

SFUMATO

(rehearsing for the fall of the outlines)

Technical Rider

Llum de Fideu Company



SFUMATO is site-specific a proposal that transforms and adapts to the different spaces and contexts that host it, so its needs may end up varying a little.

IMPORTANT NOTE: Sfumato requires:

- A previous search for spaces in order to establish the tour. The search will be done jointly between the organization and the company, at the time of closing the recruitment (more details in the “Space guide” document).
- A residence of the company to adapt the show to the selected spaces (more details in the “Work plan” section).

1. TECHNICAL NEEDS

- Sound option 1: 1 active speaker of 15'' and minimum 1500 WATT.
(the company brings an electrical accumulator, a little mixer and a cart).
- 1 handheld wireless microphone, with stand.
- Sound option 2: depending on the nature of the route, there is also the possibility of sounding the different spaces with fixed speakers.

2. DRESSING ROOM

- A room with space to store material near the performance spaces (also available during residency days).
- With toilets, power outlet, 1 table and 6 chairs.

3. CAPACITY

- The show can accommodate approximately 150-200 people. If it is a festival with much higher audience volumes (>300), formulas will have to be found to control the capacity, for example: free advance booking and only communicate the location to the people who check with us.



4. HUMAN NEEDS

- 2 managers to help with the placement of the audience during the tour. They must be available for the general rehearsal and 1 hour before each performance.
- 2 or 3 assistants to support the logistics of the tour (for example: store and move a box with costumes from one point to another). They must be available for the general rehearsal and 1 hour before each performance. Exact number to be specified after the technical visit.
- In the case that we use a private space (window, roof) we need a person from the organization to make contact with the neighbors, prior to the realization of the residence.
- Some volunteers to participate in one or two of the scenes, performing a small action (for example the human-tree scene). The number will depend on the possibilities of the space. We like to collaborate with an organization or collective from the place. They must be able to attend at least one previous rehearsal.

5. WORK PLAN

- Virtual technical visit: space proposals by the organization and the company, through photographs, videos and google maps.
- On-site technical visit: 2 people, 1 day +1/2 night (depending the distance from Barcelona). Confirmation of spaces together with the organization's technical team. Start of adaptation work.
- Residence (3 jours) + Performance. For example, if the first show is on Saturday, the day 1 is wednesday.

-Day 1: arrival of artitic team (5 people)

-Day 2: work on the adaptation.

-Day 3: rehersal with les volunteers (2h aprox) + general rehersal.

-Day 4: first show.

Note: It is advisable to programme more than one performance to amortize the previous site-specific work.

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SFUMATO - SPACES GUIDE

- This is the ideal proposal for spaces in relation to the structure of the show. It must serve as a guide for the search for spaces and the construction of the route. We are open to other proposals and to adapt to the specificities and possibilities offered by each new context.

SPACE 0: MEETING POINT.

- Space that is easy to locate and very close to space 1. It must make it easier for the public to be physically concentrated and not too dispersed.
- If space 1 is very large, the meeting point could be within it: the entrance to a square or a corner of it, for example.

SPACE 1. PLANT AND PIGEONS

- A square, a park. An urban space but with some plant presence (flower beds, pots, a flower shop...).
- Visible buildings (public or private) where you can access to place a puppet and/or banner on a balcony or roof.
- it's also interesting the architectural elements such as lampposts, benches, a column or tower to climb, a water source.



SPACE 2.

A) Action humans and pigeons.

- A square, a park. If we are in a park or a large square, it can be a corner of the same place that we have not yet passed.
- Presence of some public bench where to place the scene. The terrace of a bar could also work if it wasn't very crowded. It needs to have space for the public and also to organize a small collective dance.



B) Fish action.

- In the same space or in a very close place between space 2 and 3.
- Elements that contain or evoke water: a fountain, a pond (full or empty), an aqueduct, a bridge, a glass wall that resembles a fish tank or aquarium, a blue wall, a porous wall where you can write with water ...



SPACE 3: TREES.

- A transitional space with the presence of trees (between 6 and 20), which the public can cross. It can be a corner of a park, a wooded area, a quiet walk.
- The diameter of the trunk cannot be greater than approximately 80cm in order to be able to dress the blazers.

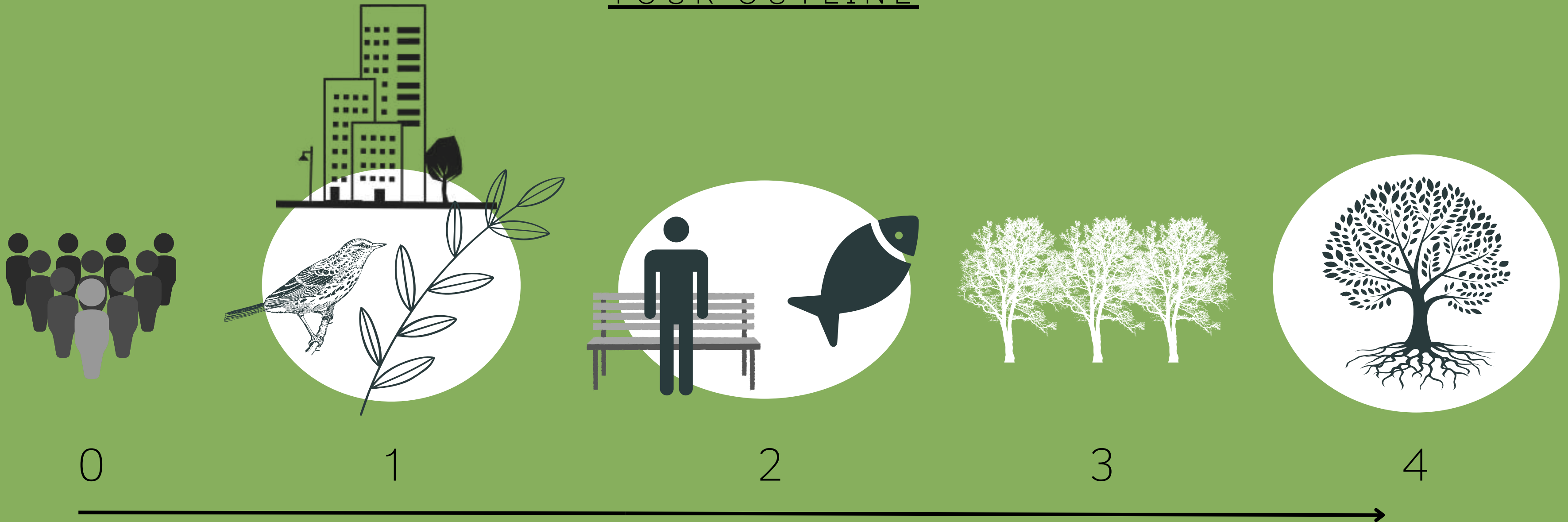


SPACE 4. END.

- A cozy space that helps create a sense of intimacy. In the case of a large space, this gathering can be generated by finding ourselves under a large tree, or an architectural element that can accommodate us.
- If there is plant presence in this space, much better.
- The presence of water could be also interesting.



TOUR OUTLINE



- The entire route should be around 300 meters maximum.

- For any doubt or proposal do not hesitate to consult us.

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