

/// Fœu avant, la chœregraphie :

Theatral light ballet for slum mœrger und Cœger
 Theatrical light ballet for spotlights and lasers

Prisms, shadow creation, mirrors, (Fresnel) lenses, Filter grids, LEP Matrix, fog/haze

30'

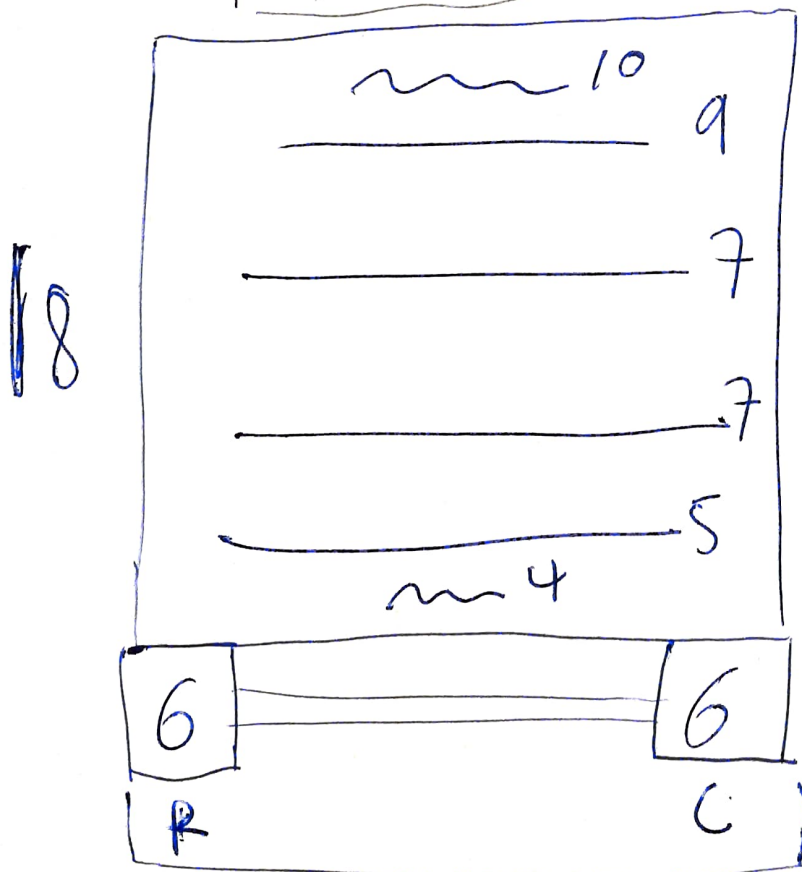
Ca weissan Ce

strabe

Matrix 12²⁴ x 20 40?

+ Grid

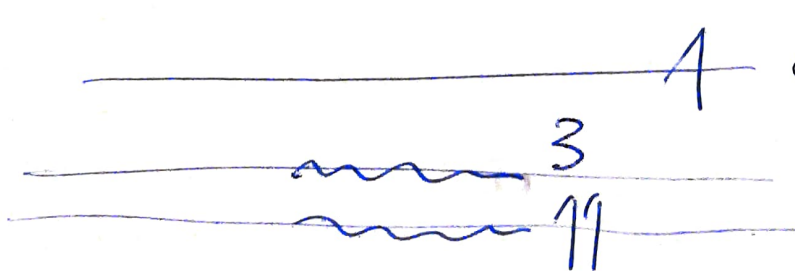
← Filtered + transmitted to the ceiling



- A. Beam projector
- B. Plano-convex
- C. Fresnel
- D. PAR
- E. ERS
- F. ETC Source 4
- G. Zoom ellipsoidal
- H. Source 4 PAR
- I. Strip light
- J. Cyc light
- K. Follow spot
- L. STROBE
- M. Scene machine
- N. Colour changer
- O. Auto yoke
- P. ETC Permatika
- Q. moving light
- R. Profile auto light
- S. Wash auto light
- T. Digital light pr.

2

2





forward

- all lights should be visible, not hidden
in the wing etc.

