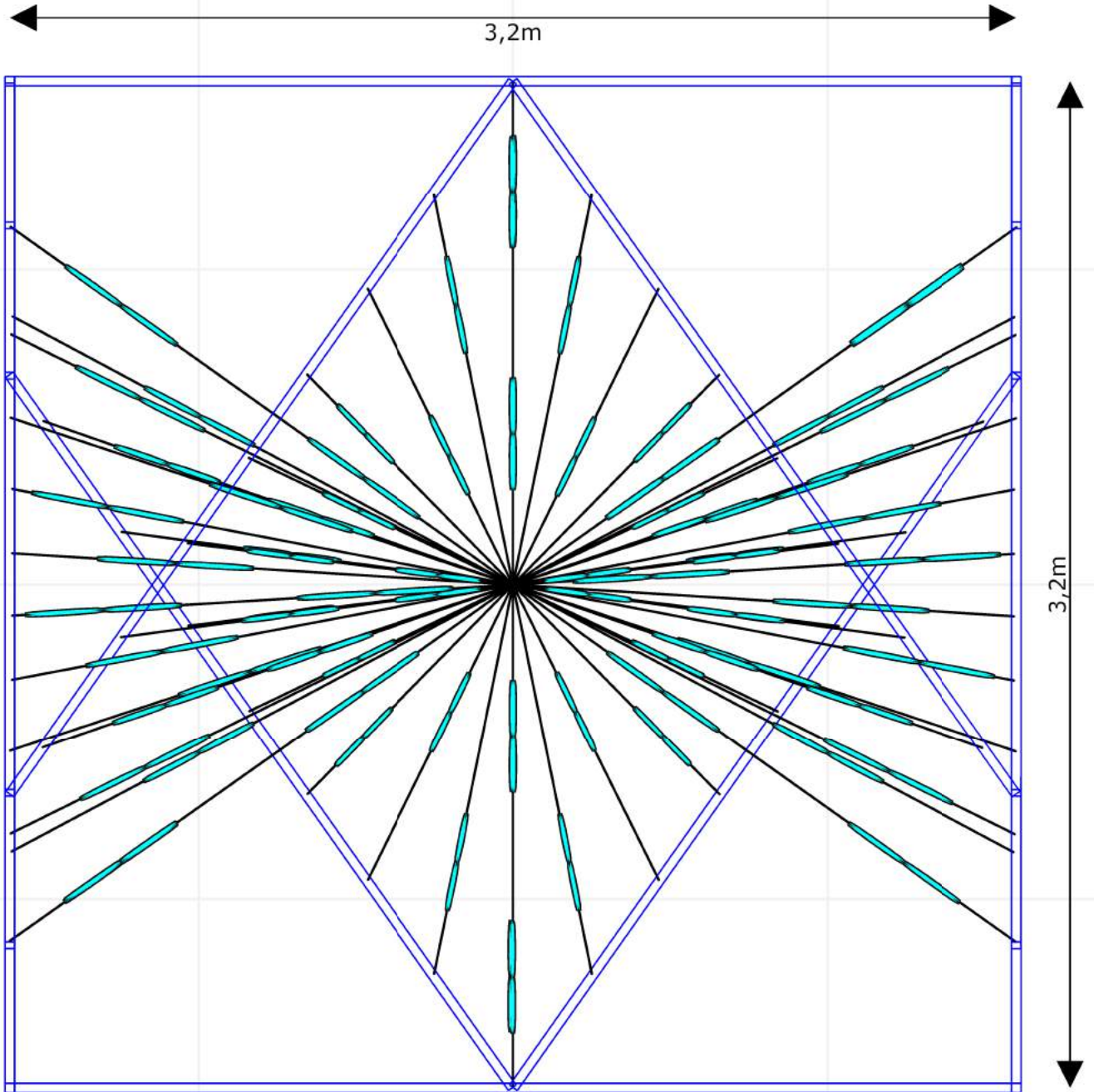
VUE DE COUPE



Echelle: 1:20

