



## In theories (a poetics of space-time)

Technical specifications  
Updated 25-02-2026

TYPE OF SHOW: Acrobatic movement theatre

TYPE OF VENUE: Theatre

CAPACITY: 650 spectators

RUNNING TIME: 1 hour 15 minutes (creation in progress, duration to be confirmed)

TARGET AUDIENCE: Ages 10 and up

TOURING CREW: 12 performers, 1 technical director, 1 stage manager

TECHNICAL DIRECTOR: Coralie Cloutier (coralie@dynamotheatre.qc.ca)

*NOTE: Some adjustments to the technical specifications are possible. (Stage dimensions, technical equipment) to be discussed with our technical director.*

### THE PRESENTER HEREBY UNDERTAKES AND AGREES AS FOLLOWS :

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1. To ensure that a responsible person (presenter's technical representative) is on site at all times.
2. To provide a solid stage measuring 30' (9.14 m) wide by 32' (9.75 m) deep (excluding the passage behind the back curtain) with a clear height of 16' (4.88 m).  
(Compromise possible, subject to discussion with the Technical Director.  
See TECHNICAL SPECIFICATIONS, A) Set on page 2.
3. To advise DynamO Théâtre:
  - What material(s) the stage floor is made of;
  - If the stage floor has irregularities and/or trap doors, or is not level;
  - If the stage consists of an assembly of risers (and specify the height);
4. To provide five (5) people to assist with unloading and loading, as well as setting up and striking the set. We need two (2) sound technicians, two (2) lighting technicians, and one (1) stagehands. Please note that duties may change according to production needs.  
See TECHNICAL SPECIFICATIONS, G) Typical setup schedule on page 4.
5. To allow a minimum set-up time of seven (7) hours (depending on the type of venue and technical team) before the show to unload the truck, assemble the set, adjust the lighting, and set the lighting and sound levels. Please let us know if access to the stage is easy.

**Note: Pre-hanging is required before the arrival of the technical crew. If pre-hanging is not possible, allow an additional 2 hours for the installation.**



6. The call for the show is two and a half hours (2h30), including the warm-up of performers on stage before each performance.
7. To allow two (2) hours after the show to strike the set and load the truck with four (4) people, excluding the DynamO Théâtre's team.
8. To provide sound and lighting equipment.  
See TECHNICAL SPECIFICATIONS p. 2 and APPENDED DOCUMENT 1, p. 5.
9. To provide a clean, heated dressing room for twelve (12) people, equipped with mirrors, toilets, running water and showers, close to the stage.
10. To provide access to a water fountain, cold drinks (juice) and snacks for all. (Minimize packaging to avoid waste)
11. **TO PROVIDE ICE** near the stage. In case of injury.
12. To provide parking for one 14' (4.27 m) truck and three cars.

## TECHNICAL SPECIFICATIONS

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### A) Scenery and props

- Our stage area is 30' (9.14 m) wide x 32' (9.75 m) deep (excluding the passage behind the back curtain) x 16' (4.88 m) high.
- Set elements:
  - 46 chairs
  - Black dance floor (Marley) 30'L x 26'W (9,14m L x 7.92m W)
  - A conveyor belt system with two rollers.  
Operated by actors (no motor).
  - Tulle (gauze) measuring at least 26'L x 15'H (7.92m L x 4.57m H) Provided by the venue.
- Props:
  - We need at least two tables (stage left and right) to display the props.



## B) Lighting

We require an ETC ELEMENT lighting console.

**Pre-hanging is required before the arrival of the technical crew.**

List of equipment required for the show, provided by the venue:

See APPENDED DOCUMENT 1

- 67 x 2.4 kW dimmers
- 6 x LED bars (Pix 5 LEAD or equivalent)
- 20 x 1 kW Fresnel
- 5 x 25/50, 750 W ellipsoidal fixture
- 16 x 36, 750 W ellipsoidal fixture
- 2 x 26, 750 W ellipsoidal fixture
- 24 x par 64 Narrow
- Smoke machine (MDG Atmosphere or equivalent)
- 10 x 6' booms
- 8 pipes of at least 11'

Provided by DynamO Théâtre:

- 2 Antari Z series II smoke machines. Green smoke fluid (density=  $\frac{2}{5}$ , dissipation=  $\frac{3}{5}$ )

## C) Sound system

**Sound equipment provided by the venue:**

-Speakers:

- Standard left/right PA and subwoofer.
- Two monitors on tripods positioned on either side of the stage (monitor for actors).
- Two monitors located behind the tulle (gauze) (monitor for actors).
- 2 monitors suspended in front of the tulle (gauze) on the stage left and stage right.
- 1 Cluster

-Microphones:

- 5 microphones suspended above the stage.
- 2 surface microphones located at the front of the stage.
- 4 wireless SM-58 microphones.