→ with mit polytope de Chiny v. X. zeigen
→ oder mit ~~ein~~ meine Licht quartett
und/oder
Sphären » Schweben

Zeichen ellipsoid/G

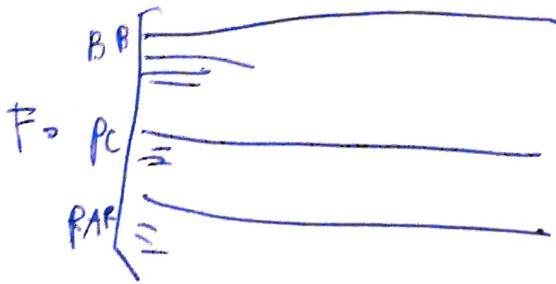
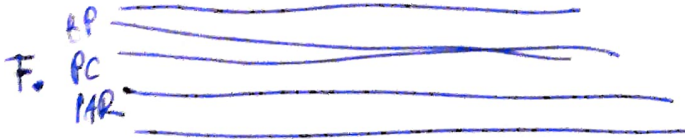
Position 1: Follow spot K., A. Beam projector
↓
iris, solo rotator, shutter,
colour beaming

X Bild von Projektor verzerrt, Delay
durchaus gewollt

X Licht vorhang kann hoch + runter
bewegt werden, für Beginn ganz ~~un~~ unter

X Fog: smoke machine with chiller unit (CO₂)
→ soot ad
Smoke: wise up + fans
Haze: fills air

3



Kontrolle

~~X~~ Gobas Anzahl

~~Q~~ keine Wiederholung (auch Tankhöhe) + Farben



→ D Namen korrekt?

~~X~~ Dynamik

~~X~~ Laserbeweg. nach prüfen

~~X~~ ERS / zTC = Δ \square \square etc. ?

~~X~~ Wedger Lines (ED)

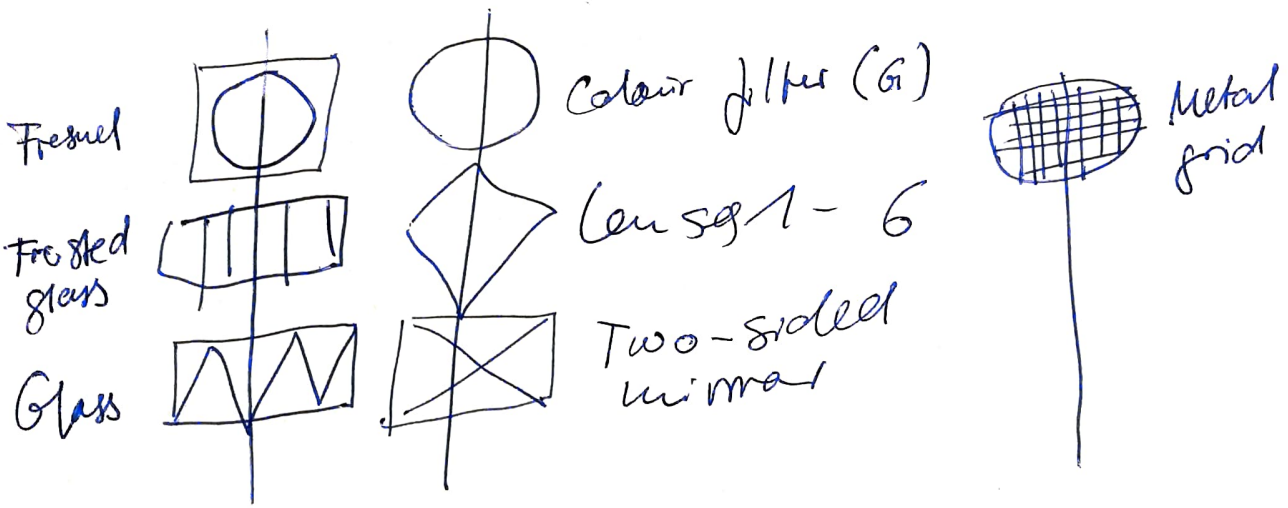
~~X~~ INS nur bei Veränderung wiederholen

~~X~~ pes. / dolce (ERS, zE, FS, etc)

~~X~~ \odot / \ominus wiederholung ?!

