

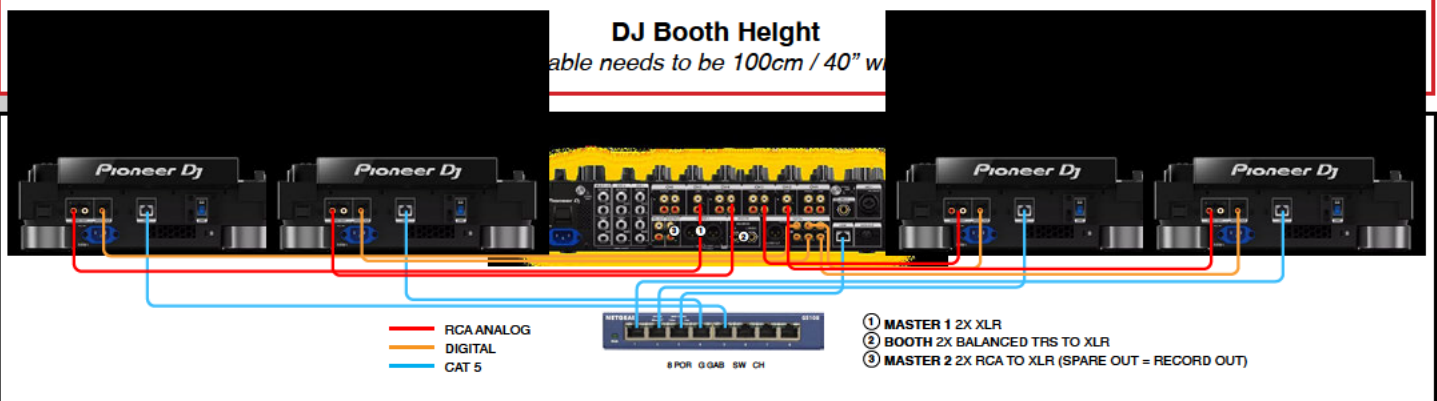
DJ Gear

The following equipment need to be present and operational without errors upon arrival of Artist's Production Team.

The equipment needs to be on a solid and stable surface, free from any vibration or movement. A black yoga mat must be placed underneath all equipment. All equipment shall be for the artist's sole use only and must not be modified after sound check and prior to the performance. Line check five (5) minutes prior to show is required.