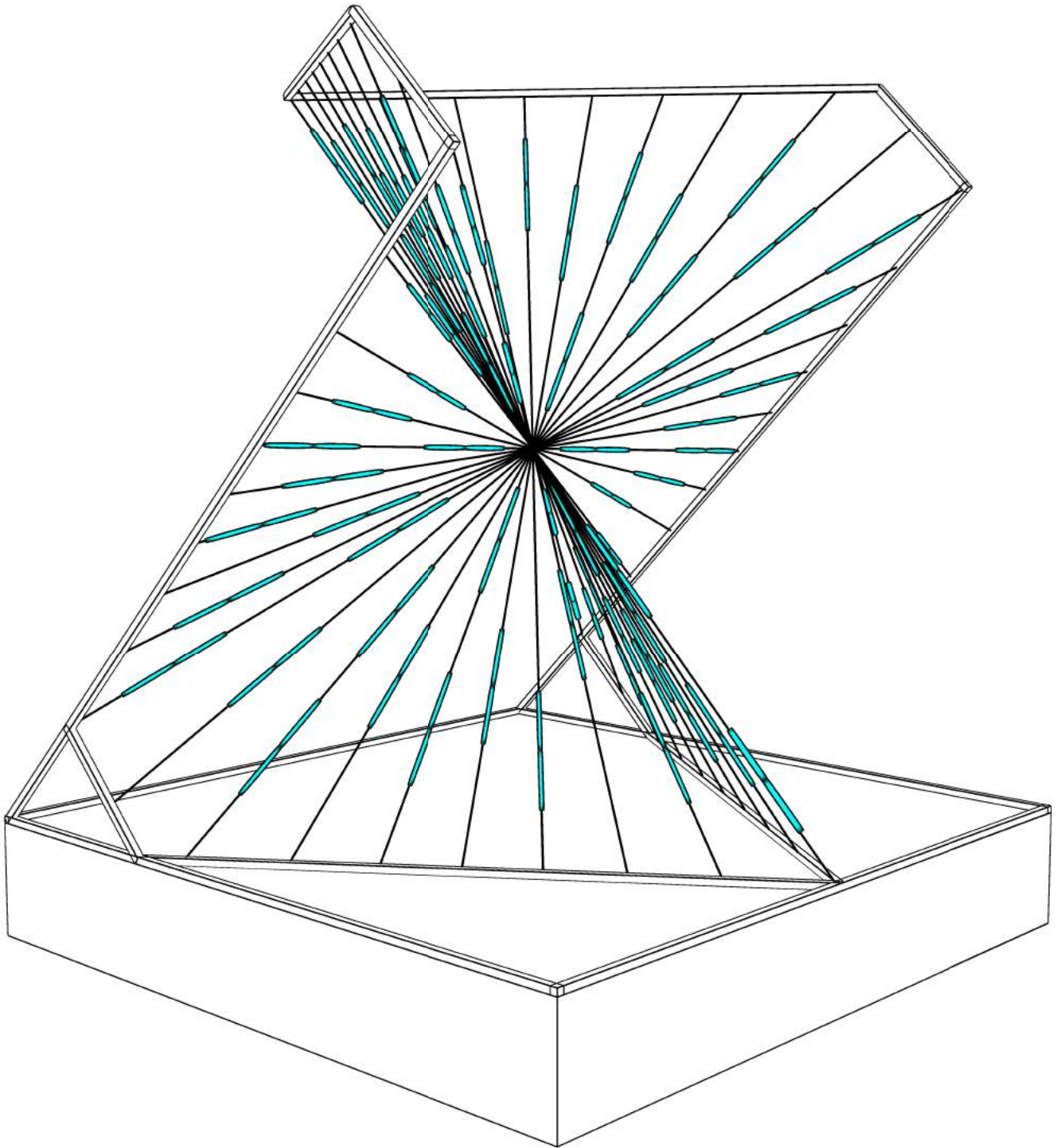


VUE DE DESSUS