-Provided by DynamO Théâtre:

- MacBook Pro (QLab4).
- Virtual sound card.
- MIDI controller (microphone management).

See APPENDED DOCUMENT 2 (p. 8) for an example of an audio patch.



## D) Stage management

- The control room must be located in the auditorium, in a position suitable for running the show.
- There must be a maximum distance of 100' (30m) between the control room and the back of the stage area.
- A communication system (clear-com) must be installed between the control room and the stage.

## E) Dressing

- Three exits (minimum) are required to stage wings (minimum of four pairs of curtains). Downstage, centre stage, and upstage.
- A back curtain is required with a crossover.
- Standard installation for borders.

## F) Unloading

- If there is no loading dock or convenient access to the stage, allow one (1) hour for unloading. With adequate access, allow fifteen (15) minutes.

## G) Typical setup schedule (7 hours)

Before the technical team arrives: LX pre-hanging, dressing and sound \*if pre-hanging is not possible, allow an additional 2 hours to the schedule for the day.

*Pre-hanging is required before the arrival of the technical crew. (If not + 2 hours)*

9:00 a.m.: Unloading of the truck.

9:30 a.m.: Control room installation, pre-hanging check.

10:00 a.m.: Installation of tulle, conveyor, LX patch, and testing of microphones and speakers.

11:00 a.m.: Focus.

1:00 p.m.: Lunch.

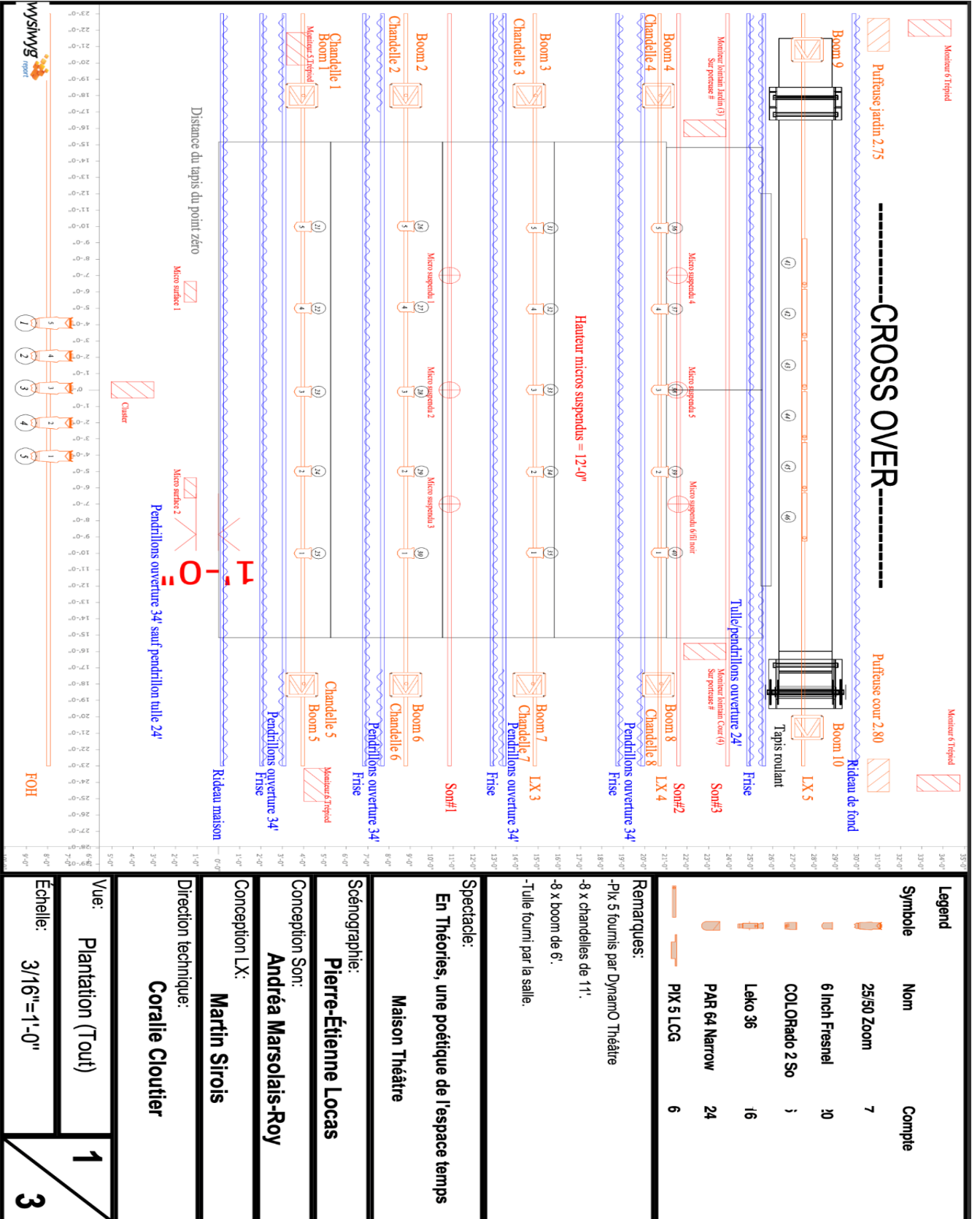
2:00 p.m.: Sound check, props table, dance floor installation and backstage organization.