Articulations

- * Curtain closed (projector of laser)
- * Kan auch in andere Räume sein + werden
- * Kan installiert werden



* Wenn die Tanz: Sitze auf
der Bühne
↳ vgl. Diaphor, Art, Theatre lighting

5 Articulations

- BP: Doughtnut
- PC: bandoor (fram.)
- FI: beru door " " }
- PAR: bandoor diang + fixed ayles & colour filters

ERS → 2 Gobor ^{rotator} + Speed levels + Shutter
 + beam focus (d d, a a) + ayle
 Soft Sharp

• ETC: ayle, iris

↓
 a ~~g~~ grande
 in iris C-D

shutters, gobo wheel 3
 not set wheel 2

7E: ayle, focus (d d, a a a)

iris, gobo, gobo rotator, shutter

+ PAR: ayle

FS: ayle, focus, iris, gobo rotator, shutter
 → colour beamers (6 c.)

SM: shutters, ———

- EP Lift

C: 399 Farben glass flickering 6

CTD: d d d r a b

Bilderverlauf - Naissance

50 x 50

• Feuer (Wald, Kamin, off Cayerferner)

→ Rauch (bilder)

thor.

• Feuer II Kohleofen

Sonne, Blitz

• Leinwand (Klein/Piene)

Filter

• hinter Licht



Blässen sich

Blau/grün

rot/orange

grün

~~rot/orange~~

grün

~~Blau/grün~~

3D Workshop

=

6 Schritte

EP kleiner

6 3 6 6 6
7 2 3 4 5 6

=

2 Sept. 20

0 0 0 0 0

13 pos.

C - 2 = 13 pos.

12.9 885
958
9831

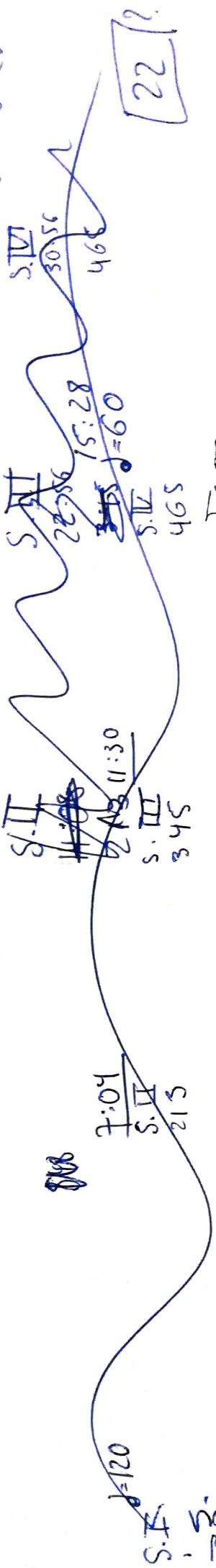
826
069
424

295

13-18 Pagn.
Abstrakte

Tempelhofen

- 1 A
- 2 B
- 3 C
- 4 D
- 5 E
- 6 F
- 7 G
- 8 H
- 9 I
- 10 J



1 -> 5
2 -> 5
3 -> 0

Zigzag.
0.5 m

D = Δ
A = 0

B = G Δ
R = 5 ▽

Unit. = 2 ◊
Yellow = 9 ▽

6:32
78:52
25:24

RG = brown yellow
RB = purple/magenta
RGB = white
GB = cyan

1 = 6
2 = 3
3 = 5

4 = 8
5 = 9
6 = 2
7 = aus!

