music group HARU

TECHNICAL RIDER

Requested thing

- Music Stand 3ea
- Armless Chair

2ea

Sound

1. Sound System

- Should be prepared 3way or 4way system and system control by our sound-engineer.
- Need good condition sound system like D&B, L-Acoustic, Meyer and ETC.
- Sub-woofer should be driven independent Aux-out or Matrix.
- Should be need five wedge monitors.

2. Mixing Board System

- Good condition Yamaha CL or QL series.
 - (if it is impossible to prepare Yamaha series)

Midas M32 with stage rack on the stage or multichannel box.

- Yamaha O1V96, LS9, Allen&Heath Qu and low grade console, analog console is not allowed.

3. Microphones

wireless	Shure Axient Digital AD2/Beta87 or UR4D+ UR2/Beta58 with bodypack	4ea
wired	Shure SM58	5ea
	Shure SM57	1ea
	Shure Beta91	1ea
	Audio Technica AT4051b	3ea
	DPA 4061 for wireless	2ea
	DPA 4099	2ea

Sound

4. Mic Stands/Acc: Should be quality brand and good condition mic stands. (EX. K&M or

Gravity	Long Boom Mic Stands	5ea
stands	Middle Boom Mic Stands	4ea
	3M Traspore Tape	1ea

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CH No.	Inst.	Microphone	Stand/Remark
1	Gayageum	DPA 4099	Tape
2	Bara / Bell	Audio Technica AT4051b	Long
3	Percussion	Shure SM58	Middle
4	Cajon	Shure Beta91	_
5	Ocean Drum	Audio Technica AT4051b	Long

Sound

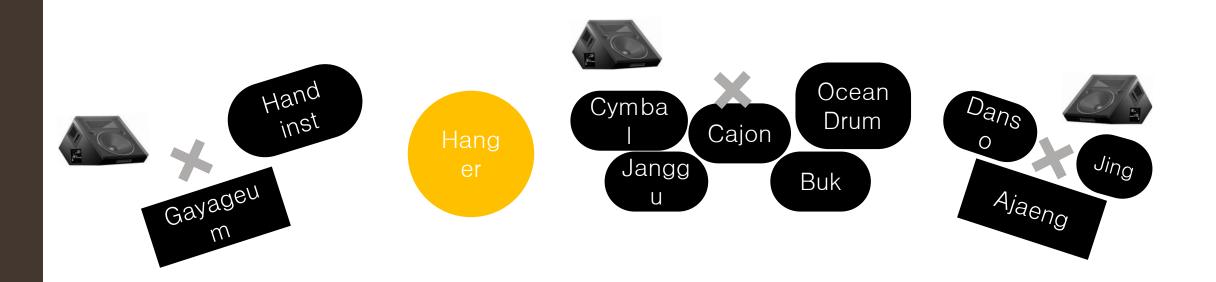
5. Input Mic channel

CH No.	Inst.	Microphone	Stand/Remark
6	Buk	Shure SM58	Middle
7	Gung	Shure SM58	Middle
8	Chae	Shure SM57	Middle
9	Cymbal	Audio Technica AT4051b	Long
10	Ajaeng	DPA 4099	_
11	Jing	Shure SM58	Long
12	Spare	Shure SM58	_
13	Vox	Wireless Hand	Long
14	Gayageum Vox	DPA 4061 / W/L	Tape
15	Ajaeng Vox	DPA 4061 / W/L	Tape
16	Spare	Wireless Hand	_

Light

- Please prepare good condition wash and spot moving light.
- If the moving light is difficult, the tower lights must be correctly positioned in the player's position.
- The console does not matter which console, but prefer MA or Avolites.
- When positioned in the player's place, the face should be clear and clear, and there should be no empty space.
- Please avoid too much flashy lighting.
- Refer to stage plot for detailed lighting position description.

