

VERYSHOW Productions présente

MASS HYSTERIA

MANIAC TOUR WITH SPECIAL GUESTS

HANGMAN/ CHAIR POGO BAR
CASH CONTROL



6 DÉC 2019

ZENITH
PARIS LA VILLETTE



Symbole	Nom	Comp
	Martin MAC Viper Profile	16
	Aleda K20 B-EYE	20
	MagicBlade	48
	Atomic 3000 LED	15
	Thomas 4 Lite Par 36	18
	Mythos	24
	P-2	10
	Aleda K10 B-EYE	7

Wysiwyg designer : Romain Dronne

Lighting designer & operator : Thomas Desrosiers

Email : romaindronne@me.com

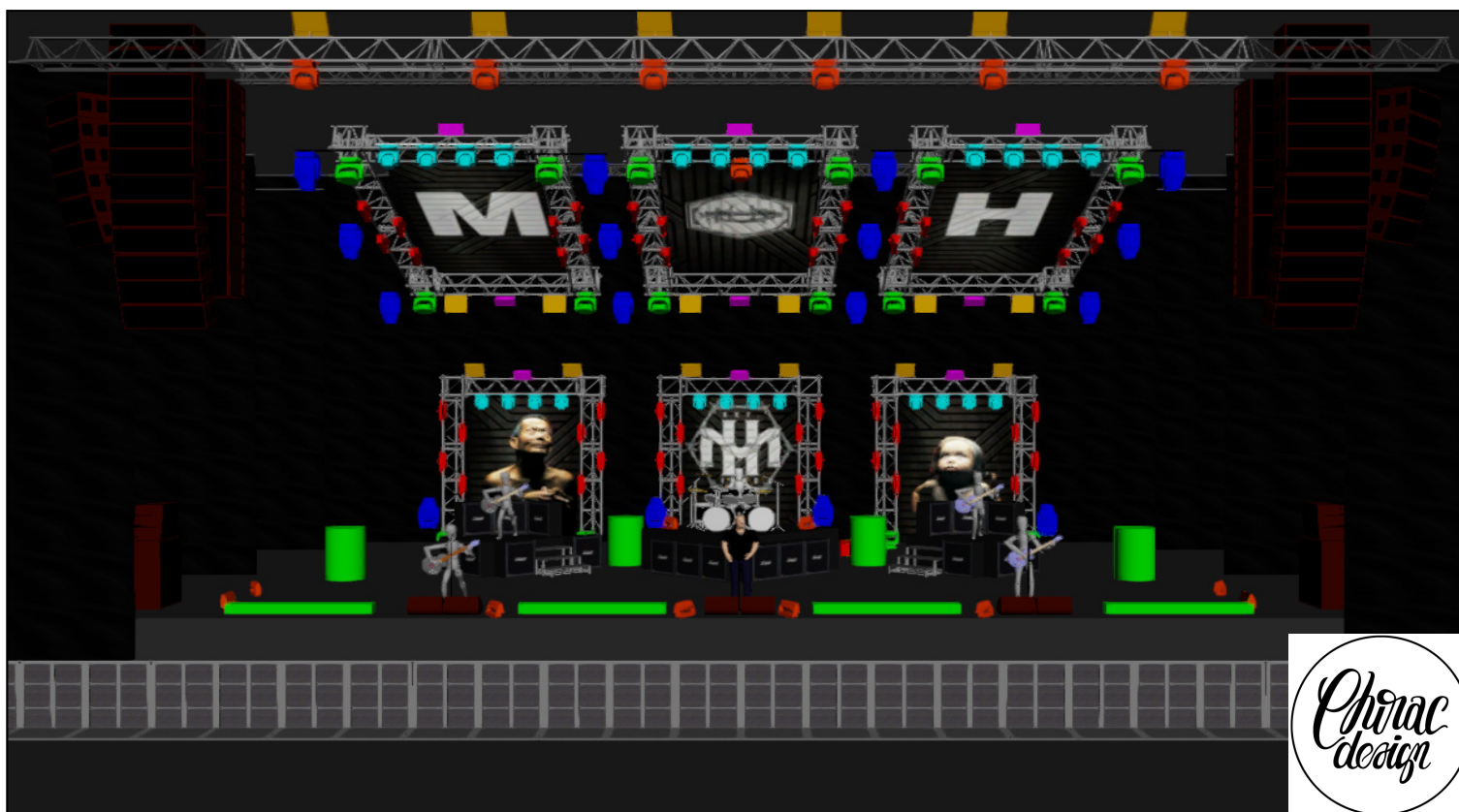
Cell : +33 681 939 120

MASS HYSTERIA
ZENITH PARIS
v3 Update 31/11/19

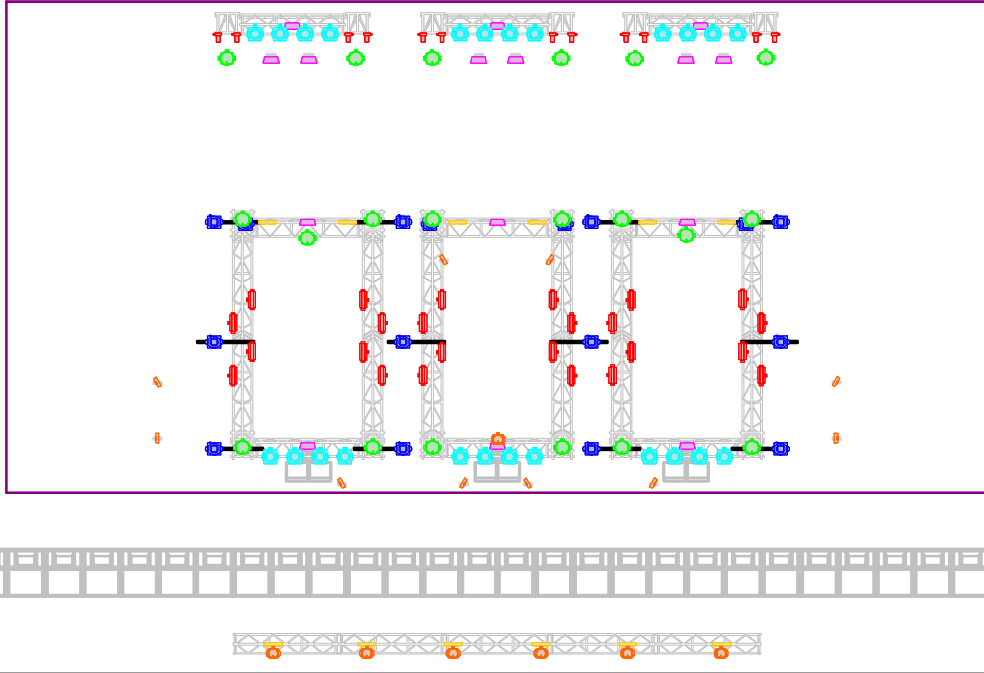
Main Desk : MA Lighting -GrandMA 2 Light
Hazer : MDG 3000 (x2)