Plücker 75%

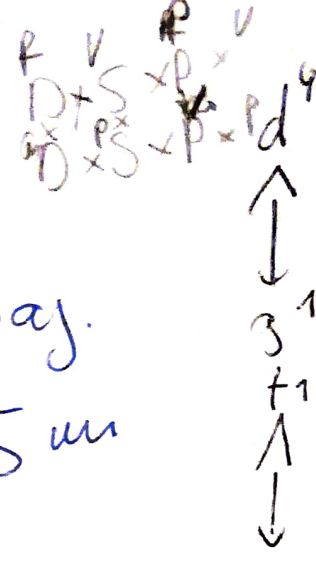
RGB 07

95266259

B Δ 1 GB ▽ 4
G □ 2
R ▽ 3 RG Δ 5

RB 10 6

RGB 1
RG
RB ◊ BG GB ▽

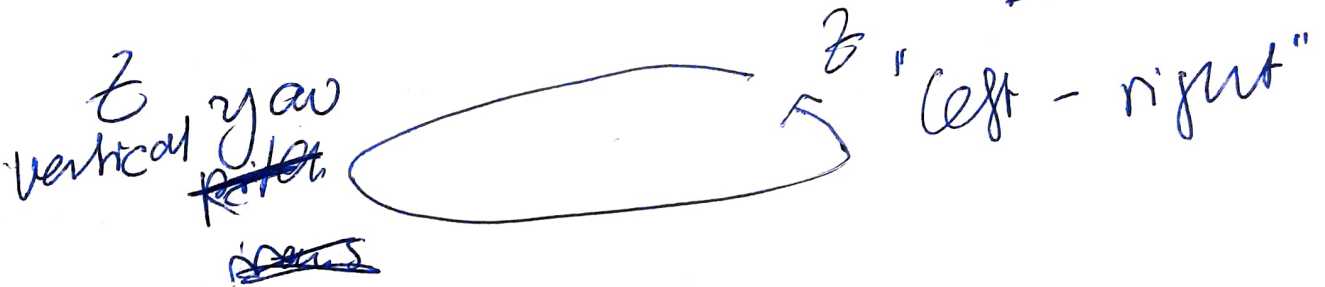
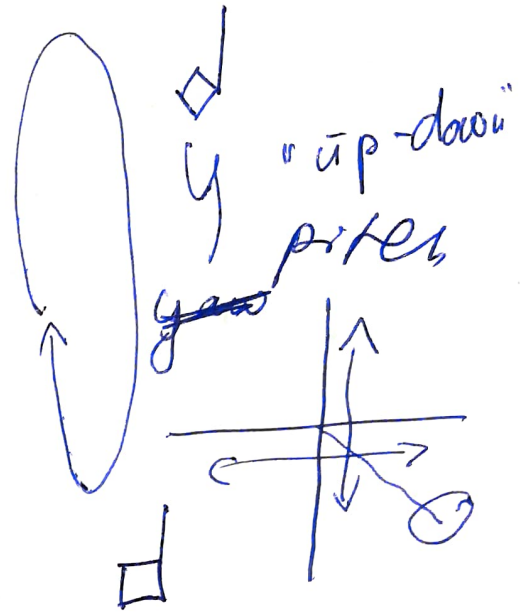
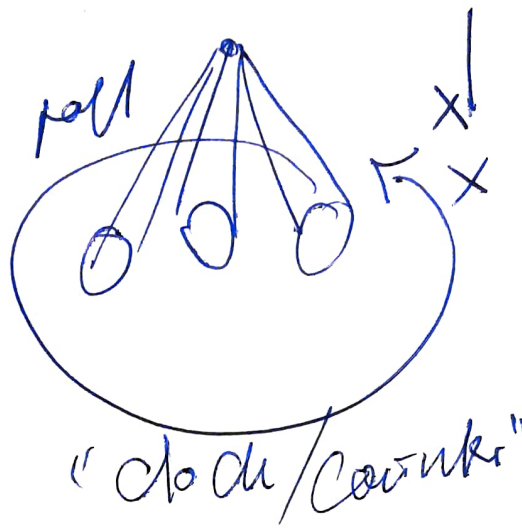


10 12 3
6 8 12
3 5 10
12 1 12
8 5 6
1 3 10
RVP
GPP
RVP
GPP

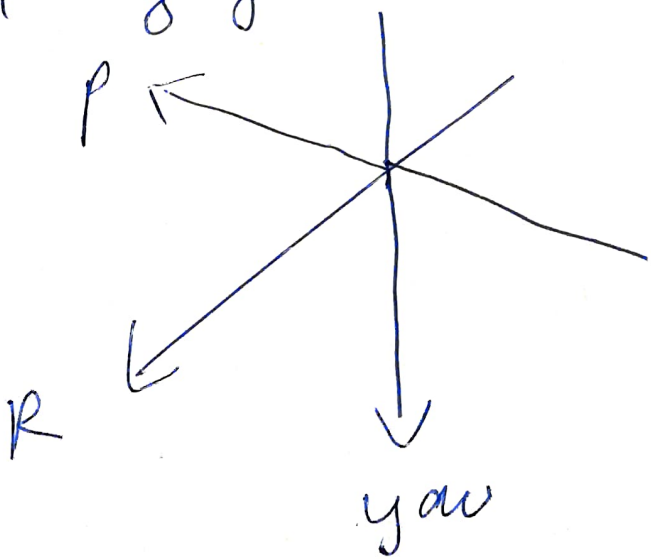
Coax

X = Longitudinal
Coax

Y = Querschnitt
transversal



- = Uhrzeig links
 + = gegen



5
20

