

# Technical riders and stage plots

Tutorium WS24

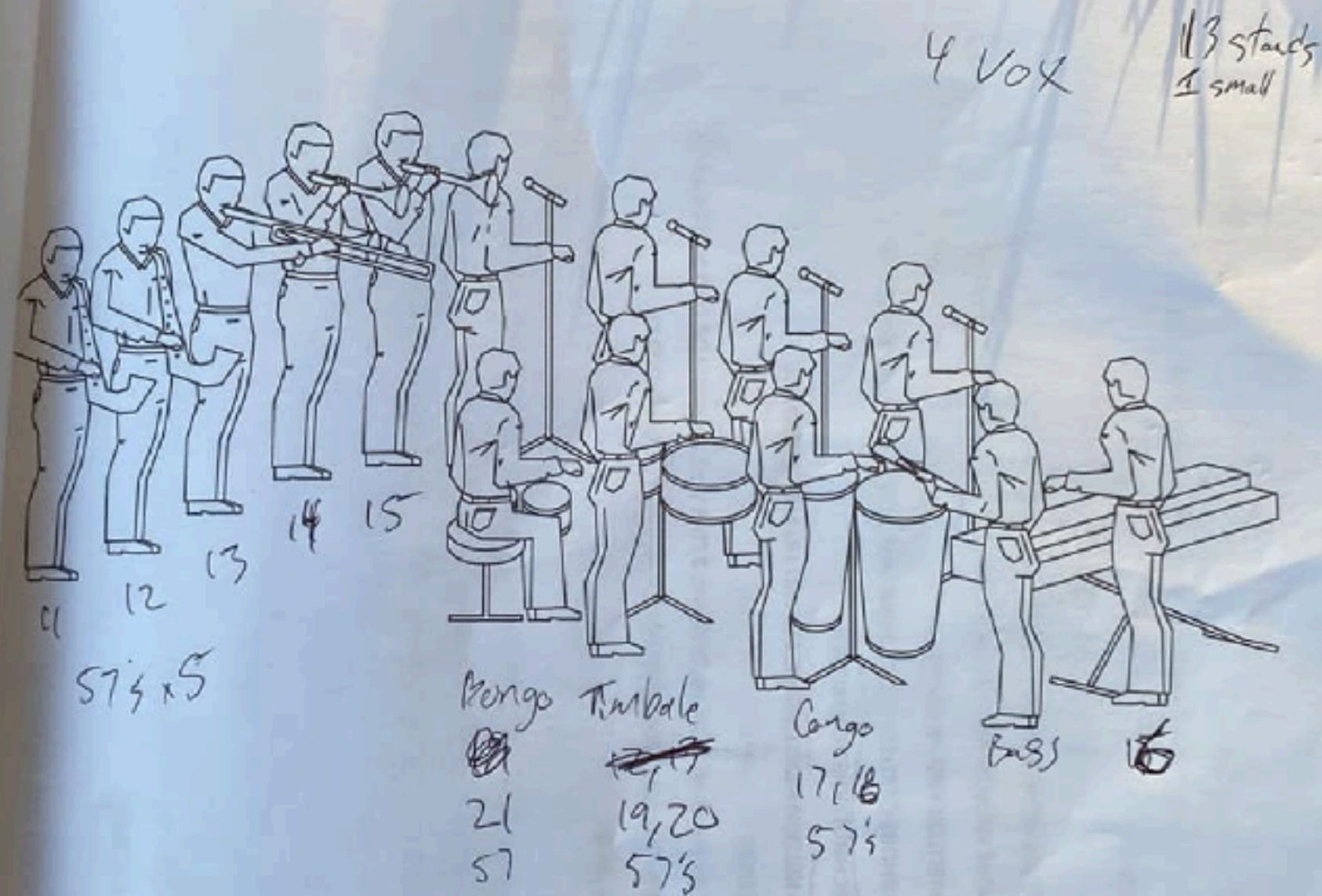
# intro

- what's your experience with the tech. riders/stage plots?
- how often are you asked to provide that outside of IEM/KUG?