Stage size : 26m x 13m

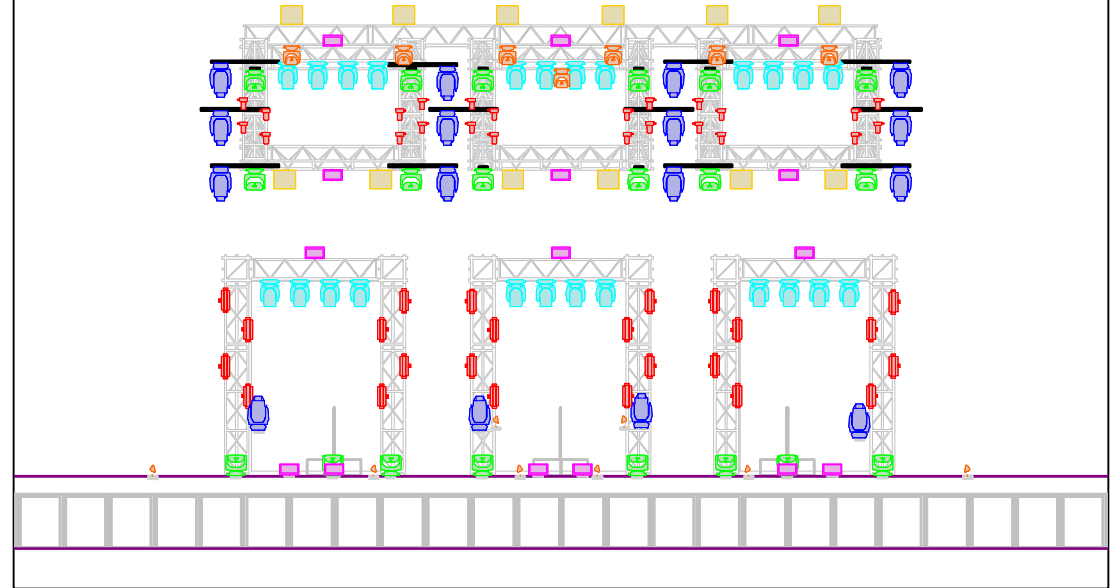
Stage height : 1,60m



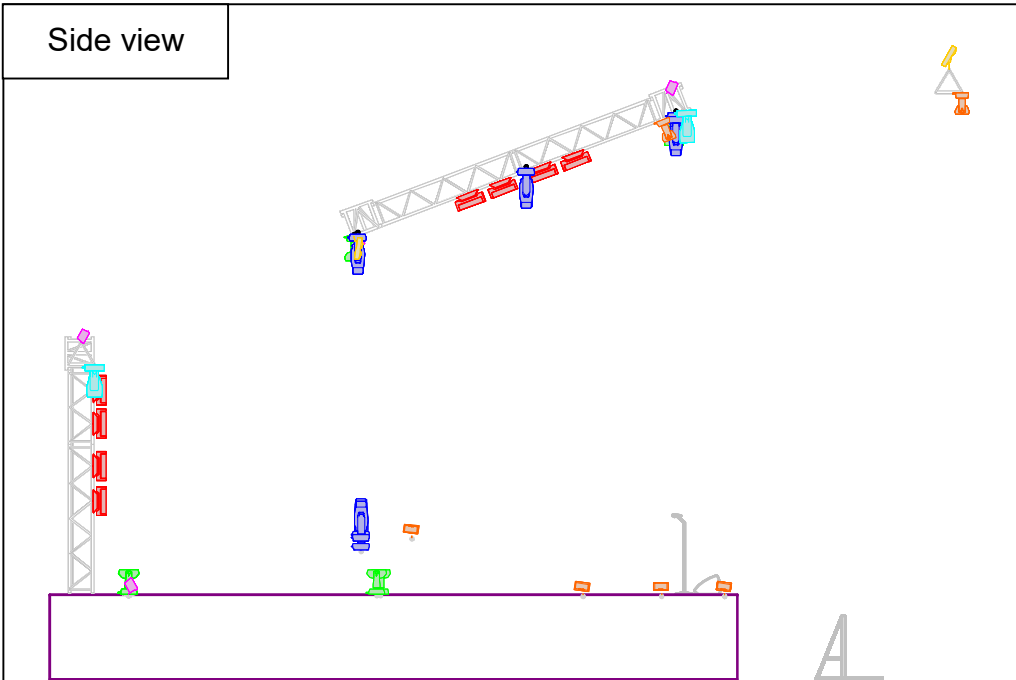
Top view



Front view



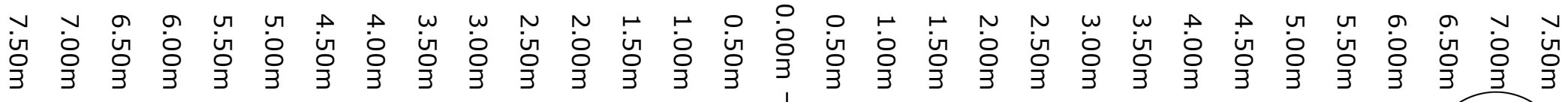
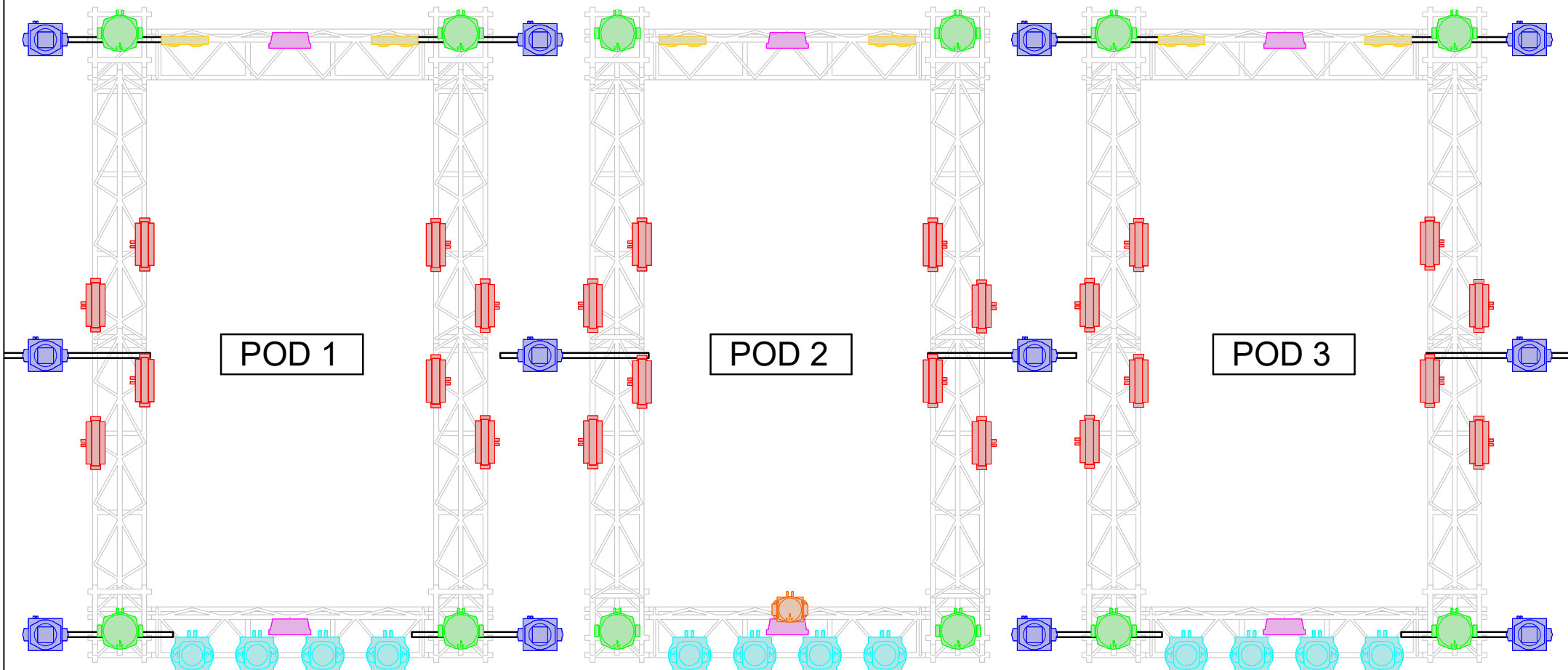
Side view



Symbole	Nom	Compte	Mode	# Channels	Options du Projecteur
	Martin MAC Viper Profile	16			Mode: 16-Bit - 26 chan
	Aleda K20 B-EYE	20	Standard	21	Mode: Standard; Pixel Engine: Disabled
	Mythos	24	Standard	30	Mode: Standard; LDM
	MagicBlade R	48	Standard	20	Mode: Standard
	Atomic 3000 LED	15	4	4	Channels: 4
	P-2	10	6	6	Channels: 6
	Thomas 4 Lite Par 36	18		2	
	Aleda K10 B-EYE	7	Standard	21	Mode: Engi

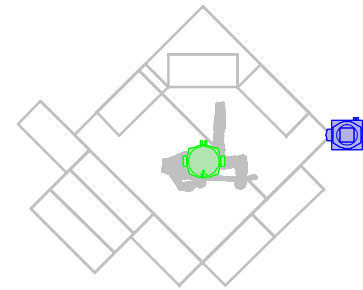
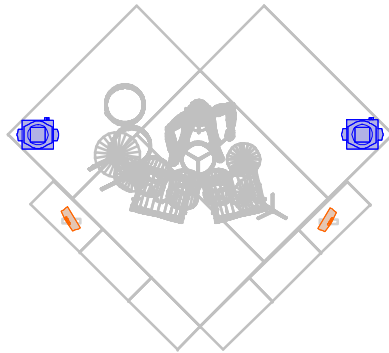
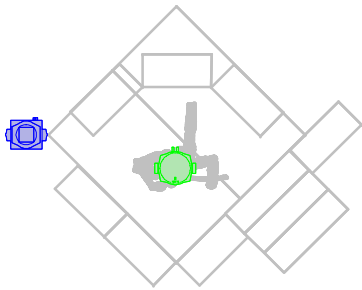
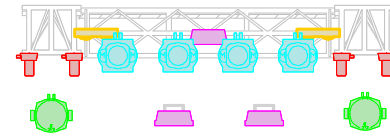
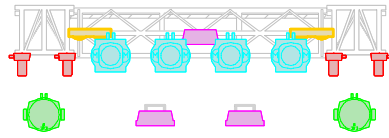
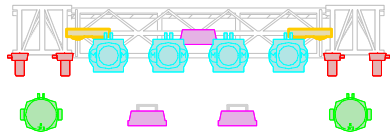