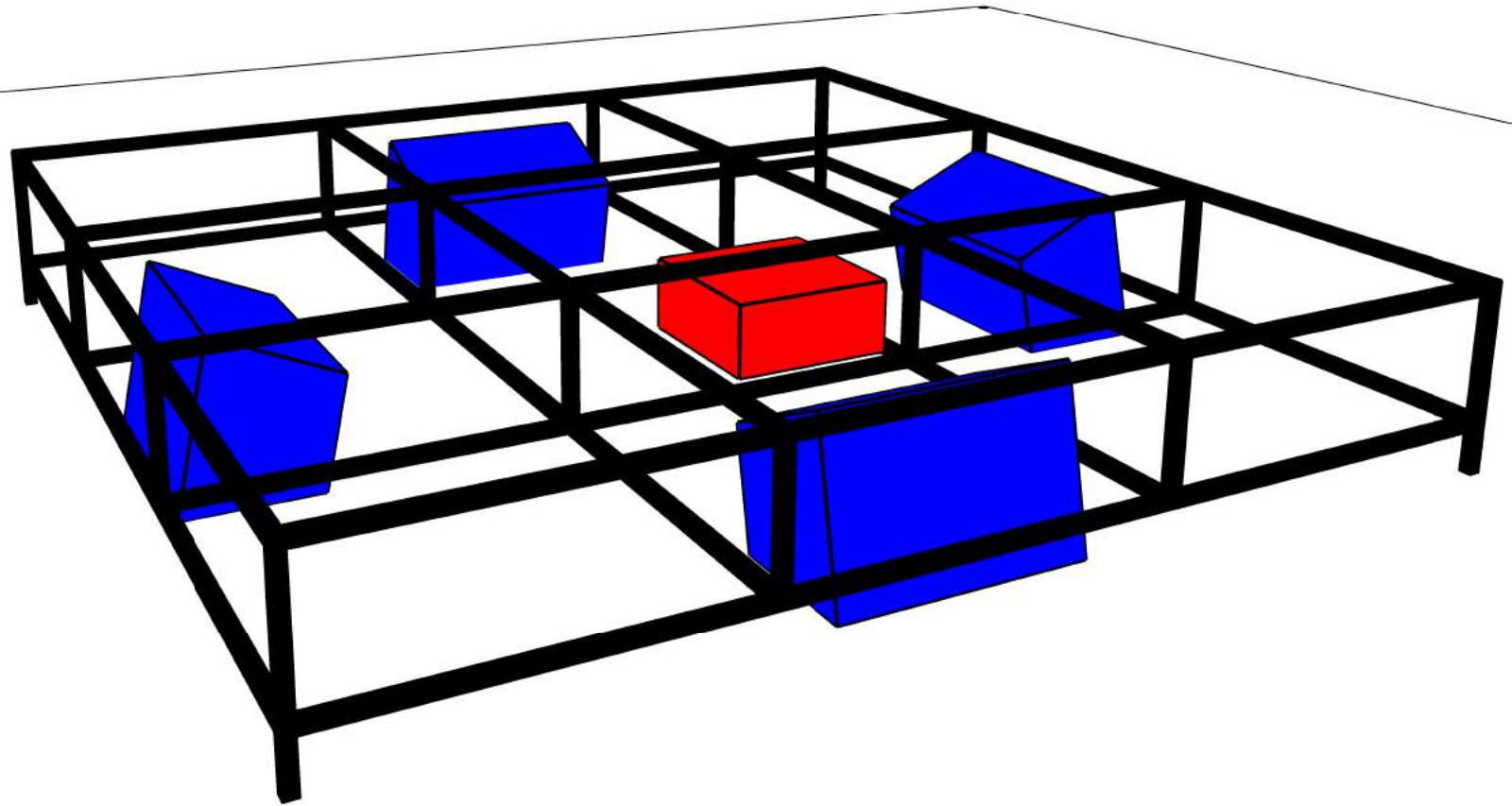


Echelle: 1:20