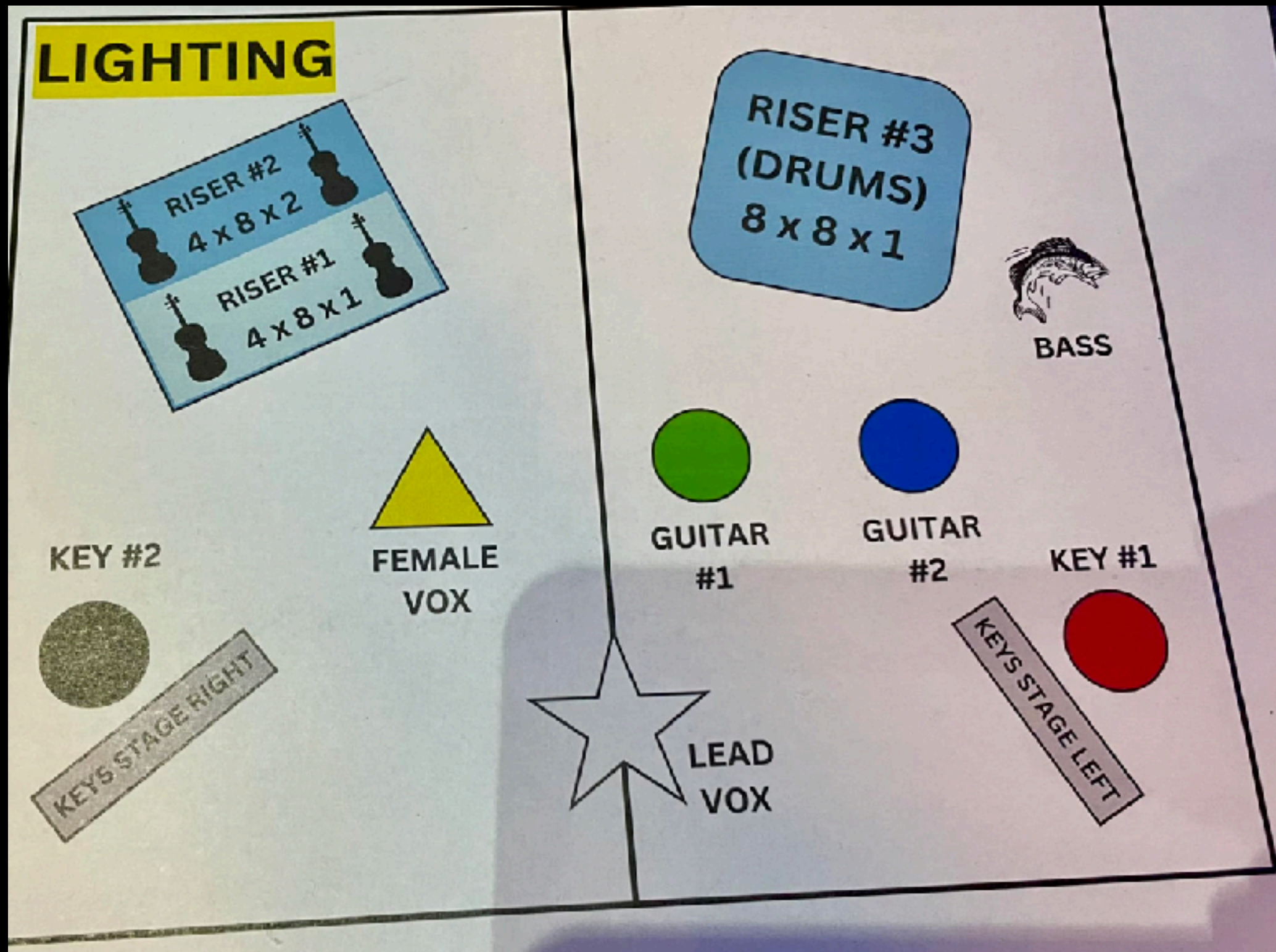


# intro



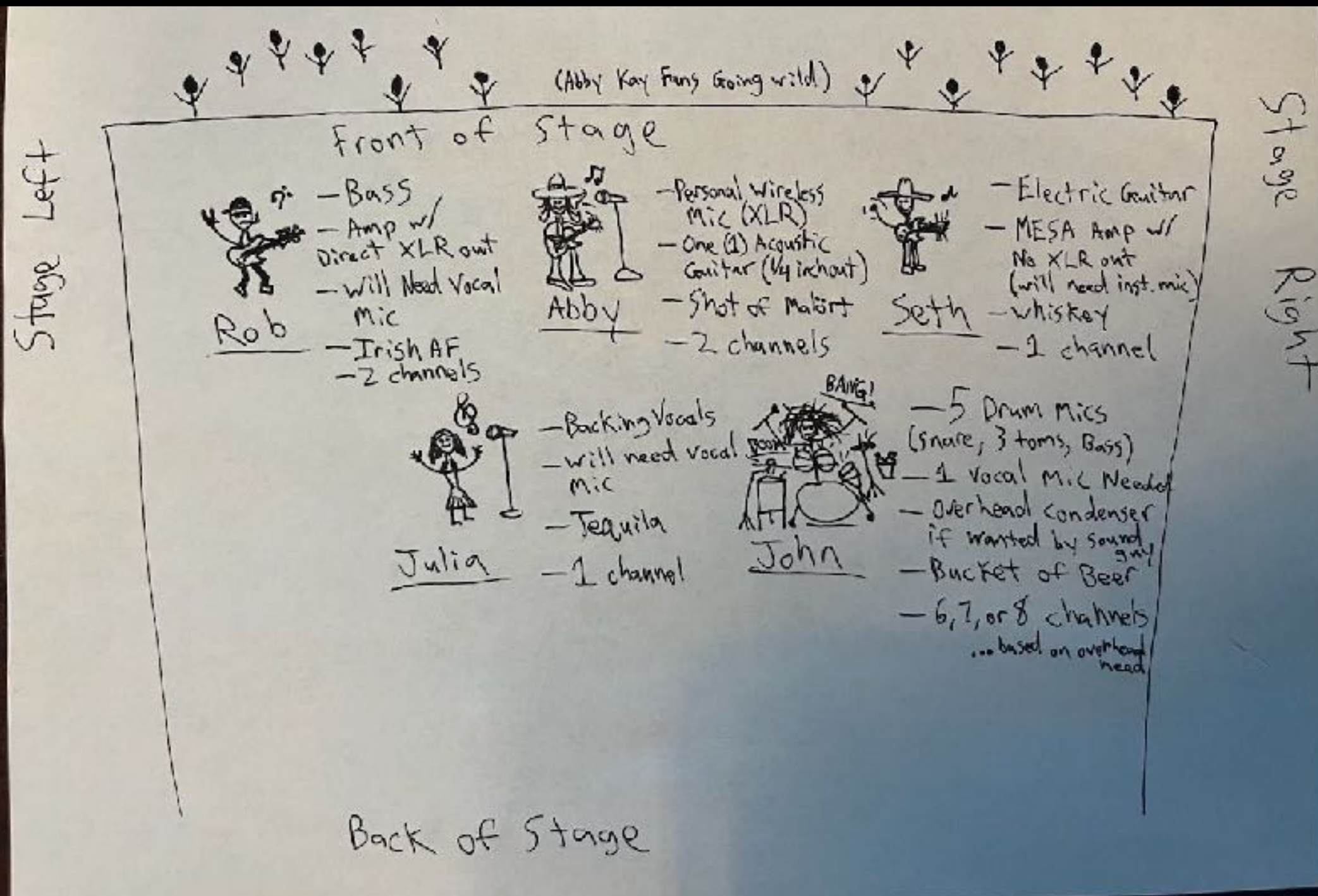


# intro





# intro



# What is a Technical Rider?

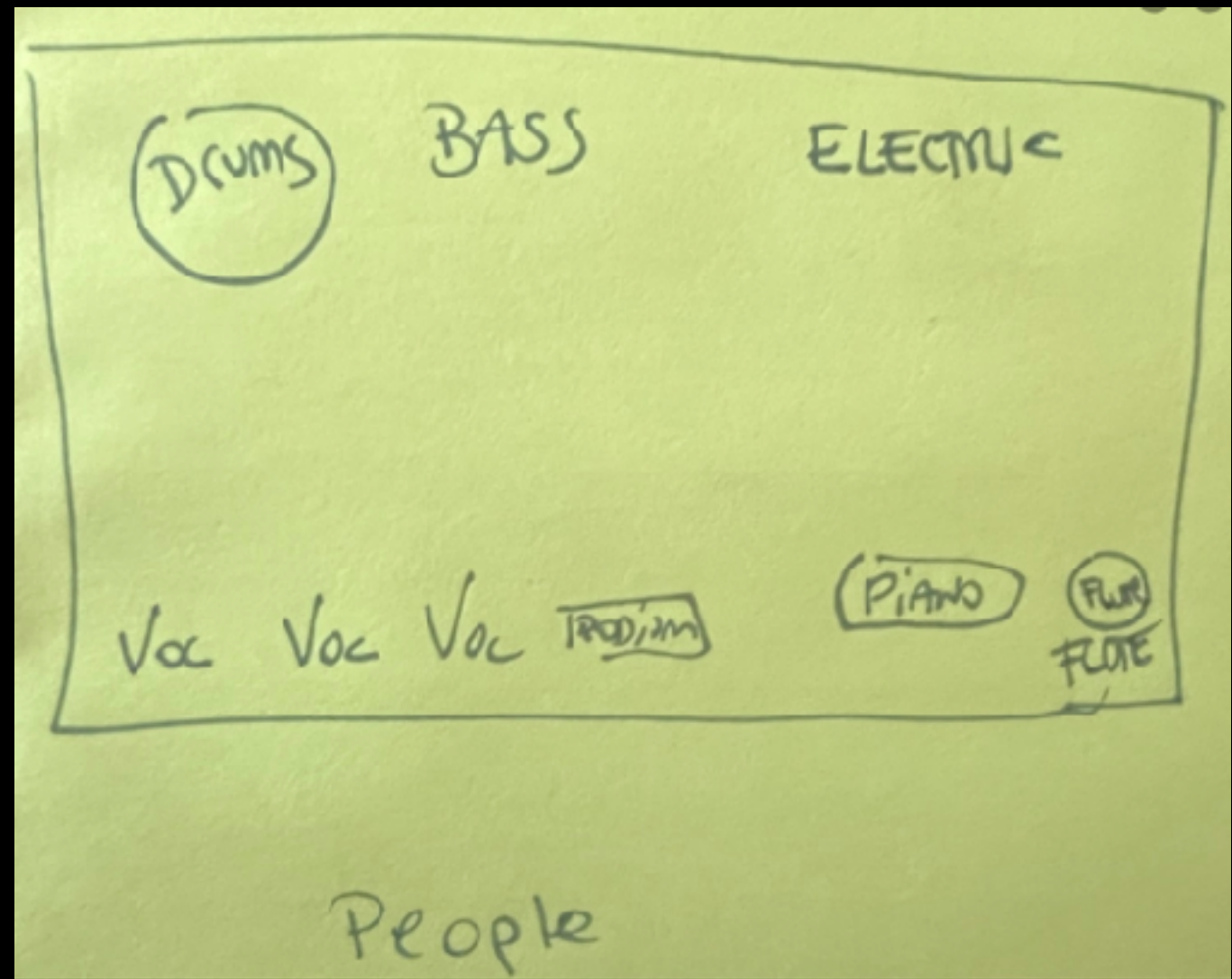
- T.R.- technical information an artist should have on hand to provide to a venue, promoter, stage manager or sound engineer in advance of playing a show.
- A Technical Rider should include a Stage Plan (sometimes called a Stage Plot), Channel List (sometimes called an Input List) and an Equipment/Backline List.