top view

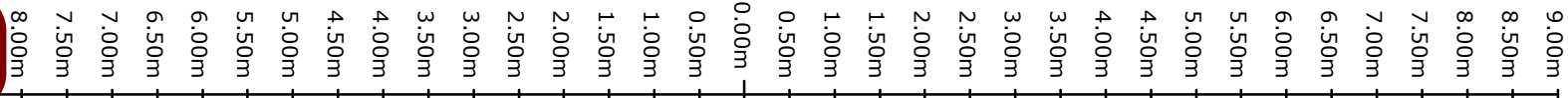


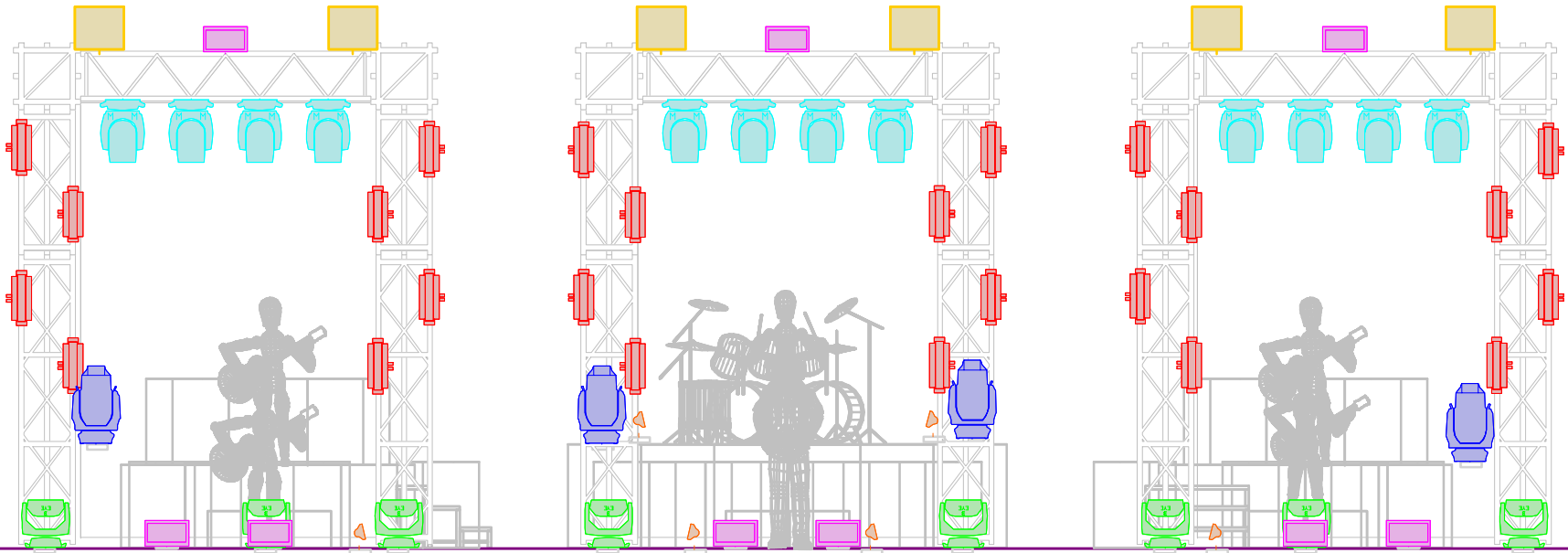
PODS





FLOOR





FLOOR



1.. SPOT

Unit	Type	Patch
101	MAC Viper Profile	A.1
102	MAC Viper Profile	A.27
103	MAC Viper Profile	C.1
104	MAC Viper Profile	C.27
105	MAC Viper Profile	A.53
106	MAC Viper Profile	B.1
107	MAC Viper Profile	B.27
108	MAC Viper Profile	C.53
109	MAC Viper Profile	A.79
110	MAC Viper Profile	A.105
111	MAC Viper Profile	C.79
112	MAC Viper Profile	C.105
113	MAC Viper Profile	G.1
114	MAC Viper Profile	G.27
115	MAC Viper Profile	G.53
116	MAC Viper Profile	G.79

2.. WASH

Unit	Type	Patch
201	Aleda K20 B-EYE	A.131/
202	Aleda K20 B-EYE	A.152/
203	Aleda K20 B-EYE	B.53/
204	Aleda K20 B-EYE	B.74/
205	Aleda K20 B-EYE	C.131/
206	Aleda K20 B-EYE	C.152/
207	Aleda K20 B-EYE	A.173/
208	Aleda K20 B-EYE	A.194/
209	Aleda K20 B-EYE	B.95/
210	Aleda K20 B-EYE	B.116/
211	Aleda K20 B-EYE	C.173/
212	Aleda K20 B-EYE	C.194/
213	Aleda K20 B-EYE	D.1/
214	Aleda K20 B-EYE	D.22/
215	Aleda K20 B-EYE	E.1/
216	Aleda K20 B-EYE	E.22/
217	Aleda K20 B-EYE	F.1/
218	Aleda K20 B-EYE	F.22/
219	Aleda K20 B-EYE	G.105/
220	Aleda K20 B-EYE	G.126/

3.. BEAM

Unit	Type	Patch
301	Mythos	A.215
302	Mythos	A.245
303	Mythos	A.275
304	Mythos	A.305
305	Mythos	B.137
306	Mythos	B.167
307	Mythos	B.197
308	Mythos	B.227
309	Mythos	C.215
310	Mythos	C.245
311	Mythos	C.275
312	Mythos	C.305
313	Mythos	D.43
314	Mythos	D.73
315	Mythos	D.103
316	Mythos	D.133
317	Mythos	E.43
318	Mythos	E.73
319	Mythos	E.103
320	Mythos	E.133
321	Mythos	F.43
322	Mythos	F.73
323	Mythos	F.103
324	Mythos	F.133

4.. MAGIC BLADE

Unit	Type	Patch
401	MagicBlade R	D.163
402	MagicBlade R	D.183
403	MagicBlade R	D.203
404	MagicBlade R	D.223
405	MagicBlade R	D.243
406	MagicBlade R	D.263
407	MagicBlade R	D.283
408	MagicBlade R	D.303
409	MagicBlade R	E.163
410	MagicBlade R	E.183
411	MagicBlade R	E.203
412	MagicBlade R	E.223
413	MagicBlade R	E.243
414	MagicBlade R	E.263
415	MagicBlade R	E.283
416	MagicBlade R	E.303
417	MagicBlade R	F.163
418	MagicBlade R	F.183
419	MagicBlade R	F.203
420	MagicBlade R	F.223
421	MagicBlade R	F.243
422	MagicBlade R	F.263
423	MagicBlade R	F.283
424	MagicBlade R	F.303
425	MagicBlade R	A.335
426	MagicBlade R	A.355
427	MagicBlade R	A.375
428	MagicBlade R	A.395
429	MagicBlade R	A.415
430	MagicBlade R	A.435
431	MagicBlade R	A.455
432	MagicBlade R	A.475
433	MagicBlade R	B.257
434	MagicBlade R	B.277
435	MagicBlade R	B.297
436	MagicBlade R	B.317
437	MagicBlade R	B.337
438	MagicBlade R	B.357
439	MagicBlade R	B.377
440	MagicBlade R	B.397
441	MagicBlade R	C.335
442	MagicBlade R	C.355
443	MagicBlade R	C.375
444	MagicBlade R	C.395
445	MagicBlade R	C.415
446	MagicBlade R	C.435
447	MagicBlade R	C.455
448	MagicBlade R	C.475

5.. STROB

Unit	Type	Patch
501	Atomic 3000 LED	A.495
502	Atomic 3000 LED	B.417
503	Atomic 3000 LED	C.495
504	Atomic 3000 LED	A.499
505	Atomic 3000 LED	B.421
506	Atomic 3000 LED	C.499
507	Atomic 3000 LED	D.323
508	Atomic 3000 LED	E.323
509	Atomic 3000 LED	F.323
510	Atomic 3000 LED	D.327
511	Atomic 3000 LED	D.331
512	Atomic 3000 LED	E.327
513	Atomic 3000 LED	E.331
514	Atomic 3000 LED	F.327
515	Atomic 3000 LED	F.331