Stage plot #Intro

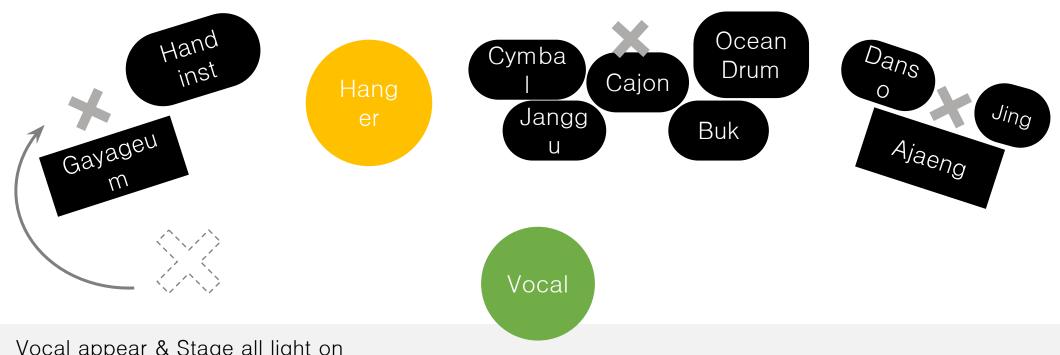




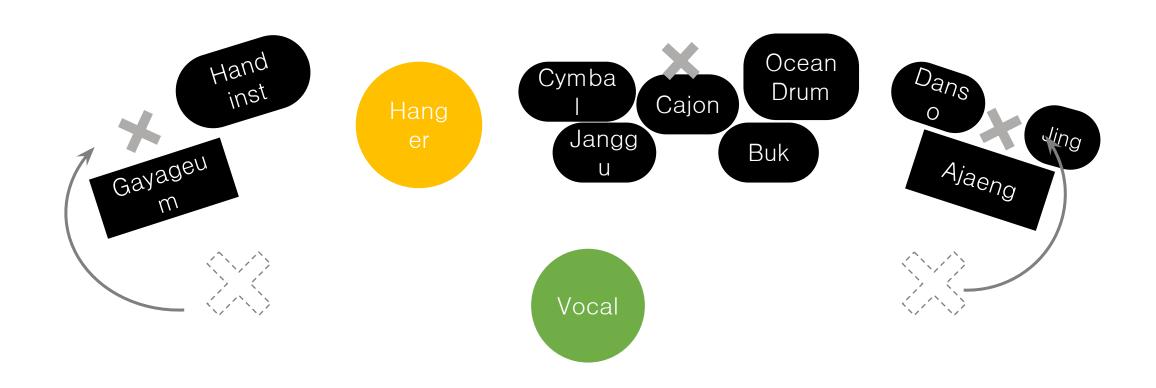


• Top light at the beginning play the instruments

Stage plot #1 The song of emperor



- Vocal appear & Stage all light on
- Gayageum player moving & light following
- Gayageum pin mic on



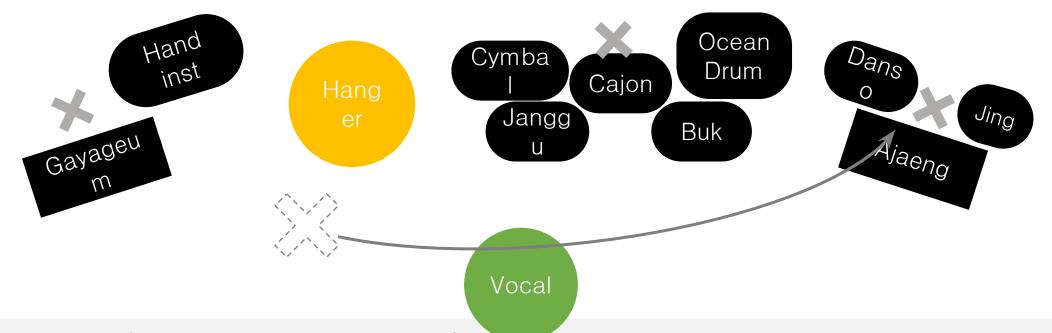
After the vocal singing, Gayageum/Ajaeng player moving & play on the stage -> move the origin position

Stage plot #3 The song of weavers ~ #4 Weaving song



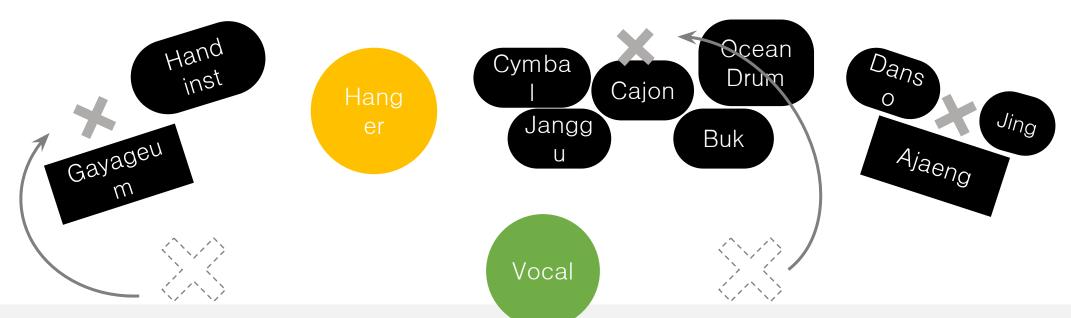
- After the Vocal introduce garment cutter(player) and stage all black
- Garment cutter1(Gayageum), in the dialogue Gayageum player top light on
- Garment cutter2(Ajaeng), in the dialogue Gayageum plater top light off & Ajaeng plater top light on
- After the talk&playing Ajaeng, Ajaeng top light out -> Vocal top light on with dialogue