# Components of a Technical Rider

- audio
- visual
- light
- stage
- backstage

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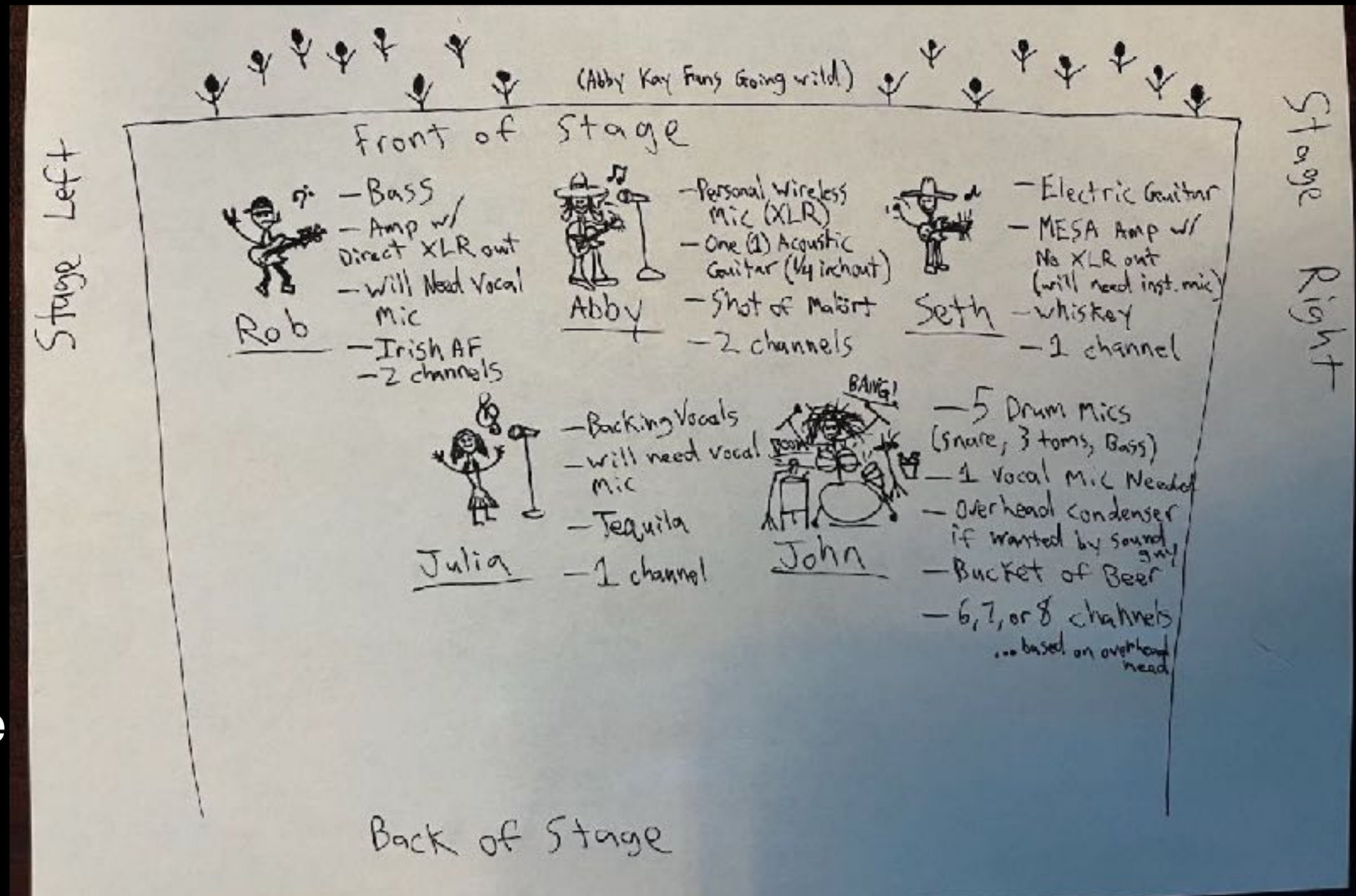
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# Components of a Technical Rider

- audio
- visual
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# Components of a Technical Rider

## **1. what do you do?**

Who are you, what do you do on stage? Roughly speaking, what should be expected?

## **2. what do you need for this?**

Stage? How big? How high? With/without/does not matter carpet? PA? Lights? Monitoring, microphones? Instruments? Helpers? Light and sound technicians? Electricity?

## **3. what do you bring? (equipment list)**

Do you have your own microphones? Tripods? Instruments? A desk/technician?

## **4. a drawing of the stage with positions**

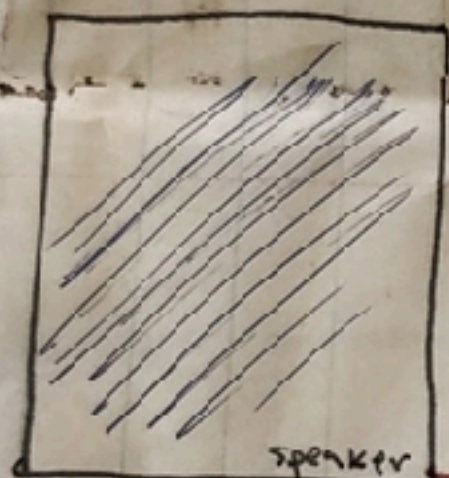
## **5. input list**

(especially if the band brings its own mixer but works on a provided console)

## **6. comments, wishes**

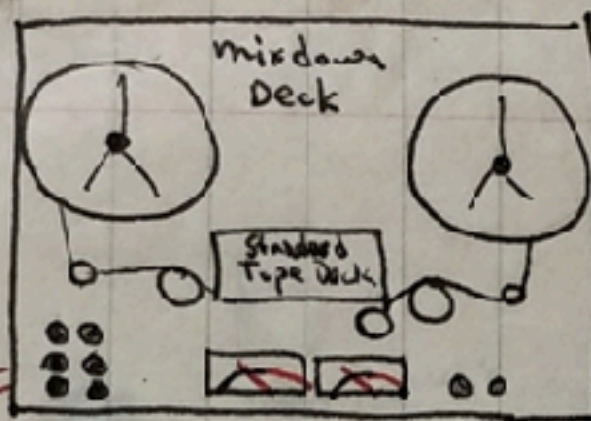
What can the technician do to make you happy?