6.. FRONT

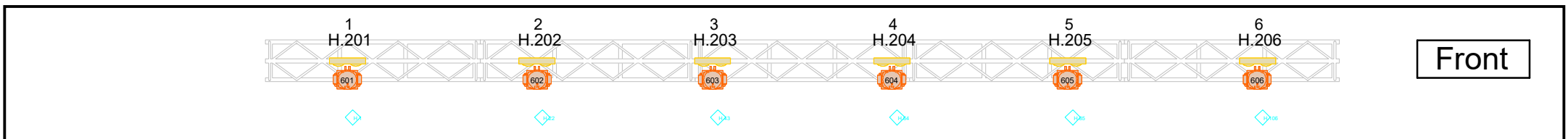
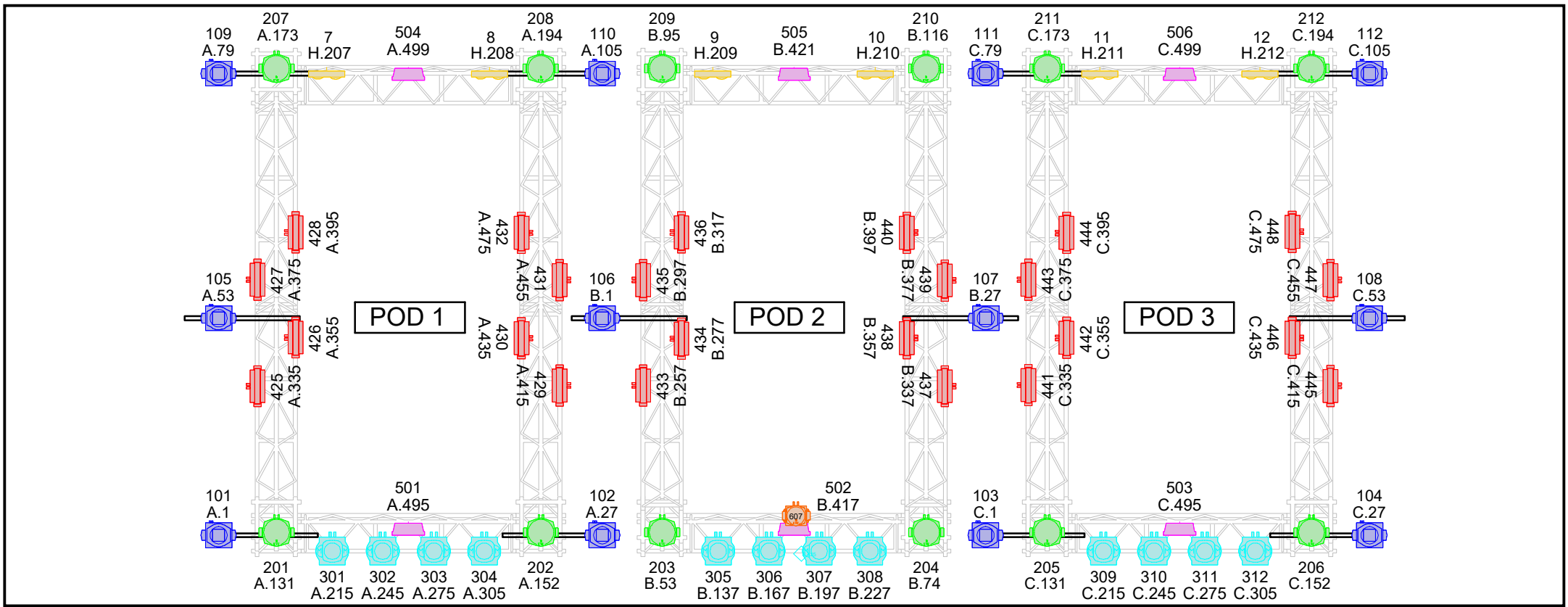
Unit	Type	Patch
601	Aleda K10 B-EYE	H.1/
602	Aleda K10 B-EYE	H.22/
603	Aleda K10 B-EYE	H.43/
604	Aleda K10 B-EYE	H.64/
605	Aleda K10 B-EYE	H.85/
606	Aleda K10 B-EYE	H.106/
607	Aleda K10 B-EYE	B.425/

7.. LED P2

Unit	Type	Patch
701	P-2	G.153
702	P-2	G.165
703	P-2	G.159
704	P-2	G.177
705	P-2	G.171
706	P-2	G.183
707	P-2	G.147
708	P-2	G.189
709	P-2	G.195
710	P-2	G.201

Patch List





Symbole	Nom	Compte	Mode	# Channels	Options du Projecteur
	Martin MAC Viper Profile	16			Mode: 16-Bit - 26 channels
	Aleda K20 B-EYE	20	Standard	21	Mode: Standard; Pixel Engine: Disabled
	Mythos	24	Standard	30	Mode: Standard; LDMX: On
	MagicBlade R	48	Standard	20	Mode: Standard
	Atomic 3000 LED	15	4	4	Channels: 4
	P-2	10	6	6	Channels: 6
	Thomas 4 Lite Par 36	18		2	
	Aleda K10 B-EYE	7	Standard	21	Mode: Standard; Pixel Engine: Disabled

Universes :

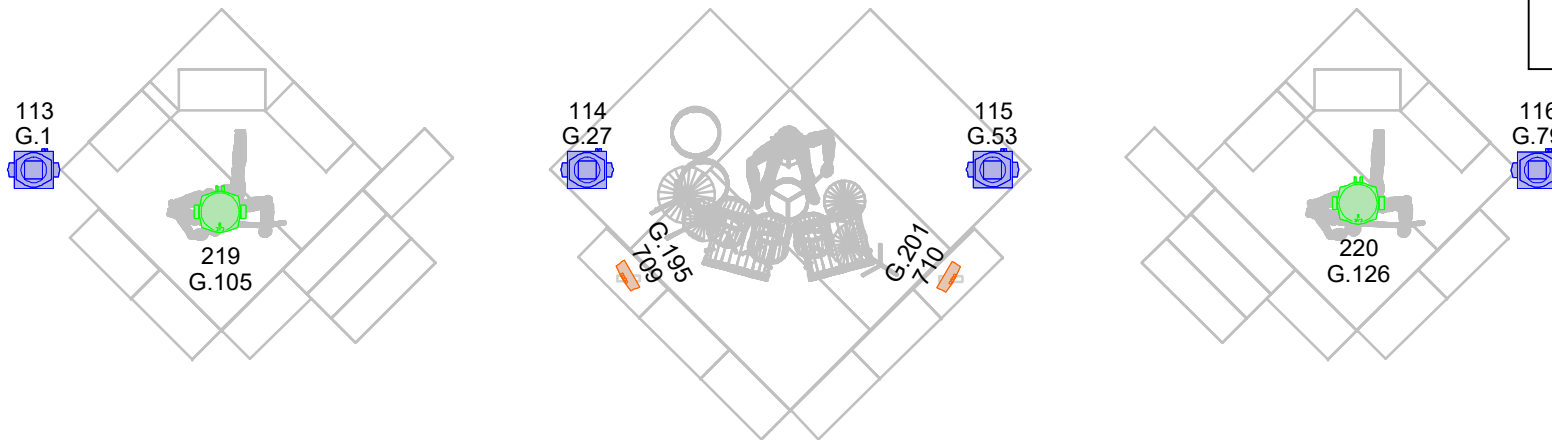
- 1(A) = POD 1
- 2(B) = POD 2
- 3(C) = POD 3
- 4(D) = ARCHE 1
- 5(E) = ARCHE 2
- 6(F) = ARCHE 3
- 7(G) = FLOOR RISERS + P2
- 8(H) = FRONT TRUSS
- + Trad start adress 201