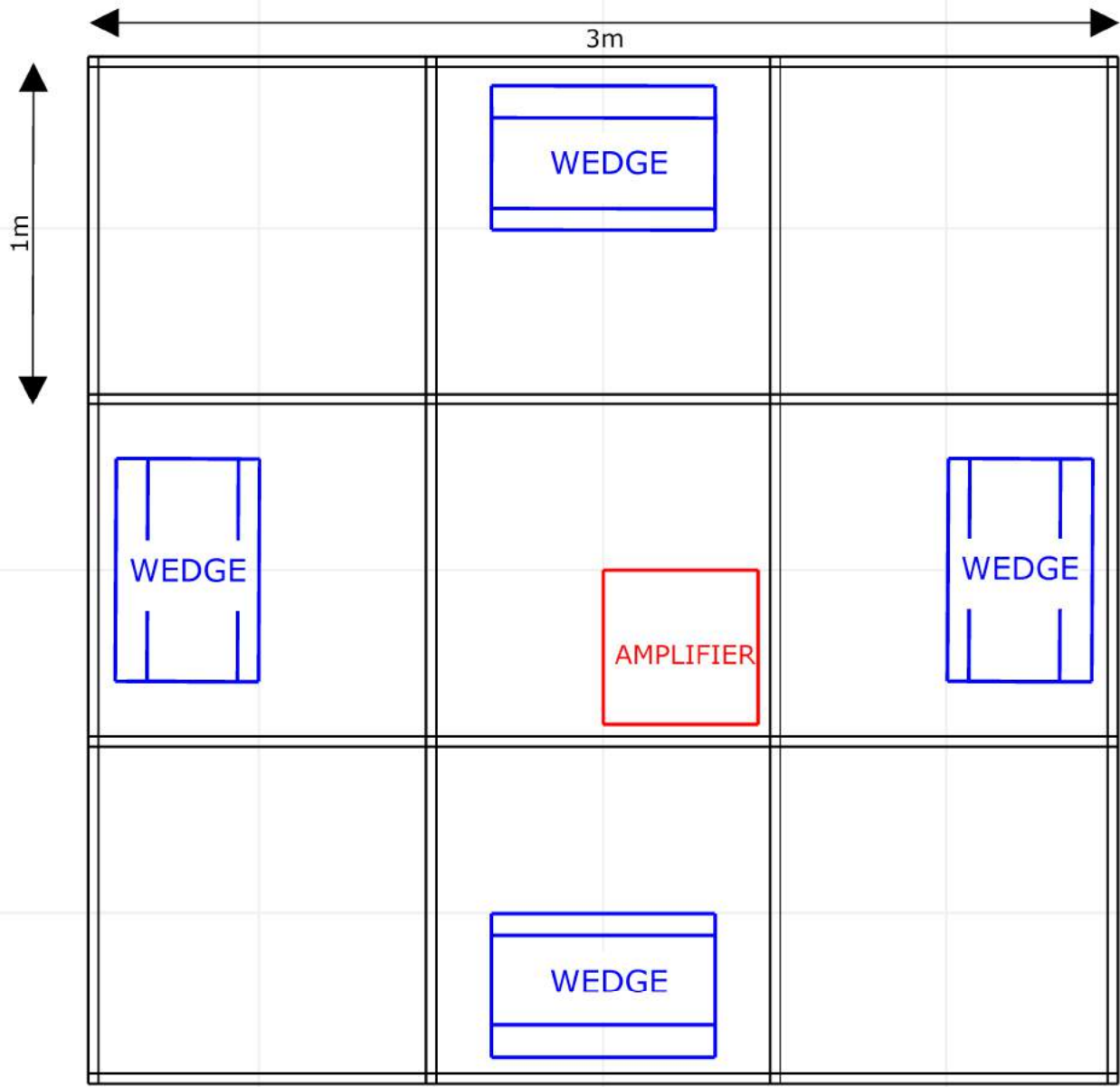
VUE 3D



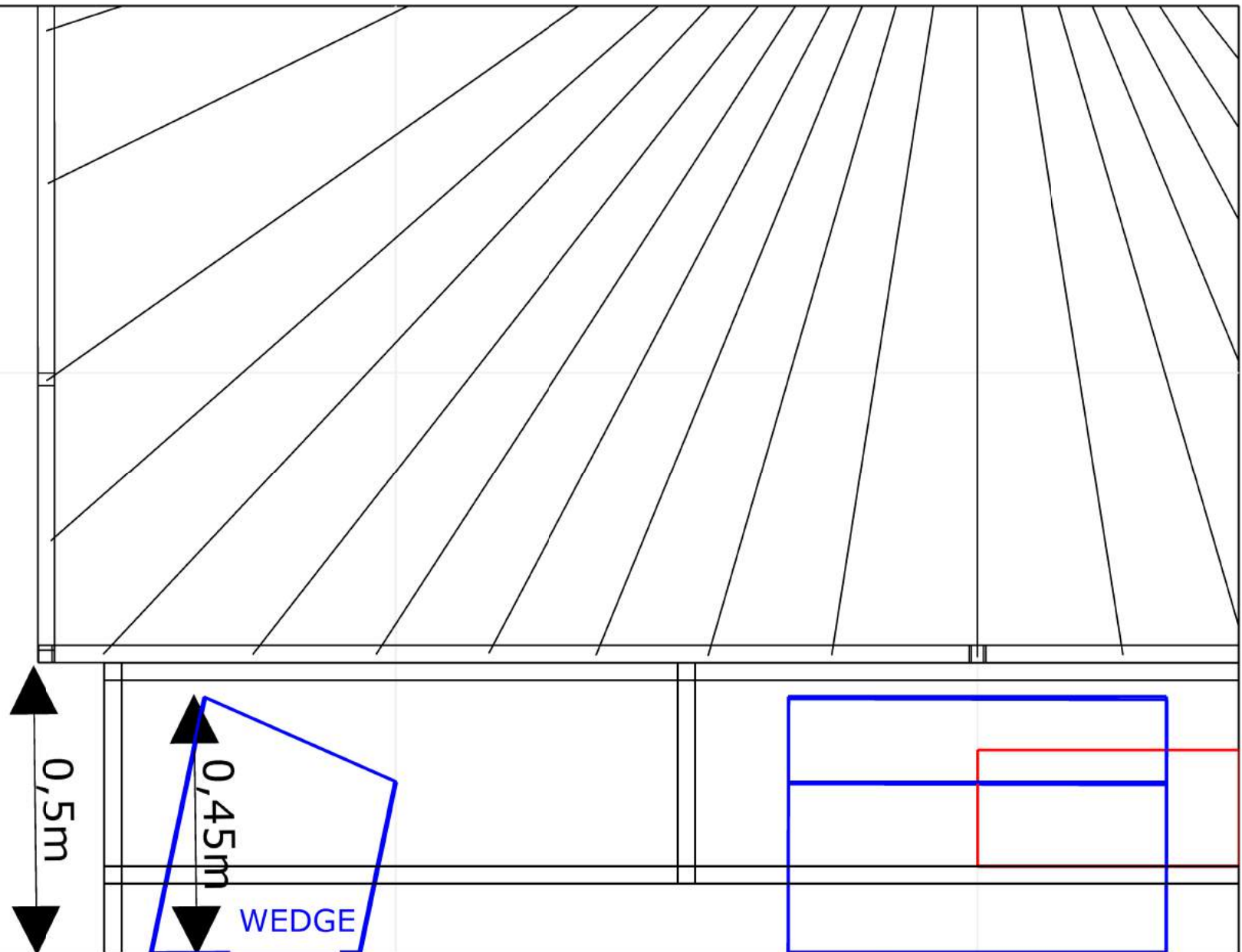
# 3D VIEW



# TOP VIEW



FRONT VIEW



FLOOR

Echelle: 1:10