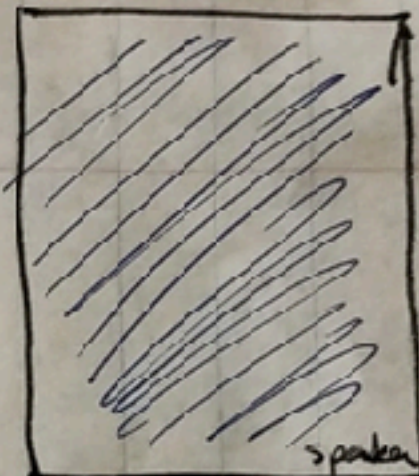
Speaker

Left



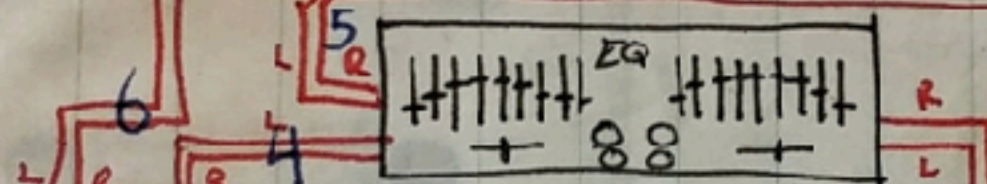
Mixdown Deck

Standard Tape Deck



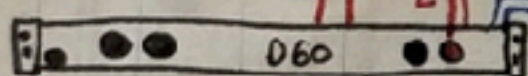
Speaker

Right



EQ

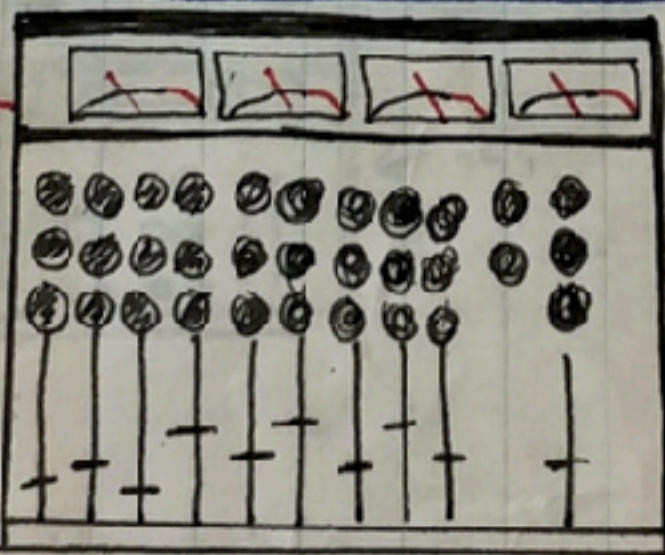
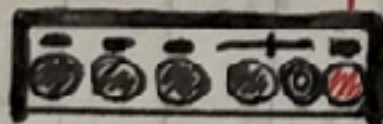
8 8