top view

ID & Patch Truss



top view



G.147
701

G.153
701



G.159
701



G.165
702



G.171
701



G.177
704



G.189
706

G.183
706

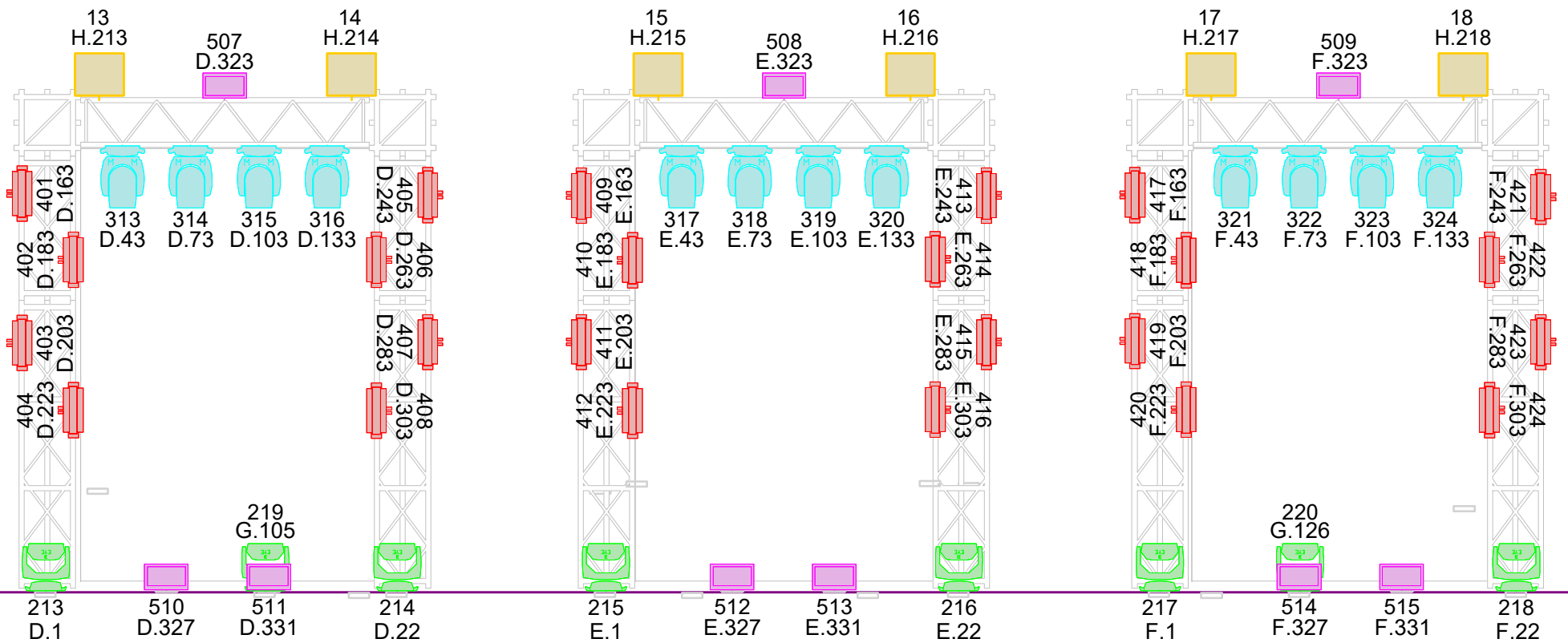
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Universes :

- 1(A) = POD 1
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- 4(D) = ARCHE 1
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- 6(F) = ARCHE 3
- 7(G) = FLOOR RISERS + P2
- 8(H) = FRONT TRUSS
- + Trad start adress 201

Floor





Symbole	Nom	Compte	Mode	# Channels	Options du Projecteur
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	Aleda K10 B-EYE	7	Standard	21	Mode: Standard; Pixel Engine: Disabled

Universes :

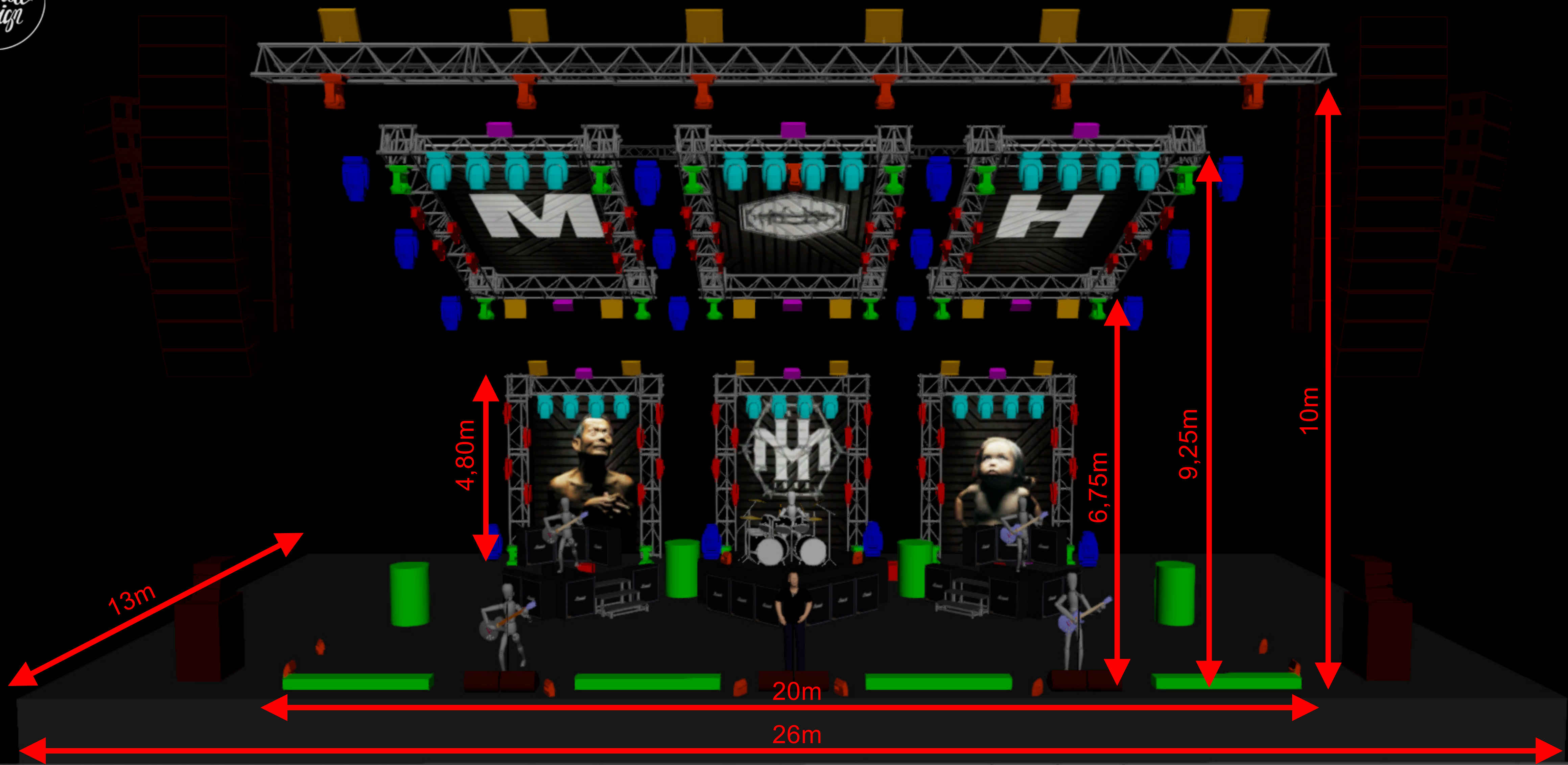
- 1(A) = POD 1
- 2(B) = POD 2
- 3(C) = POD 3
- 4(D) = ARCHE 1
- 5(E) = ARCHE 2
- 6(F) = ARCHE 3
- 7(G) = FLOOR RISERS + P2
- 8(H) = FRONT TRUSS
- + Trad start adress 201