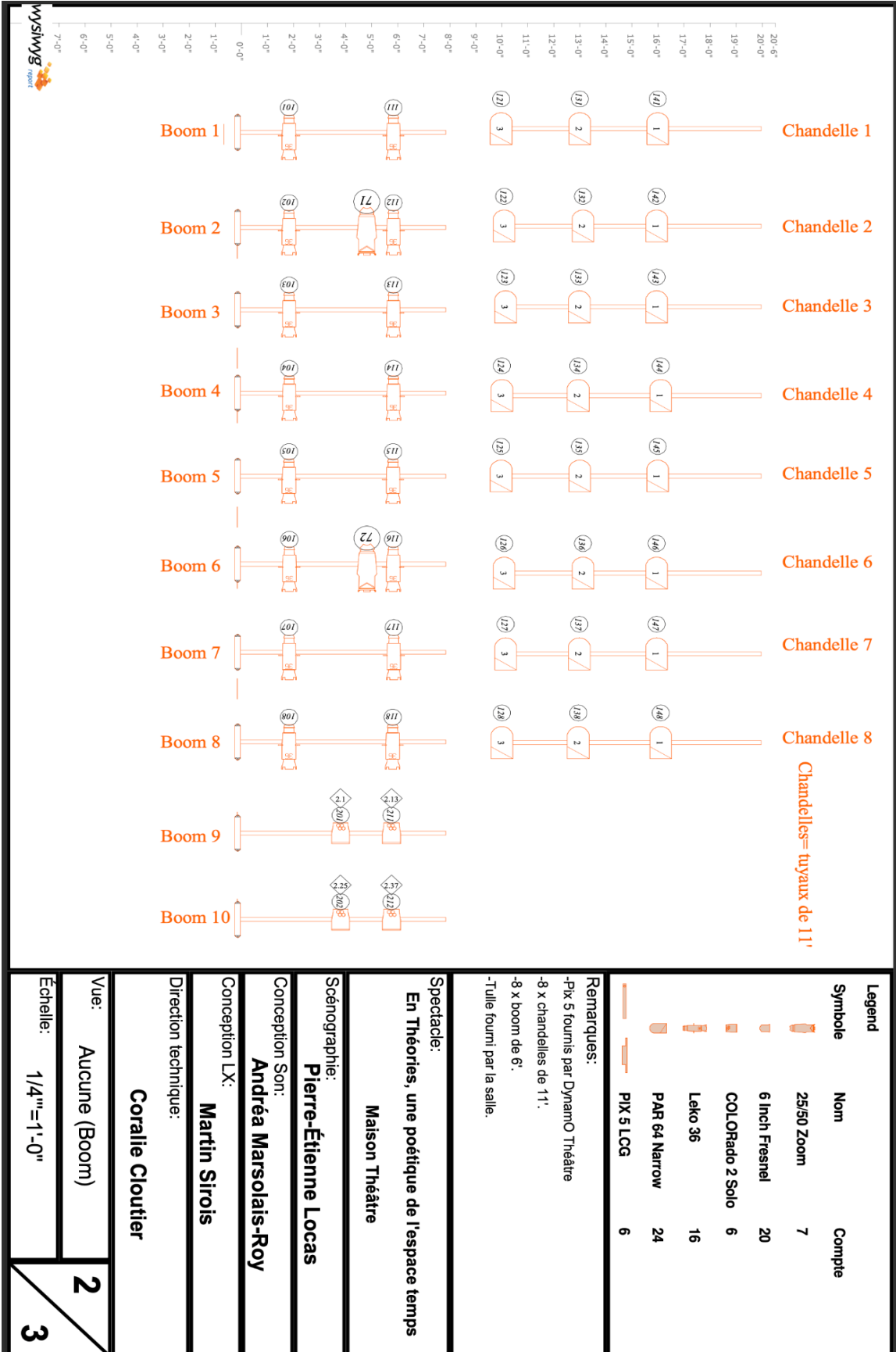
3:30 p.m.: Lighting intensity.