DBO

Sub mix

OUT

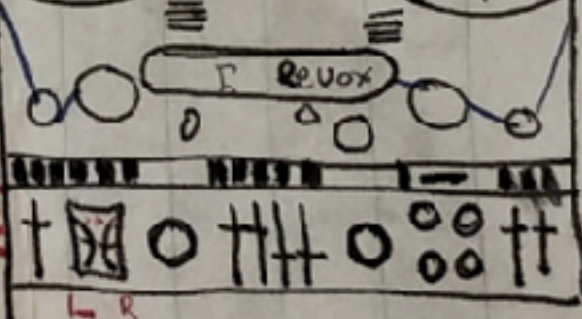


Revox



Revox

Output



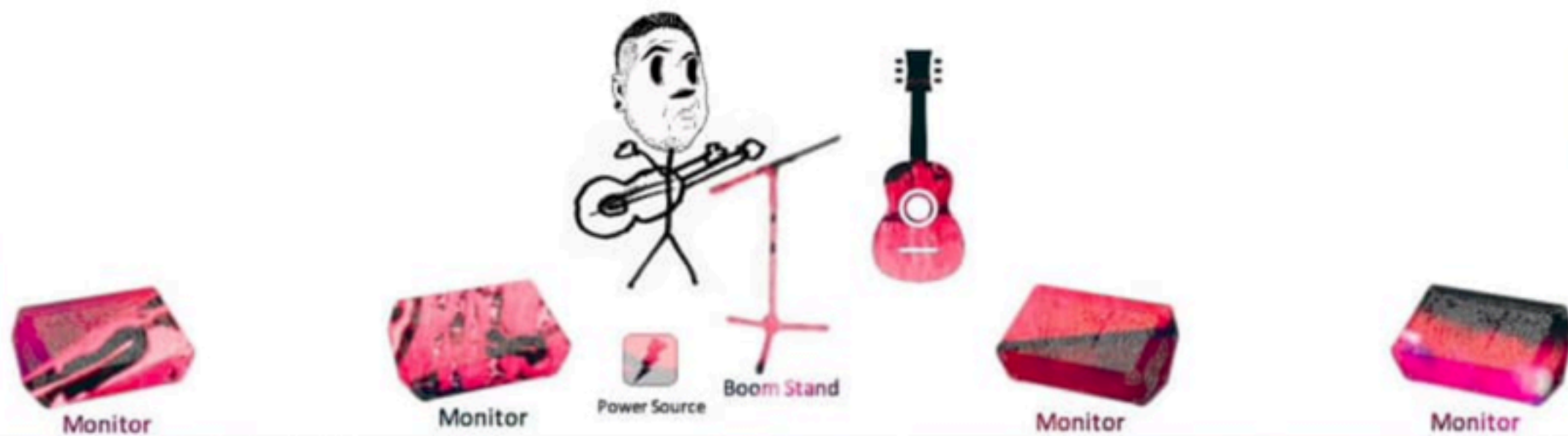
Revox

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# What is a Stage Plot?

- A stage plot is a visual representation of how a band or performer wants their stage setup to look during a live event.



| Inputs Front of Stage |       |  | Purpose                  |  | Gear               |
|-----------------------|-------|--|--------------------------|--|--------------------|
| 1                     | XLR   |  | Microphone               |  | Shure Beta 87      |
| 2                     | XLR   |  | Mesa Boogie DI / Pre Amp |  | Taylor 224ce DLX-K |
| 3                     | Power |  | Pre-Amp / FAN            |  |                    |
|                       |       |  |                          |  |                    |
|                       |       |  |                          |  |                    |
|                       |       |  |                          |  |                    |
|                       |       |  |                          |  |                    |
|                       |       |  |                          |  |                    |