ARCH ID & PATCH





STAGE DIMENSIONS



13m

4,80m

20m

26m

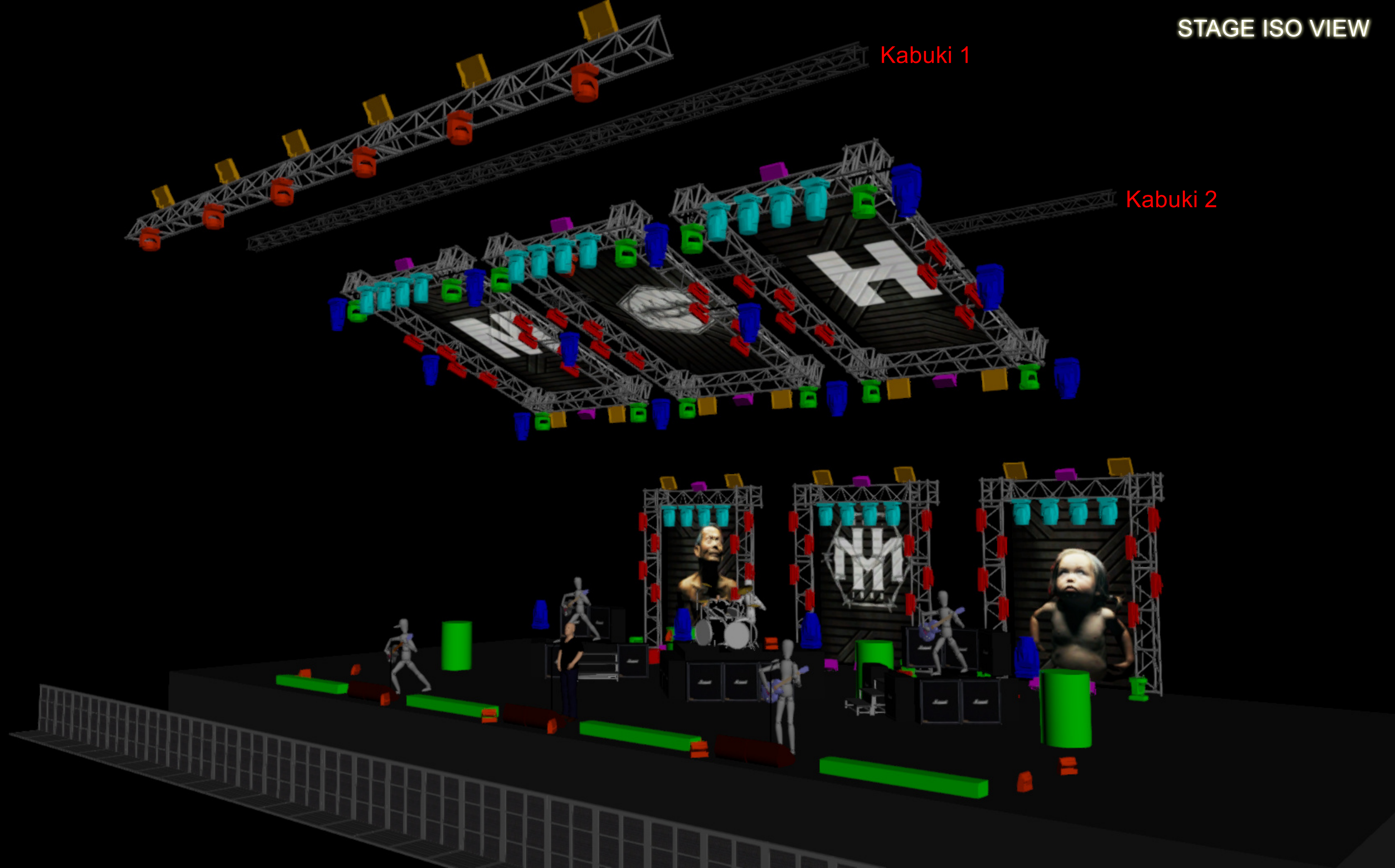
6,75m

9,25m

10m

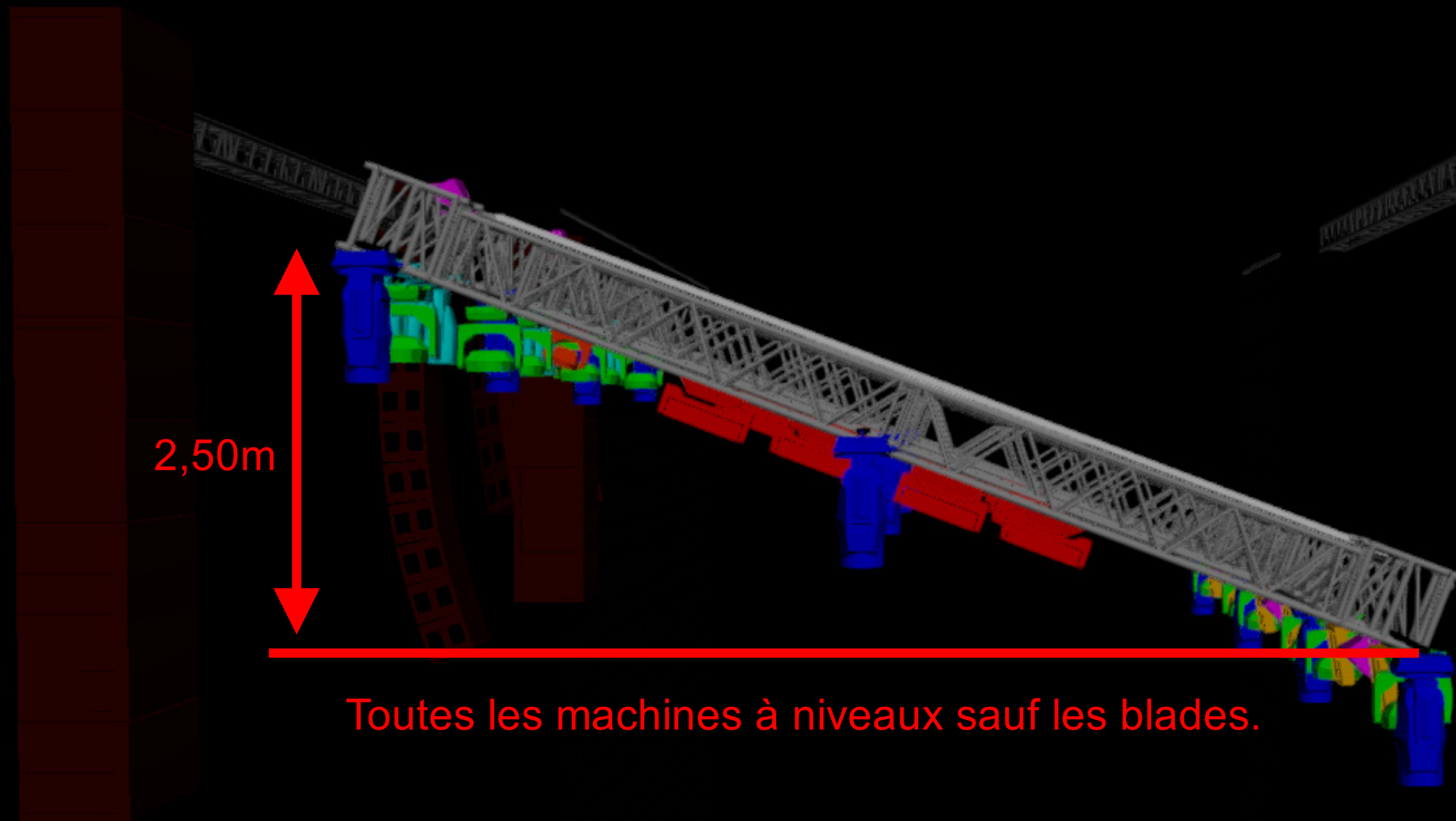


STAGE ISO VIEW



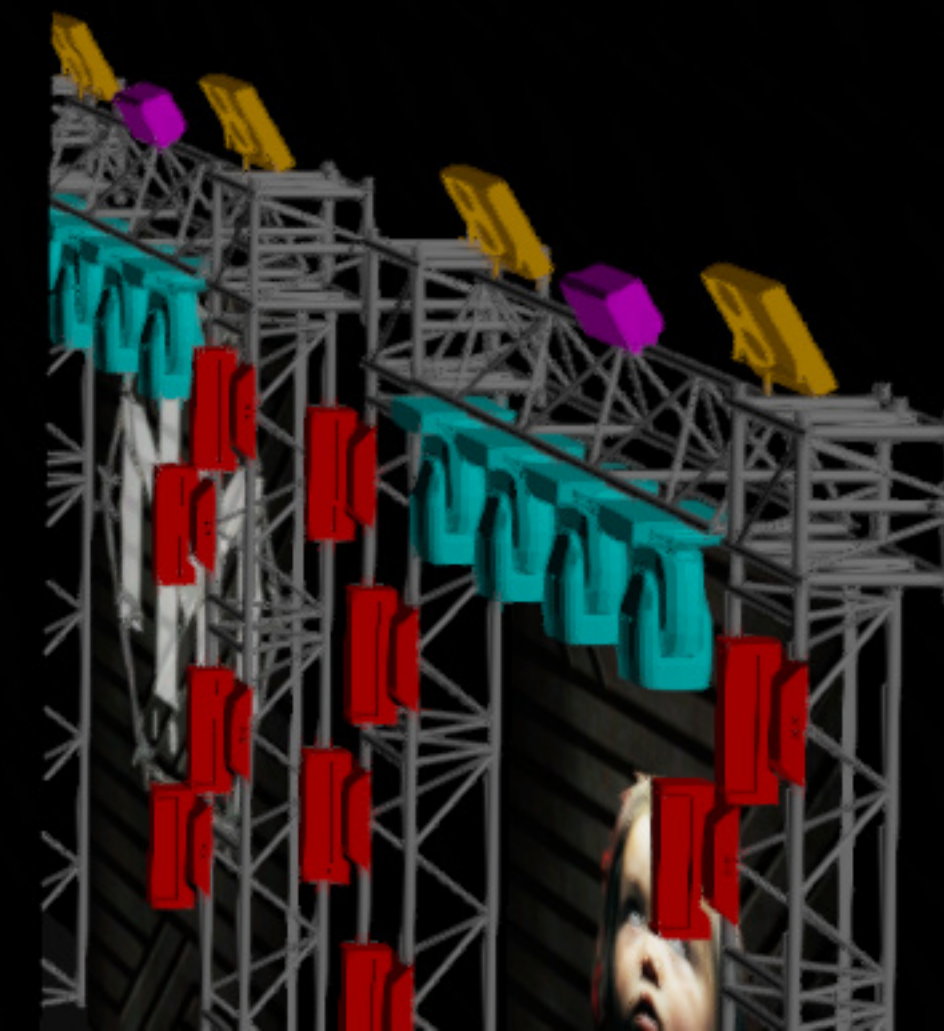
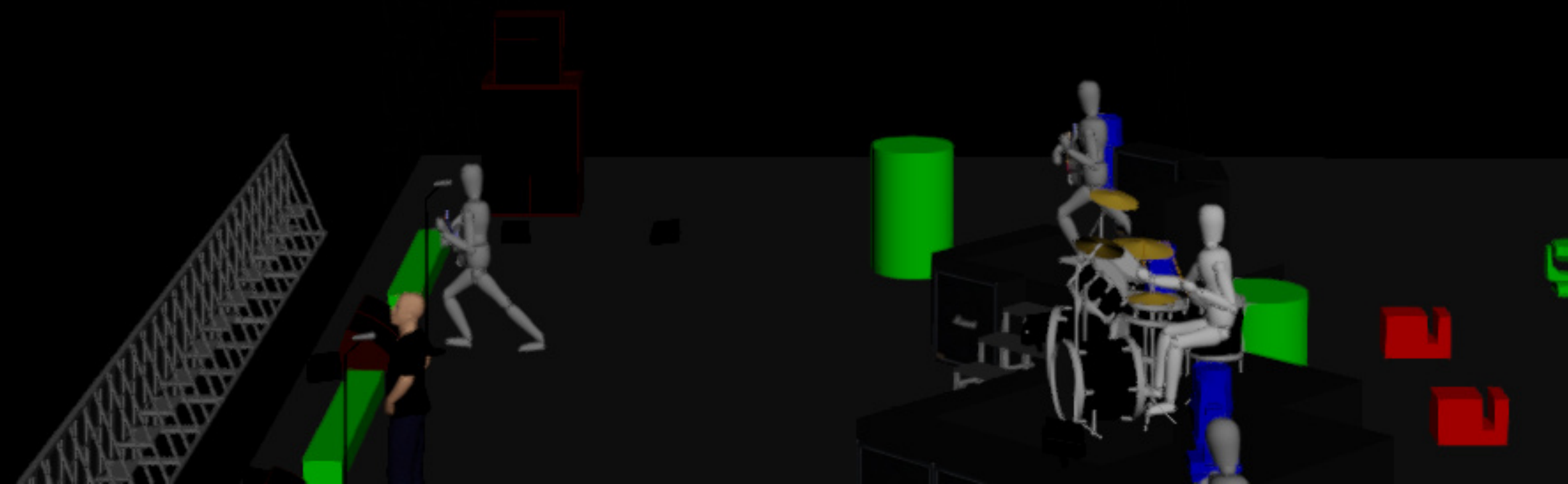
Kabuki 1

