

**FUGUE VR
MIXED REALITY EXPERIENCE**

TECHNICAL REQUIREMENTS

There are 2 versions of the project Fugue VR mixed reality available on tour :

- The one for 10 people with 2 dancers in live
- The other for 5 people with 1 dancer in live

SUMMARY

1. Team

2. Technical conditions

- **Conduct**
- **Staff**
- **Stage**
- **Internet connexion**
- **Light**
- **Sound**
- **VR equipment**
- **Minimum age**
- **Health protocol**

The technical requirements mentioned below have no other purpose than to contribute to the success of the experience. In case of questions or difficulties, please contact us.

1. TEAM

Team on tour

4 people max :

- 1 ou 2 dancers
- 1 VR technician
- 1 production manager

Production

Laura Trappier, Production and broadcast manager (CCN2)
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Hannah Bellicha, Production and broadcast manager (SMALL BANG)
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Communication

Caroline Brossard, Communication manager (CCN2)
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Thank you for letting us know the elements of communication before any publication or any printing.

2. TECHNICAL CONDITIONS

Conduct

Set up

The day or the morning before the premiere is devoted to the set up and to technical tests with the dancer(s) and the VR technician. It takes half a day long. If possible, our team speaks to the mediators of the venue to explain how to organize the sessions.

Experience (to renew each scheduled day)

Back at the venue, the Fugue VR team needs 45 minutes to settle down. Then, the sessions with the public can begin.

A session with the public is about 20 minutes long :

- about 6 minutes of oral introduction (including equipment and adjustment of the VR headsets for each participants)
- about 14 minutes of experience

Rythm :

We can perform 2 or 3 sessions of 45 minutes (for the version for 10 people) or 30 minutes (for the version for 5 people), then have a break of 1 hour and do it again.

9 sessions at most per day.

- Each session needs to be 45 minutes long (for the version for 10 people) or 30 minutes long (for the version for 5 people) in order to let the public leave the place before the next session. Our team needs also some time to clean and reposition the headsets.
- Participants must arrive 10 minutes before the session because we can not accept late arrivals. It is not possible to enter the experience if it has already started.
- The last session of the day can be a re-take session for participants who had encountered a technical problem during their initial session. Potential late-comers or guests could also participate to this last session.
- **In any case, please validate with the production the rhythm of the sessions.**

Removal

At the end of each scheduled day, our team needs 30 minutes to remove the equipment.

Staff

Staff to be provided by the venue :

- 1 general manager to support us in the technical and material dimensions of the experience (set up, removal, internet network, etc.) for the duration of the sessions and the set up.
- 2 persons (for the version for 10 people) or 1 person (for the version for 5 people) dedicated to the mediation of the public. These persons must be present with us for the duration of all the sessions and help with the health protocol.

Stage

The room for the sessions must be ideally 90m² on the floor (for the version for 10 people) or 60m² (for the version for 5 people).

Too low ceilings can increase the feeling of claustrophobia, added to the wearing of the VR headset.

If possible, we recommend the floor and the walls to be black.

Material to be provided by the venue :

- Thank you to provide in this room three chairs and a table for the two dancers and the VR technician.
- We also recommend to provide chairs for senior or mobility impaired audiences.
- Our team needs also a space with a table and sockets to charge the material. This space must be hidden from the public, and very close to the room dedicated to the experience. It can be the dressing room.

Thank you for sending the technical sheet of the venue so that we can anticipate the organization of the space.

Internet connexion

Material to be provided by the venue :

It is obligatory to have a good and stable wifi internet access (and ideally a back-up, such as a 4G wifi router for example).

Light

The room must be plunged into semi-darkness.

Sound

Material to be provided by the venue :

- A sound diffusion system (powered speakers), which will be connected to a synchronized VR headset (via the remote control).
- A cable to connect the speakers to the phone (a RCA mini-jack / mini-jack-mini-jack or other depending on the model of available speakers)
- The mixer should be ideally located on the stage (so the technician can solve headers problems for the audience at any time).

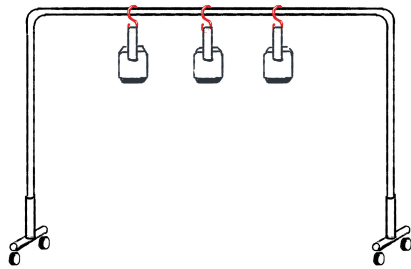
VR Material

Our team will bring:

- Gear VR headsets and spares with phones
- the corresponding fast chargers
- a synchronization system through a remote control
- 1 control phone
- an attachment system for headsets

Material to be provided by the venue :

- 1 rack to support the attachment system for headsets



Minimum age

Recommandation : from 13 years old.

Health protocol

The spectator

- wears a mask
- respects the distance of 1m
- disinfects hands when entering

The VR technician

- wears a transparent mask (it also respects the duration of use)
- disinfects hands before each handling of material
- disinfects all horizontal surfaces on which the materials will be placed
- disinfects the equipment after each use (see procedure below)

The dancers

- wears a transparent mask
- disinfects hands at the end of each performance / handling of material
- wears clothes covering arms and bust
- ensures that the public keeps a distance of 1m during the experience (as much as possible)

Implementation process

Before putting on the virtual reality headset, the VR technician reminds the viewer :

- keep your mask for the duration of the experience.
- to have washed your hands when entering
- not to exchange VR headsets with other spectators

Cleaning procedure

After each use, the team and any resources take care to :

- Visually inspect each element
 - > the virtual reality headset, emphasizing in particular the mask (the circumference, the interior, the nose),
 - > the surfaces that the client touched during his session.
- Clean each part of the helmet with :
 - > either antibacterial and antiviral disinfectant wipes
 - > either an antibacterial and antiviral disinfectant spray
- Dry each component if necessary with dry disposable paper.

Once disinfected, and only at that time, the helmet can be placed on a clean surface (the table previously washed for example) or hung on a suitable support.

Material to be provided by the venue :

Please provide the following sanitary supplies in sufficient quantity as well as 2 people (for the 10 participants version) or 1 person (for the 5 participants version) to help our team clean the masks:

- single-use surgical masks
- hydroalcoholic gels
- single use disinfectant wipes
- dry disposable papers (paper towel type)
- special bins, bags or containers for waste and specific waste treatment service