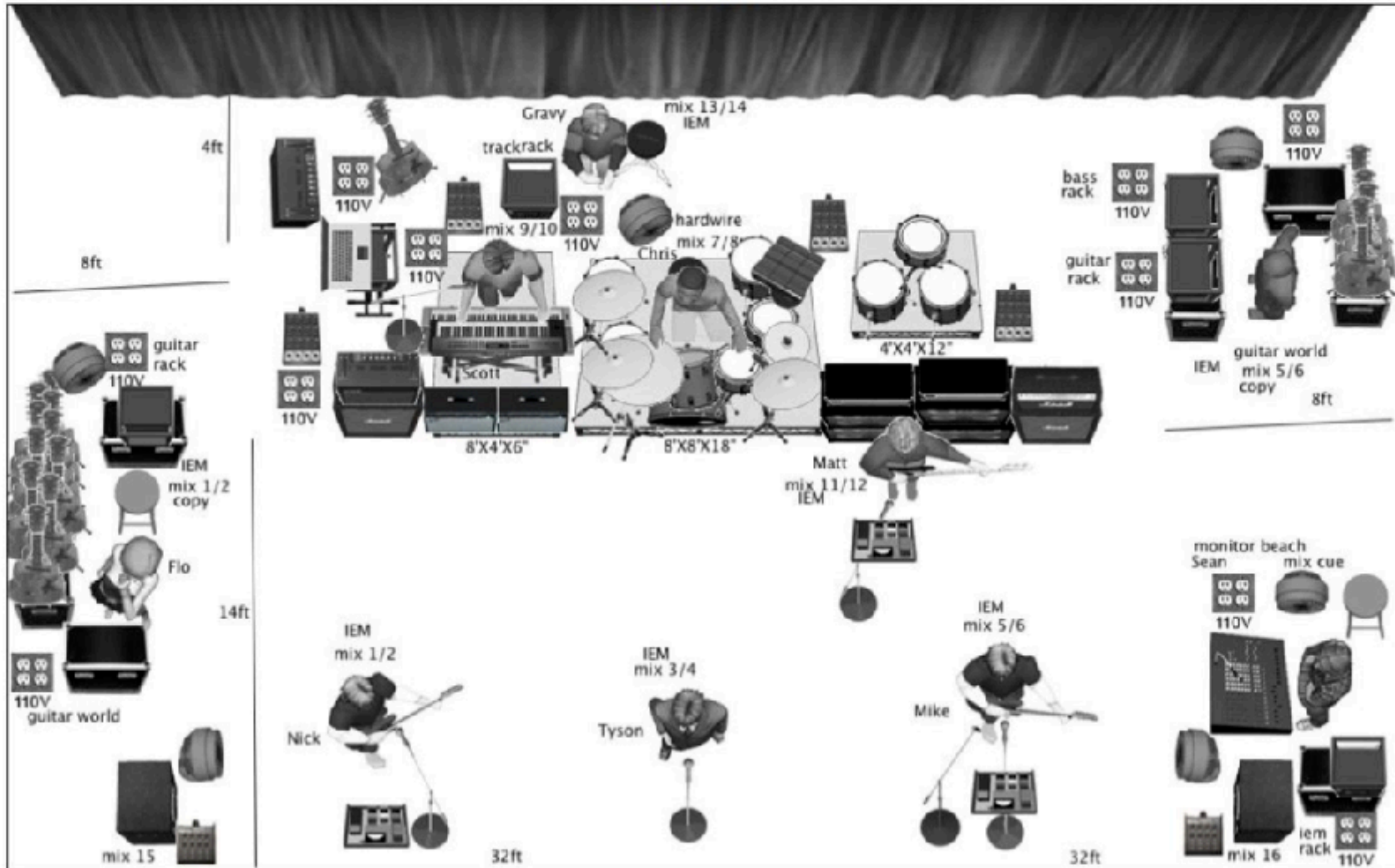




# Key Elements of a Stage Plot

## Stage Plot – UK/Euro 052812

Vs. 052812



# Differences Between Technical Riders and Stage Plots

| Aspect                       | Technical Rider   | Stage Plot  |
|------------------------------|---|---|
| <b>Definition</b>            | A document detailing all technical requirements for a performance, including equipment, sound, lighting, and stage setup.   | A visual diagram showing the layout of the stage, including the positioning of musicians, instruments, and equipment. |
| <b>Purpose</b>               | Ensures that the venue can meet the technical needs of the performance and provides specific instructions for setup.        | Provides a clear, visual representation of the stage layout to guide the setup team.                                  |
| <b>Content</b>               | Includes sound equipment, lighting needs, power requirements, dressing room needs, hospitality, and other specifics.        | Depicts the positions of instruments, musicians, monitors, microphones, and other equipment on stage.                 |
| <b>Format</b>                | Usually a detailed list or written document with sections for various requirements.   | A visual diagram or sketch, often accompanied by brief labels for each item or position.                              |
| <b>Audience</b>              | Technical staff, production managers, sound and lighting engineers, and venue managers.                                     | Stage crew, sound engineers, lighting technicians, and performers.  |
| <b>Details Included</b>      | Exact equipment models, quantities, connection details, input/output lists, and special instructions for sound or lighting. | Basic positions of equipment and performers, without specifying detailed technical settings.                          |
| <b>Usage Frequency</b>       | May be several pages long, especially for complex productions, and used throughout the setup and sound check.               | Typically a single-page document used during stage setup.   |
| <b>Changes/Updates</b>       | Often customized for each venue based on its capabilities.  | May remain relatively consistent, only needing updates if the band lineup or stage configuration changes.             |
| <b>Impact on Performance</b> | Critical for achieving the desired sound and visual effects, impacting overall production quality.                          | Crucial for ensuring performers and equipment are placed correctly for the performance to proceed smoothly.           |
| <b>Examples of Content</b>   | Audio mixer preferences, microphone types, lighting cues, hospitality requests (e.g., catering, dressing rooms).            | Placement of drum kits, guitar amps, vocal microphones, monitor speakers, keyboards.                                  |

# Creating a Technical Rider for Multimedia Performance

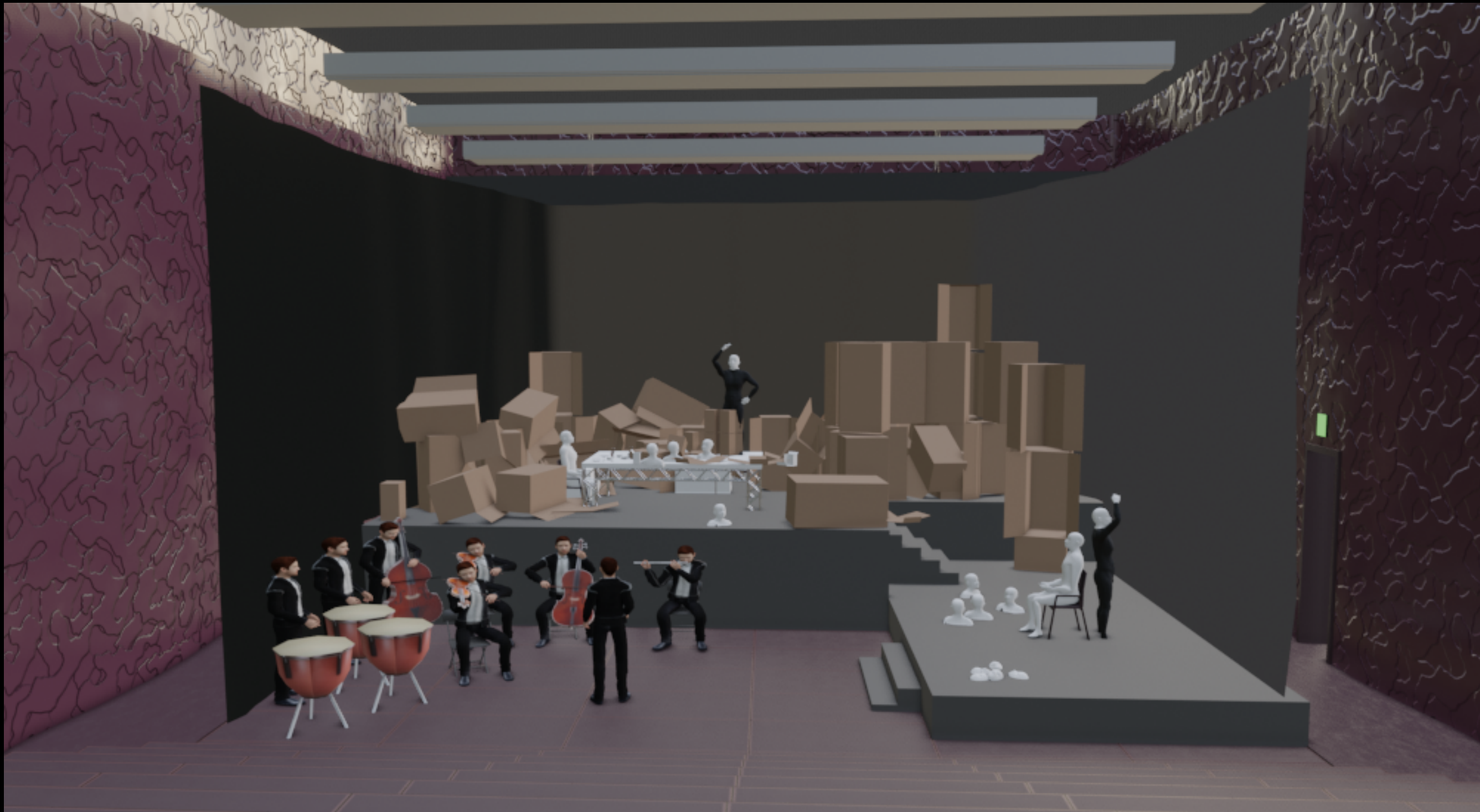
- the venue
- your equipment
- your routings (hardware, software)
- safety/logistical requirements