Stage plot #5 Inner conflict

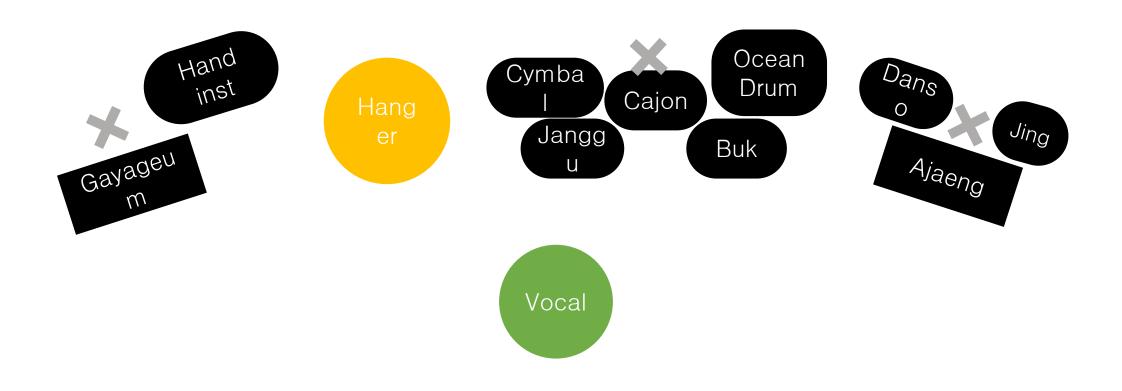


- End the #4, Gayageum player top light in -> Stage black
- Ajaeng player moving the stage -> Gayageum pin mic mute
- After the Gayageum playing, stage all light -> Gayageum top light off
- Pin mic off when move to the origin position after talking Ajaeng Player
- All light 50% fade out and fade in 100% againg when tell "I'll visit you at the palace."

Stage plot #6 The ceremonial walk

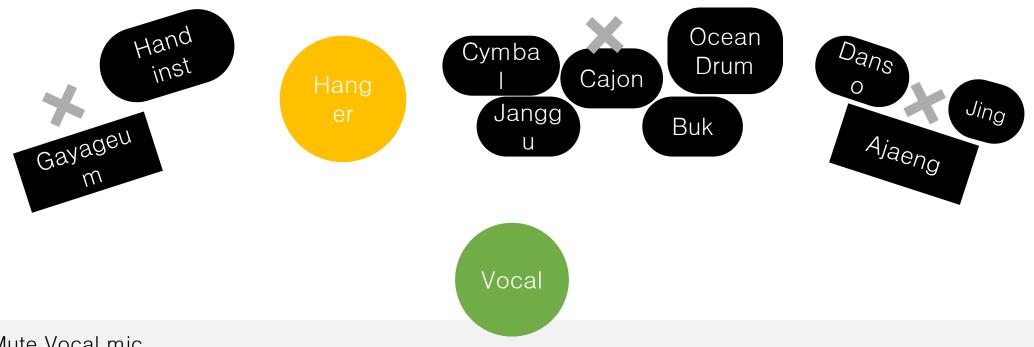


- Turn on the Ajaeng player pin mic before the 창조(?) → Mute after play
- Gayageum & Ajaeng player plat the Bara & Ocean drum when the king steps, Stage light to the darkly fade out
 -> Vocal top light
- Turn on the pin mic Gayageum player -> Percussion player move origin position
- Stage all white -> Fade out&mute Gayageum player top light after talking then move the origin position, Vocal top light



Stage all white

Stage plot #Outro



- Mute Vocal mic
- Top light on in order of playing the instrument(Gayageum, Percussion, Ajaeng)
- Top light off in order of stop the playing instruments