DJ Booth Helght

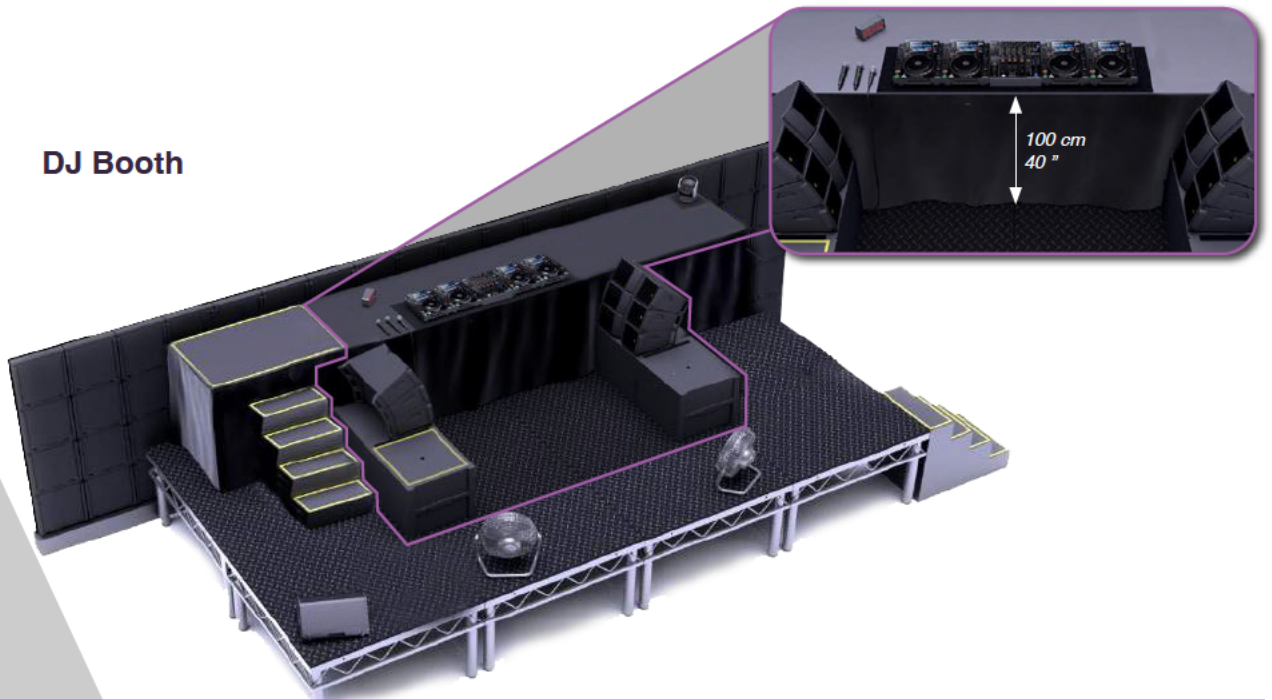
able needs to be 100cm / 40" w



Gear count	Type
1	Pioneer DJM V10 (latest firmware)
4	Pioneer CDJ3000 (latest firmware)
2	Shure ULX-D/Axient with SM58 capsule
1	Shure SM58S wired mic (Switch Mic)
1	8 Ports gigabit switch
1	LED Clock
2	Professional fan
1	Yoga mat 180cm (for DJ gear)

Spare count	Type
1	Pioneer DJM V10 or A9 (latest firmware)
1	Pioneer CDJ3000 (latest firmware)
1	Shure ULX-D/Axient with SM58 capsule

DJ Booth



Please recreate the dj-booth like the impression shown on the image above.

DJ Booth Height

The DJ gear table needs to be 100cm / 40" without players.

Monitor Systems MC

Monitors should be placed on the floor at all time.

Count	Type
2X	L'acoustics x15 (Behind the DJ Booth)
2X	d&b M4 (Behind the DJ Booth)

Microphones

The organizer must supply one of the following Microphones..

Count	Type
1X	Shure AD4D series with 2 wireless transmitters
1X	Shure ULX-D series with 2 wireless transmitters

Only with SM58 capsules (No KSM8 or 9)

Monitor Systems ARTIST

The monitor system is extremely important. therefore organizer must supply one of the following systems.

Brand	Tops	Subs
L'acoustics	Kara/A15	SB18/KS21
d&b	V8	V-Sub
Adamson	S10	S119/E119
Meyer Sound	Leopard	900-LFC

The monitors need to be placed on either side of the DJ booth. The volume of the monitor system must be controlled from the DJ mixer. The microphone must **not** be connected to the mixer or the monitor system.

AUDIO REPLACEMENTS:

if specific audio equipment's mentioned above are not available, please discuss with artist's audio engineer which alternatives are allowed as replacement.

Lighting

Total control over the global lighting levels is essential. During show hall lighting, logo's and sponsor lighting must be turned off. Control of house-, bar-, VIP area-, logo's- and sponsor lights should be low level and/or programmed with dark saturated colors and run from a separate lighting desk. This separate lighting desk needs to be situated at Front of House within reach of Artist's LD and must be under control of Artist's LD at Front of House.

We require a sober, English speaking competent lighting technician familiar with the lighting system, who needs to be present upon arrival of Artist's LD on site.

Lighting Console

We except only Ma Lighting Grandma 3 fullsize running the latest Grandma 3 software with a Light desk for back-up. If a Grandma full size cannot be provided, please contact our production manager at all time.

We **DON'T ACCEPT** other brands or illegal copy's of the Grandma console.

Brand	Running software
Grandma 3 Full size	Most recent software version
Grandma 3 Light <i>In this case, contact PM.</i>	Most recent software version

Lighting specification

Type	Amount
Martin Mac Viper Profile	60
Robe Robin LED Wash 1200	40
Robe Robin Pointe	40
Martin Atomic 3000 LED	36
Thomas 4 Lite Par 36	18
Vari*Lit VL3513 Spot	4
MDG 3000 Hazer incl. fan	4
JEM ZR44 Smoke Machine incl. fan	4

Lighting replacements

If the amount or specific lighting fixtures mentioned above are not available, please discuss with Production Manager which alternative fixtures are allowed as a replacement.

Showfile

Please provide us a showfile containing:

- A clean patch with only active rigged fixtures.
- Please use logical fixture-ID's based on fixture types.
- Clean Layout views per fixture type.
- If there are fixtures with a specific theatrical function, please communicate this in advance and store its function in the showfile.

