

## Technical Requirements (International) for the Huber Marionettes

### SOUND:

The venue must provide an AMPLIFIED SOUND SYSTEM. Our music track is on MINIDISC. We travel with a small minidisc player and the patch cords necessary to connect with your sound system.

1 HEADSET WIRELESS MICROPHONE (The puppeteer uses this to call light cues to technical booth only.)

### LIGHTING:

1 FOLLOW SPOT (This is the PRINCIPLE LIGHT FOR THE MARIONETTES) white or pink filter.

7 ELLIPSOIDAL LIGHTING INSTRUMENTS or 4 Programmable lighting instruments

2 FRESNEL LIGHTING INSTRUMENTS

All lighting must come from the front of the house. No lighting can be positioned directly overhead because of shadowing from the puppet controls & puppeteer hands. We require 2 technicians– 1 follow spot operator and 1 light board operator. They must be able to communicate with each other to coordinate cues during the show. If they are not in the same room, headsets are required.

### LIGHTING CONFIGURATION:

RED WASH: 2 ELLIPSOIDALS with a medium red filter, POSITIONED HOUSE RIGHT & HOUSE LEFT. They are hard focused in a rectangle covering the marionette performance area - 8 ft (2.5 meters) wide by 3 ft ( 1 meter) high.

BLUE WASH: 2 ELLIPSOIDALS with a medium blue filter, POSITIONED HOUSE RIGHT & HOUSE LEFT. They are hard focused in a rectangle covering the marionette performance area - 8 ft (2.5 meters) wide by 3 ft ( 1 meter) high.

TRAPEZE SPECIALS: 2 ELLIPSOIDALS with light pink filter, POSITIONED ON THE STAGE FLOOR, EXTREME RIGHT & EXTREME LEFT OF PUPPET STAGE. These lights are hard focused in a narrow vertical rectangle that covers the swing of a trapeze puppet in front of the puppet stage.

NICOLE SPECIAL: 1 ELLIPSOIDAL with dark blue filter, POSITIONED HOUSE CENTER. This light is hard focused in a small rectangle to cover the head & shoulders of the puppeteer, stage center 5 ft (1.5 meter) above the puppet stage.

GENERAL WASH: 2 FRESNELS with light pink filter, POSITIONED HOUSE RIGHT & HOUSE LEFT. These lights are focused in a 10 ft. (3 meter) circle, main stage center. They are used for the final bows of the puppeteer.

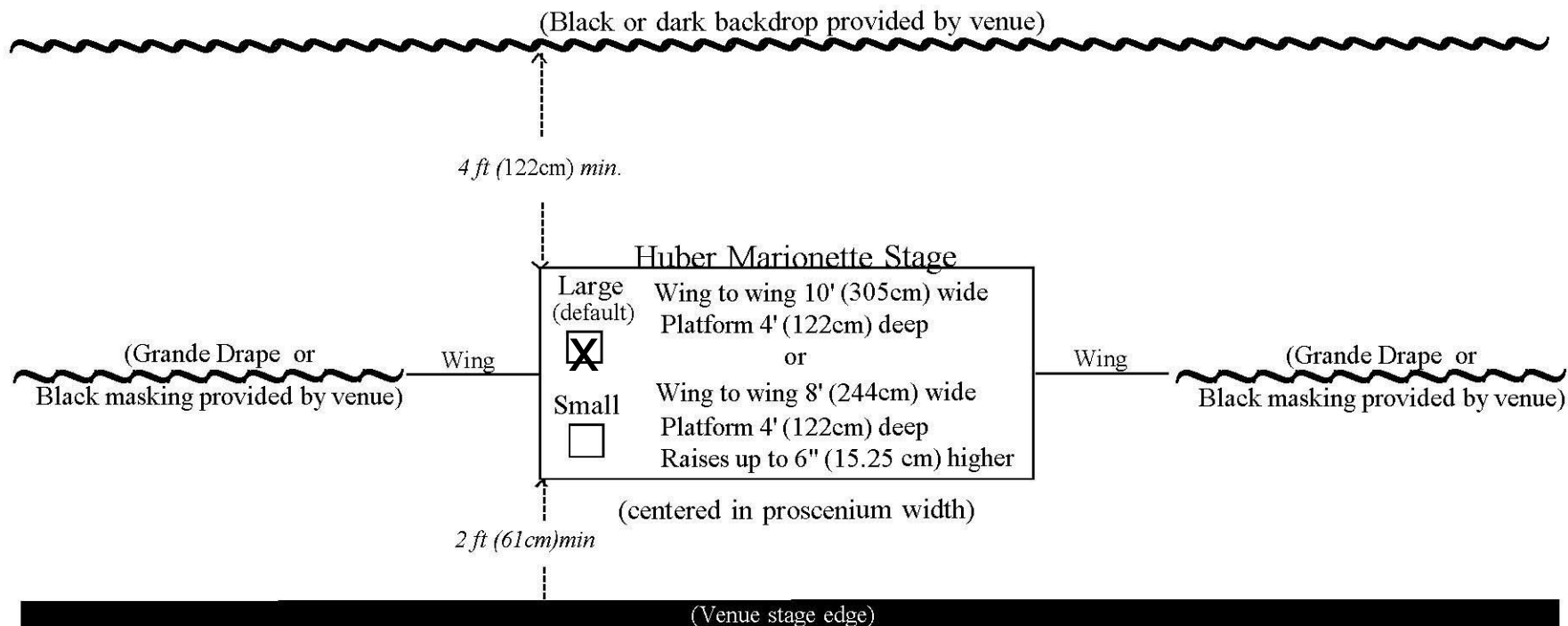
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# The Huber Marionettes