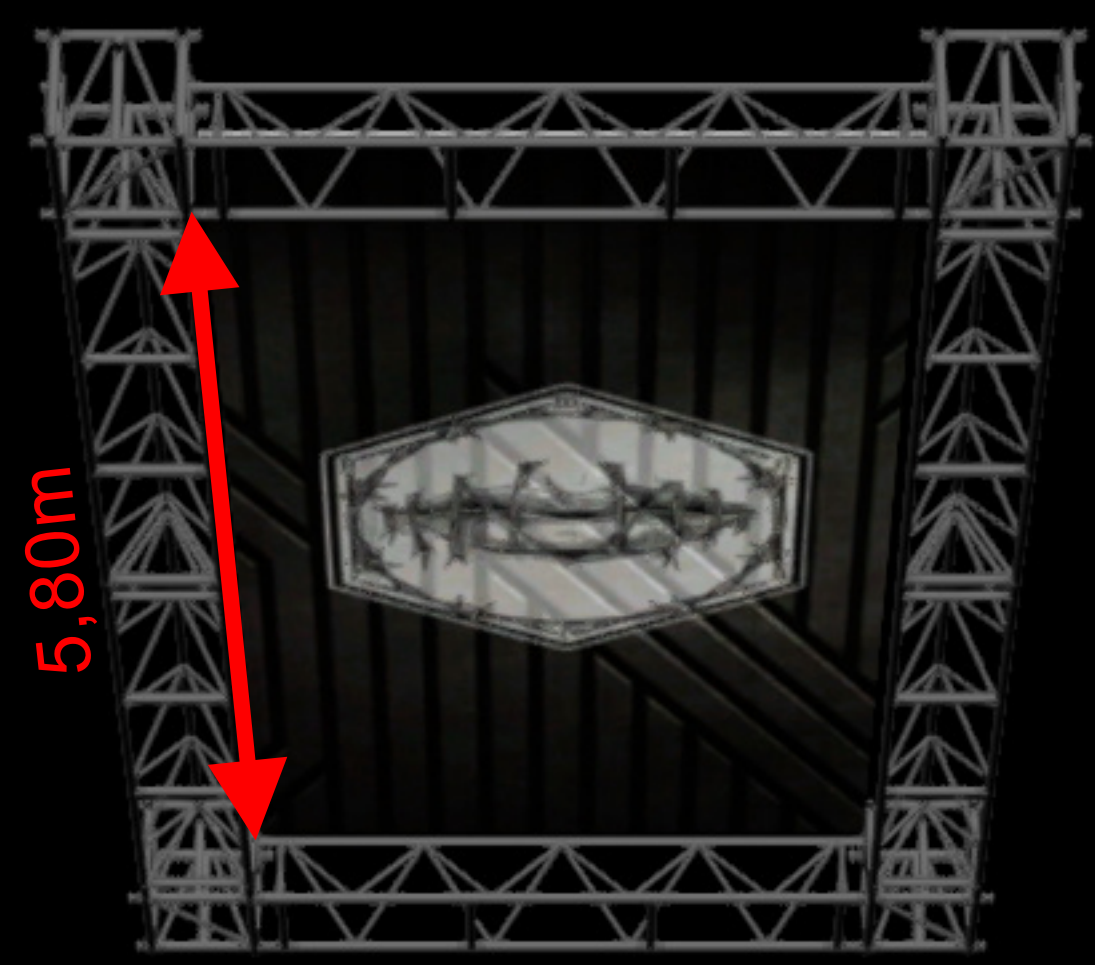
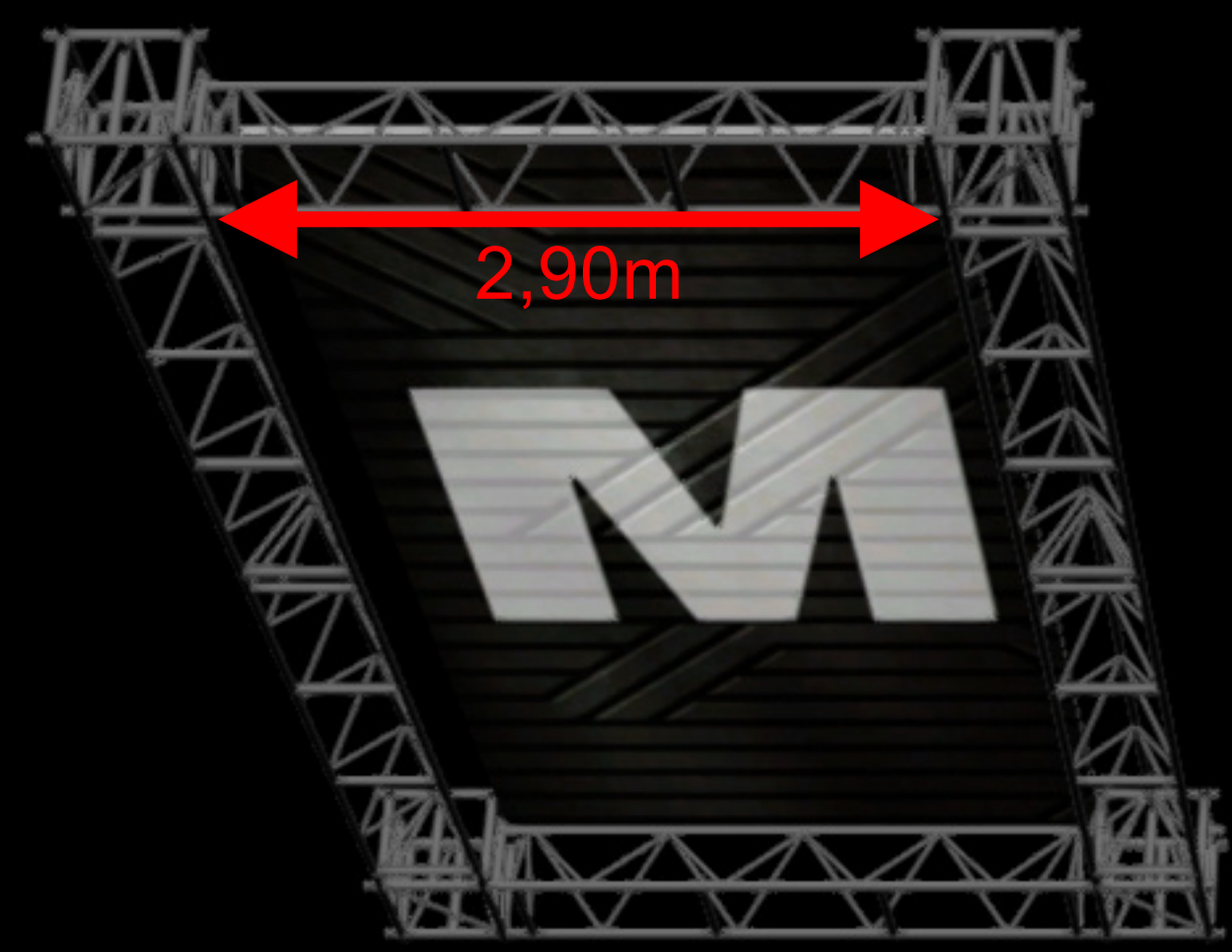
Kabuki 2



2,50m

Toutes les machines à niveaux sauf les blades.