Please make sure that:

All fixture-files need to be channel-routed with the default Grandma 3 attributes stated below:

Dimmer, Position, Color, Beam, Focus, Control

Please keep the Fixture-modes as basic as possible. Pan/Tilt need to be in 16-bit mode.

Laser

The Artist requires 12 individual RGB Lasers of at least 15 Watt per piece, to be equally divided over the stage.

The Artist's Light Operator will operate on the suppliers laptop using his own Pangolin Beyond Ultimate 5.1 Workspace.

The laser company has to supply the following:

Description	
RGB Laser (<25 Watt)	8
FB4 card in laser	8
Windows Laptop with Beyond 5.1	1
Beyond 4.0 - Ultimate License	1
Mouse wired	1
Separate network adaptor	2
Network Art-Net connection	1
Haze machine with powerfull fan	4

Connection

We approach lasers with great value and respect in our shows. in order to have seamless control between lighting and laser we need to setup a network connection between the Grandma 2/3 console and Beyond.

But above all... Safety first!

so please make sure the following:

- *zones are set up and tested by the venues supplier!*
- *NO audience scanning!*
- *Be aware of camera blackspots!*
- *A house operator should always be present during show, controlling the emergency button.*

Checklist:

- Console software is at least: 3.9.60.28
- Beyond version is at least: 5.1
- DMX footprint: 50 channels (beyond max)
- Load the provided beyond workspace
- Load the provided beyond action FX workspace
(Only if you are not using the default action FX workspace)
- Send layout and patch to our LD

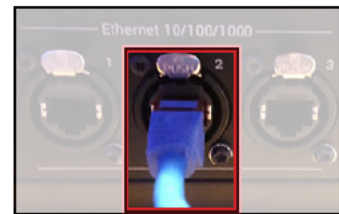
PLEASE NOTE:

*Make sure the all firewalls and network protections are turned off.
This is a very important step in making a successfull connection.*

PLEASE NOTE:

*If you encounter any problems after
you followed the steps below...
Scan the QR.*

- Connect the Computer running beyond with the grandma console using an ethernet cable. Plug the ethernet cable in port 2(eth1) of the grandma console.



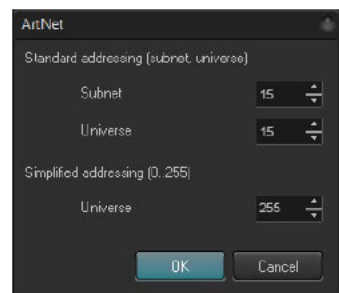
- Match the ethernet adapters TCP/IP range on both devices. (2.0.0.x)



Console	onPC	NPU
IP ETHERCON 1(ETH0) 192.168.0.50	DHCP ETHERCON New	IP ETHERCON 2(ETH1) 2.0.0.10

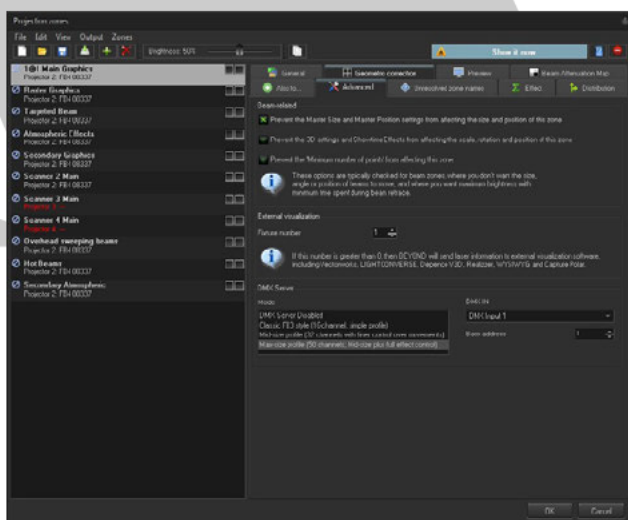
- Setup the desired universe on both devices.
- Note: You'll need a Hexadecimal table to convert the universe number.

Setup/Network/Network Protocols										Master 1	
Art-Net		ETC Net2		Pathport		sACN		Shownet		Kinect	
Valid	Requested	Mode		Destination IP		LocalSt	Amount	Network	Subnet	Universe	Delay (m)
Yes	Yes	OutputBroadcast				255	1	1	F		0.00
New											



- Setup the desired address for each projector on both devices.
- Please send the layout and patch to our LD.