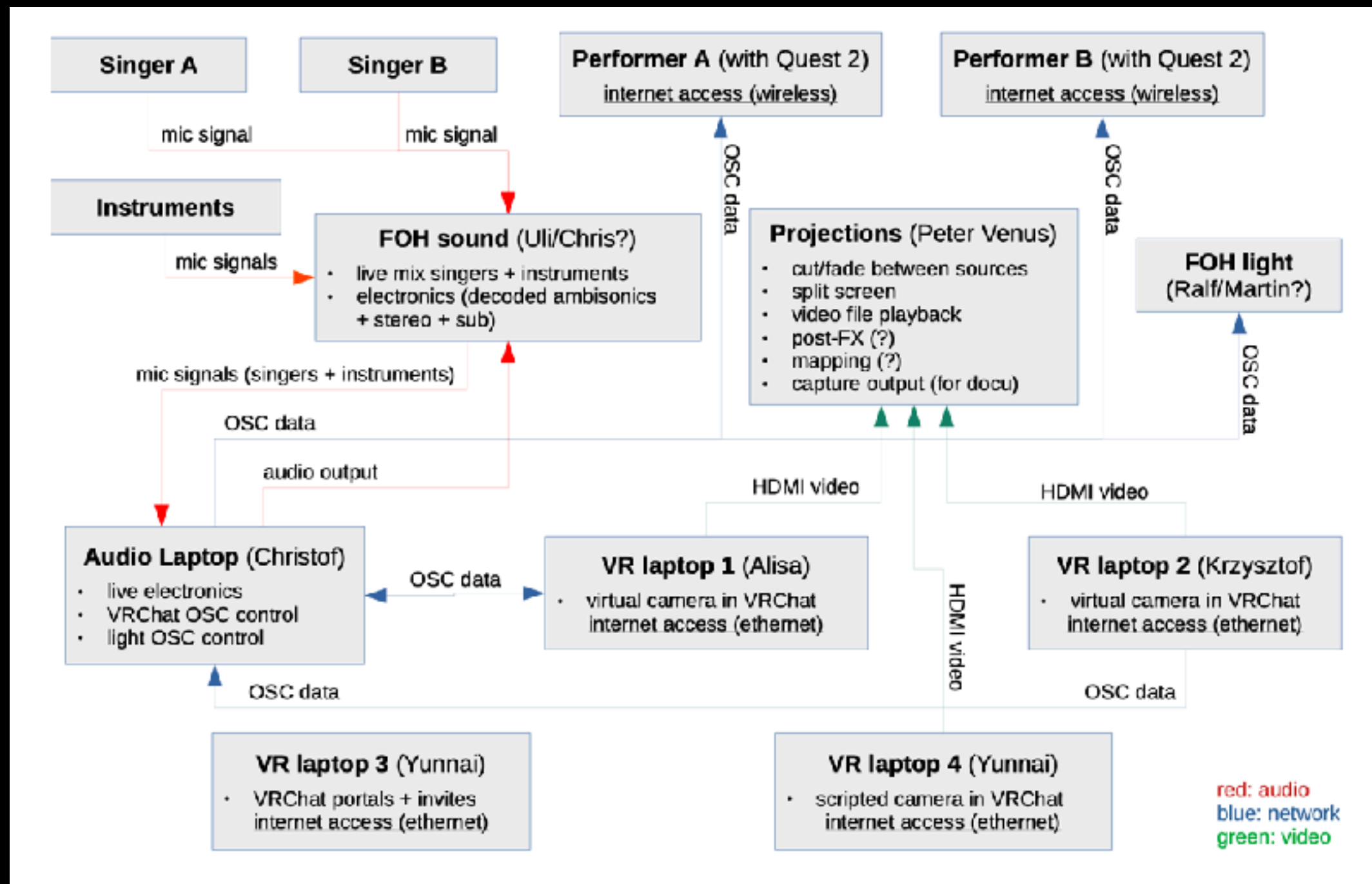
# Common Challenges and Solutions

- venue limitations - insufficient power supply, inadequate sound systems, or limited space for projection (have a backup plan)
- equipment incompatibility (think of flexible configurations)
- Changing Requirements during Development (communicate changes in advance)
- Unanticipated Technical Failures (backup computer!)
- Audio-Visual Synchronization Problems (use timecode, external clocks or synchronization devices)
- people with mobile phones (interference for wifi. use cables instead)

# Case Study: Multimedia Performance



# Case Study: Multimedia Performance





# your piece

- Audio requirements (microphones, sound systems, etc.)
- Visual equipment (projectors, screens)
- Lighting requirements (fixtures, effects)
- Stage requirements (dimensions, flooring)
- Backstage needs (dressing rooms, storage)

# Best Practices for Communicating Technical Needs

- Early communication
- Clear formatting
- Addressing venue-specific constraints
- adaptability

# Conclusion