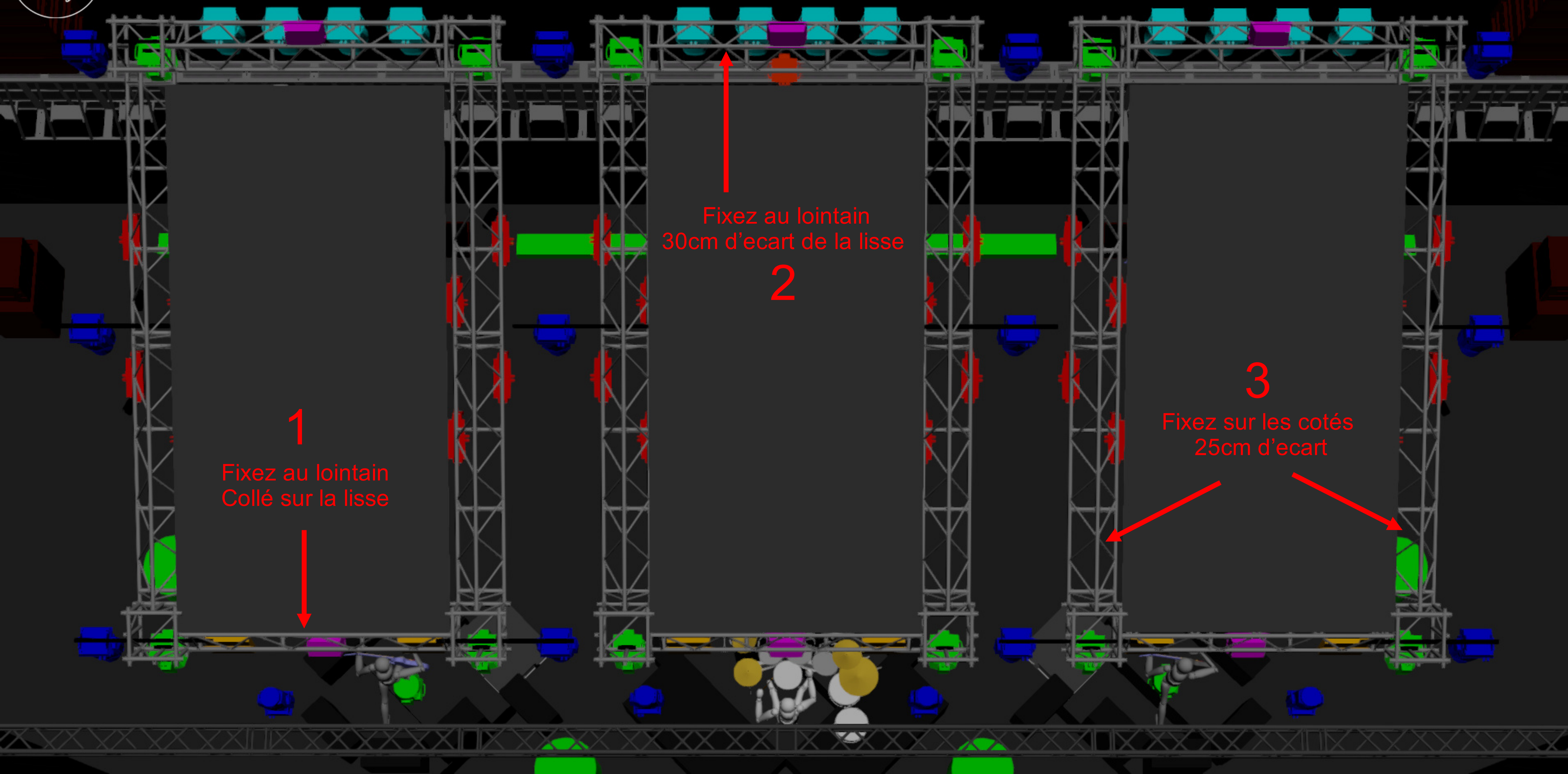


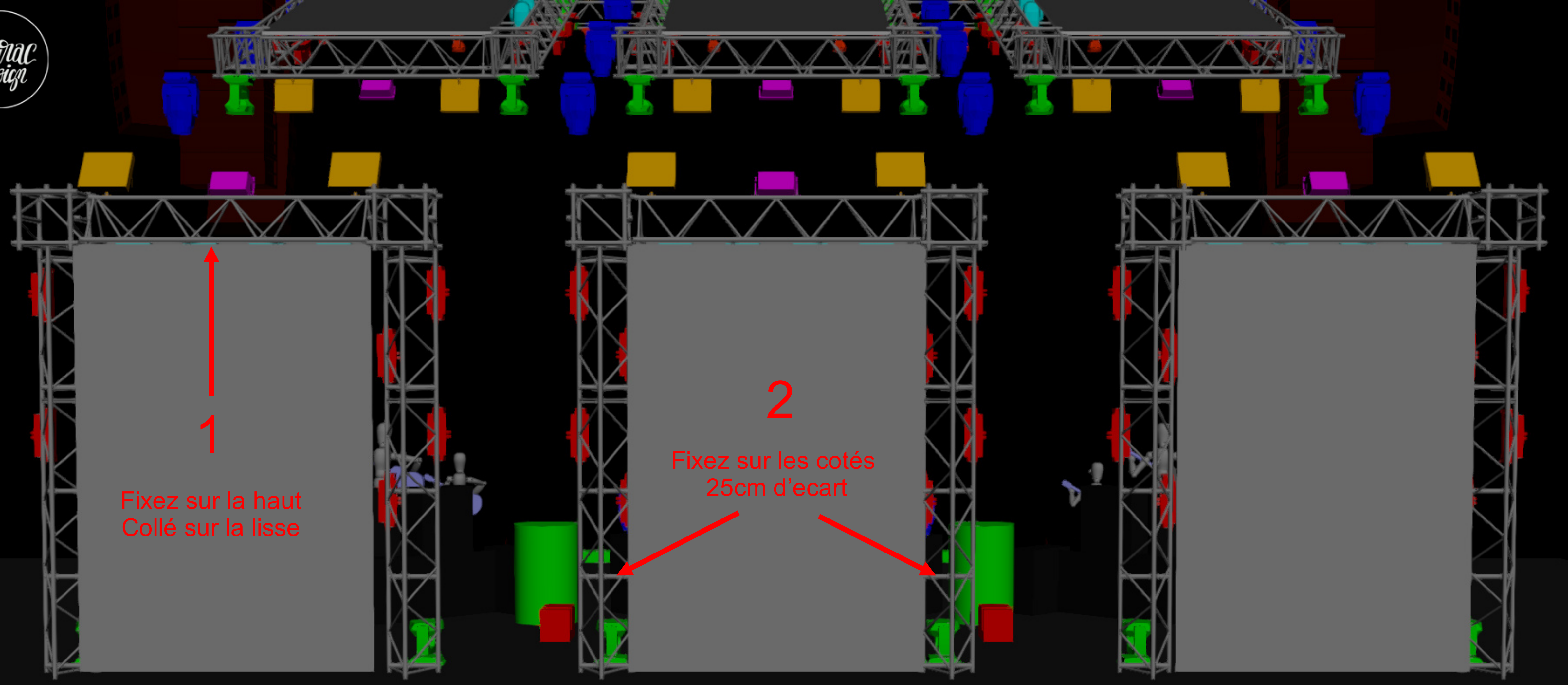
Fixations aux colson
sur lisse du haut du
pont

Fixez au lointain
30cm d'ecart de la lisse
2

1
Fixez au lointain
Collé sur la lisse

3
Fixez sur les cotés
25cm d'ecart





1
Fixez sur la haut
Collé sur la lisse

2
Fixez sur les cotés
25cm d'ecart