FixID	ChaID	Name	Fixture Type	Patch	React Master
1001	-	Laser 1	12 Beyond Max	255.001	On
1002	-	Laser 2	12 Beyond Max	(-)	On



Video

All LED video tiles should have a maximum pitch of 10mm (the lower the pitch the better).

No advertisement is allowed during Afrojack's performance. Any content that Promoter may wish to use must be supplied to Production Manager at least two (2) weeks prior to the show for approval.

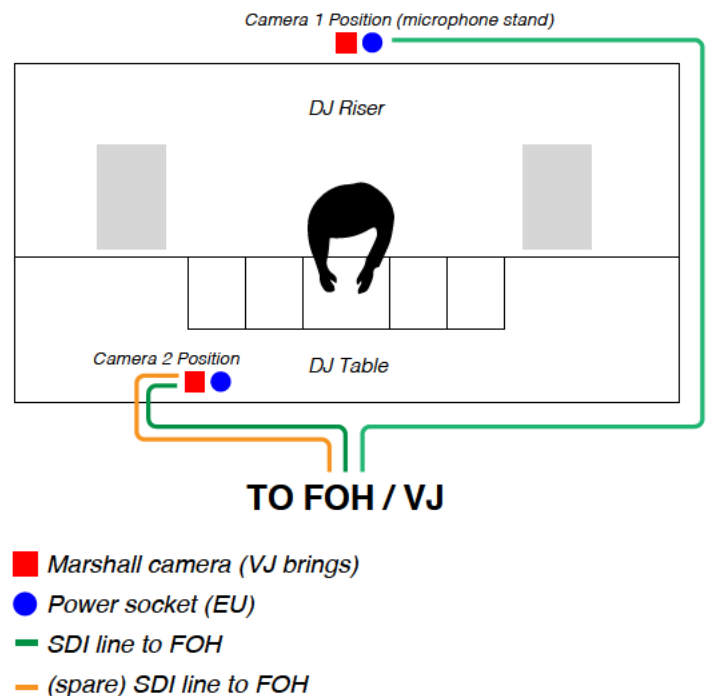
For any setup consisting of 3 or more outputs please reach out to the video operator in order to find the best solution that works for both parties.

Please provide 2x PTZ or Marshall cameras as determined in the image below. Afrojacks Production Manager can provide 1x Marshall camera if needed.

Description	Amount
PTZ Sony BRC / Panasonic AW	2
Controls in FOH	1
SDI PTZ from backside booth to FOH	1
SDI PTZ from frontside right booth to FOH	1
Preview screen (HDMI input) at FOH	1
HDMI cable preview screen	1

Backscreen	Setup
Square meters	100 m2
LED tiles	0,5m x 1m
Pixelpitch	10mm

IMAG SL + SR	Setup
Square meters	50 m2
LED tiles	0,5m x 1m
Pixelpitch	10mm



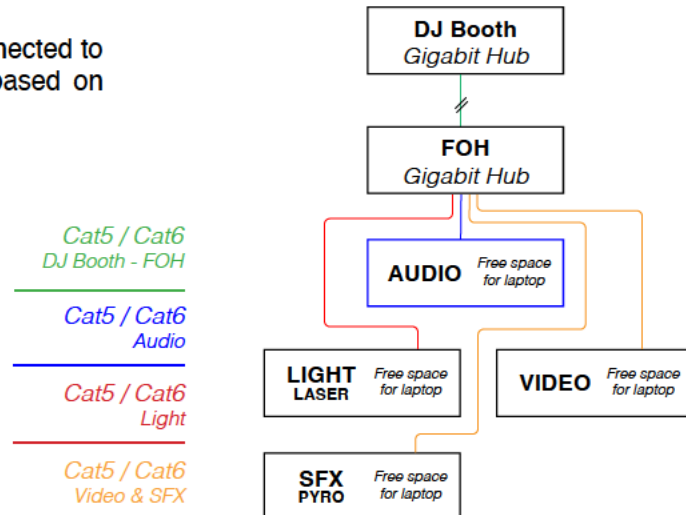
PLEASE NOTE:

*Provide the Pixelmap, input/output information and Resolume XML-file 2 weeks prior to show
In the event of last minute changes to the stage or pixelmap please reach out as soon as possible*

Network & Communication

Ethernet network for Timecode

The CDJ players need to be connected to a working cat5 ethernet cable based on the image on the right.