5:00 p.m.: End of the day.



## APPENDIX 1 – LIGHTING PLOT









## APPENDIX 2 - AUDIO 2 (example):

Patch audio - En théories - v 24 février 2026					
INPUT	Description	Modèle	Gain	Patch	Notes
1	Qlab Main L + Sub			USB in 1	
2	Qlab Main R + Sub			USB in 2	
3	Qlab Lointain L			USB in 3	
4	Qlab Lointain R			USB in 4	
5	-	-	-	-	
6	-	-	-	-	
7	Qlab Moniteur L			USB in 7	
8	Qlab Moniteur R			USB in 8	
9	Qlab Couloisses			USB in 9	
10	Qlab Cluster			USB in 10	
[...]					
17	Micro bâton ss-fil 1 ROUGE	UR/SM58		XLR In 1	Pied Atlas
18	Micro bâton ss-fil 2 JAUNE	UR/SM58		XLR In 2	Pied Atlas
19	Micro bâton ss-fil 3 BRUN	UR/SM58		XLR In 3	Pied Atlas
20	Micro bâton ss-fil 4 BLANC	UR/SM58		XLR In 4	Pied Atlas
21	iPod L	DI L		XLR In 5	
22	iPod R	DI R		XLR In 6	
23	Micro suspendu 1 (centre jardin)	Rode NT5		XLR In 7	Suspendre à 12'5" du sol avec un bout de tape blanc sur l'arrière du micro
24	Micro suspendu 2 (centre centre)	Rode NT5		XLR In 8	Suspendre à 12'5" du sol avec un bout de tape blanc sur l'arrière du micro
25	Micro suspendu 3 (centre cour)	Rode NT5		XLR In 9	Suspendre à 12'5" du sol avec un bout de tape blanc sur l'arrière du micro
26	Micro suspendu 4 (arrière jardin)	Rode NT5		XLR In 10	Suspendre à 12'5" du sol avec un bout de tape blanc sur l'arrière du micro
27	-	-	-	-	
28	Micro au sol J	PCC		XLR In 12	Installer à 1/4 de la largeur de la scène
29	Micro au sol C	PCC		XLR In 13	Installer au 3/4 de la largeur de la scène
30	-	-	-	-	
31	Talkback	SM58 à fil		XLR In 15	Avec pied de table (Note Coralie : Mute Group 6)
OUTPUT	Description	Modèle	Gain	Patch	Notes
Bus 1	Moniteur Jardin (L)	D&B E12 + trépied		XLR Out 1	À 6 pieds de haut, qui vise le centre de la scène
Bus 2	Moniteur Cour (R)	D&B E12 + trépied		XLR Out 2	À 6 pieds de haut, qui vise le centre de la scène
Bus 3	Lointain Jardin (L)	D&B E12		XLR Out 3	Qui vise le centre de la salle
Bus 4	Lointain Cour (R)	D&B E12		XLR Out 4	Qui vise le centre de la salle
Bus 5	Couloisses	D&B M6 + trépied		XLR Out 5 XLR Out 8	À 6 pieds de haut, qui vise le centre de la scène
Bus 6	Retour Loge			XLR Out 6	Au besoin
Bus 7	Envoi Reverb			interne	
Bus 9	Cam L / Rec L			XLR Out 9	Au besoin
Bus 10	Cam R/ Rec R			XLR Out 10	Au besoin
[...]					
Bus 16	Cluster			XLR Out 13	
MC	Subs			XLR Out 14	On prend le sub à part.
Main L	Main L			XLR Out 15	
Main R	Main R			XLR Out 16	