## Basic Stage Requirements

(Floor plan TOP view)

Venue Stage area Minimums: Depth 10 ft. (305cm) / Width 10 ft. (305cm) / Floor to ceiling 9 ft. (275cm)



## Audience

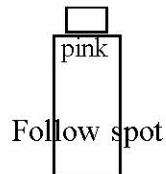
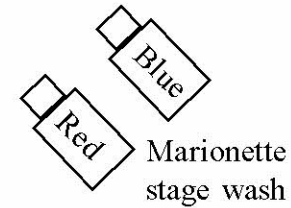
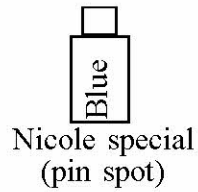
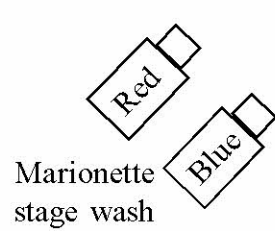
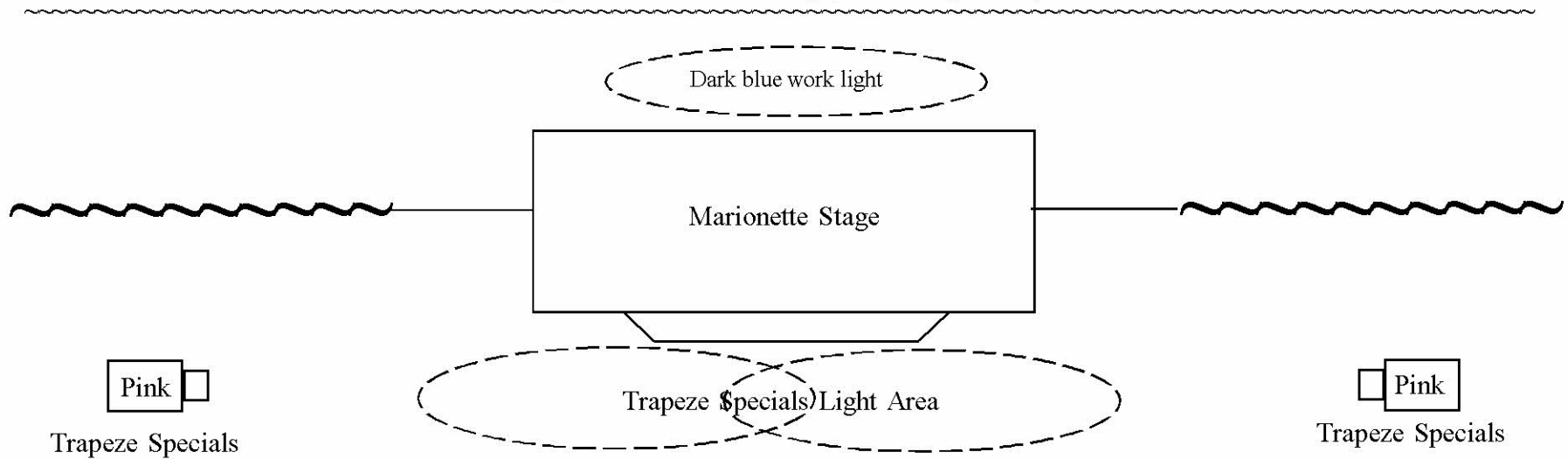
### Requirements to be provided by venue

- 1) **Sound:** Mini Disc & Plugs provided By THM to be plugged into venue's sound system
- 2) 1 Follow spot & operator
- 3) **Lighting:** Blue, red & pink wash. Front & sides of marionette stage.  
No direct overhead. TBD at rehearsal
- 4) **Black or dark back drop curtain.**

# The Huber Marionettes Basic Light Plot

(Top View)

(Black or dark backdrop provided by venue)



Note: Color #'s to be determined at rehearsal

## Huber set-up and take-down

Phillip's show is a theatrical experience and requires 3 hours with your theater's technical person only once before Phillip's first performance. If the technical person changes Phillip will need 3 hours for the each new person. Included in the 3 hours are, set-up of the marionette stage, setting lights, and going through the whole show from beginning to end with the sound and light cues.

Every show after the first one with same technical person requires 2 hours for set-up. Phillip can set-up his Marionette stage in the wings and place it on the main stage in position in 30 seconds.

Phillip will need 1 hour to break-down his equipment.