Communication System

A communication system is required for the exclusive use for the showteam. This system needs to be operational without errors upon arrival of the showteam.

The communication system will **ONLY** be used by the showteam and (show)-involved parties during Afrojack's performance.

The communication system needs to contain:

@ the FOH

4x wired intercoms including headphone with double eurmuffs to be positioned in the front of house at audio-, video-, lighting/laser- and SFX controls.

@ the DJ Booth

1x intercom including headphone with double eurmuffs to be positioned at the DJ booth Stage right.

SFX & Pyro

- The Artist requires additional production and effects for his performance.
- Promotor agrees to secure all necessary licenses and permits for the use of SFX + PYRO during Artist's performance.
- Promotor agrees to provide the SFX equipment + systems exactly as per rider. Any changes must be approved by Afrojacks agency, Afrojacks management and or production manager.
- Promotor has to provide a list of all equipment including positions, types and amount four (4) weeks prior to show.
- The pyrotechnics shall be administrated, qualified and fully insured technician.
- The pyrotechnics speaks and understand English.
- SFX + PYRO controls must be positioned in FOH.
- The Artist will bring an own operator to operate SFX + PYRO.

CO2 / CRYO

- 10x CO2 heads down stage – stage front.
- 120 seconds per CO2 is necessary!
- CO2 heads facing only straight forward, angled between 50-60 degrees.
- Program: **ALL FIRE**. Minimum of 3 seconds per moment.
- Preferred brand: MagicFX Co2Jet.

STADIUM SHOT

- 6x stadium shots, high powered.
- 3 shots: 1x streamers **RED** (Intro), 2x Confetti Gold/White.
- Across stage front.
- Preferred brand: MagicFX Stadiumshot.

CONFETTI BLOWER

- 5x confetti blowers.
- 3 shots (30 seconds): 3x White/Silver.
- 3x Across stage front + 2x Across FOH.
- Preferred brand: MagicFX Stadiumblaster.

FLAME UNITS

EXPLO X2 WAVE FLAME

- Amount units: 8 pieces
- 100 seconds per unit!
- Positions: equally divided front stage
- Program: **ALL FIRE** (Minimum of 3 seconds per moment) / **CHASE LEFT** / **CHASE RIGHT** / **IN-OUT** / **OUT-IN** / **ODD-EVEN**

GALAXIS SHOWTECHNIK G-FLAME

- Amount units: 12 pieces
- 100 seconds per unit!
- Across stage front
- Program: **ALL FIRE** (Minimum of 3 seconds per moment) / **CHASE LEFT** / **CHASE RIGHT** / **IN-OUT** / **OUT-IN** / **ODD-EVEN**

This SFX and PYRO
material and cue list
was compiled by:



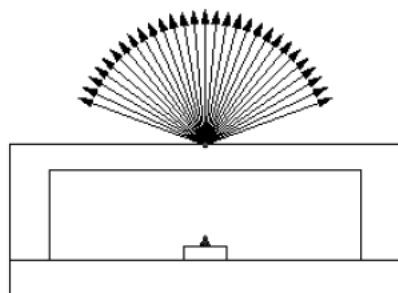
PLEASE NOTE:

If any specific mentioned SFX or PYRO is not available, please discuss with Artist's Production Manager to check for alternatives.

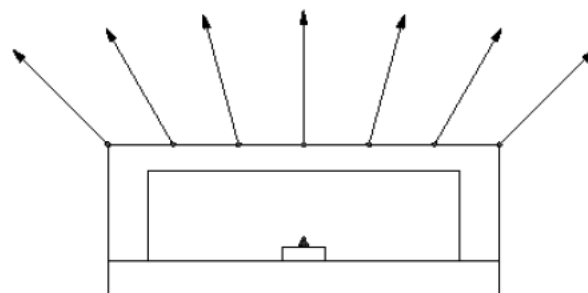
Pyro / Firework - Cue list

Cue	Position	Angle	Qty	Total effects	Effect	Chase	Timing in total sec
CUE 01	Rooftop	Fan out	7	7	40mm Red comet + Star mine with tail	Center out	0,5
CUE 01	Front stage	Straight up	8	8	30-50 Feet mine Red with tail	Center out	0,5
CUE 02	Front stage	Straight up	8	8	30-50 Feet gerb 1 sec	All at once	0
CUE 03	Front stage	Straight up	8	8	30-50 Feet gerb 1 sec	ALL AT ONCE	0
CUE 04	Rooftop	Straight up	7	7	40mm Sprangle cracker comet	Center out	0,3
CUE 04	Front stage	Straight up	8	8	30-50 Feet mine cracker	Center out	0,3
CUE 05	Front stage	Straight up	8	8	30-50 Comet white Ultra fast with tail	Left > Right	0,3
CUE 05	Front stage	Straight up	8	8	30-50 Comet white Ultra fast with tail	Left > Right	0,3
CUE 06	Rooftop	V-shape	7	14	40mm Mine gold glitter	All at once	0
CUE 06	Front stage	Straight up	8	8	30-50 Mine gold glitter	All at once	0
CUE 07	Rooftop	Straight up	7	7	40mm Mine pink with tail	Center out	0,5
CUE 07	Front stage	Straight up	8	8	30-50 Feet mine pink with tail	All at once	0,5
CUE 08	Rooftop	Straight up	7	7	40mm Mine blue with tail	Center out	0,3
CUE 08	Front stage	Straight up	8	8	30-50 Feet mine green	Center out	0,3
CUE 09	Rooftop	5-way Fanshape	15	15	40mm Comet white spangle	Center out	0,8
CUE 10	Rooftop	5-way Fanshape	15	15	40mm Mine red with tail	All at once	0
CUE 10	Front stage	Straight up	8	8	30-50 Feet mine red with tail	All at once	0
CUE 11	Rooftop	Double peacock	30	30	40mm White spangle cracker comet	Center out	1,2
CUE 12	Front stage	Straight up	8	8	30-50 Feet gerb 1 sec	All at once	0
CUE 13	Front stage	Straight up	8	8	30-50 Feet gerb 1 sec	All at once	0
CUE 14	Rooftop	Straight up	7	7	40mm Orange comet + Star mine with tail	All at once	0
CUE 14	Rooftop	5WAY FANSHAPE	15	15	40mm Mine pink with tail	All at once	0
CUE 14	Front stage	Straight up	8	8	30-50 Feet mine green with tail	All at once	0
CUE 15	Rooftop	Straight up	7	21	40mm Red comet + Star mine with tail	Finale 12 sec	12
CUE 15	Rooftop	5WAY FANSHAPE	15	90	40/60mm Red Crosette with tail	Finale 12 sec	12

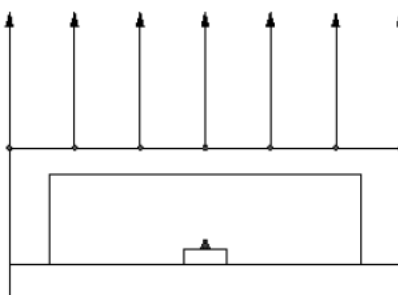
Pyro / Firework - Pyro positions



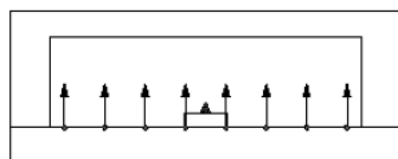
ROOFTOP
DOUBLE PEACOCK



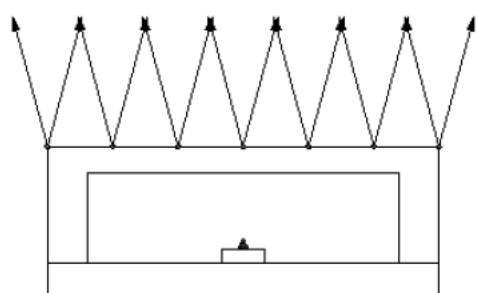
ROOFTOP
FAN OUT



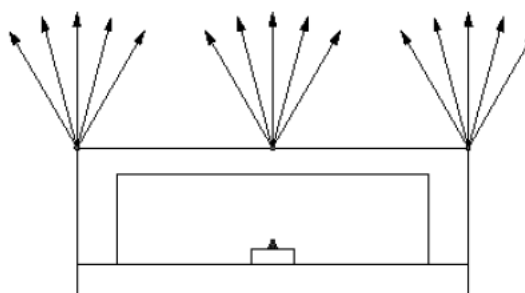
ROOFTOP
STRAIGHT UP



FRONT STAGE
STRAIGHT UP



ROOFTOP
VSHAPE



ROOFTOP
5WAY FANSHAPE