



Volatile Light

Please see attached venue plan, and contact Technical Manager Dan Powers for any clarification:

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Description of event

Volatile Light is a mechanical light and sound installation in four parts. The main part of the installation is the mechanical sculpture area. One large rotating sculpture and several smaller sculptures will move with led lights attached to them. The movement of the sculptures is filmed and projected into a second space (the screen space). Visitors are invited to sit and view this area separately to the main installation. Three cameras filming the sculptures will be sited near the raked seating area in the hall. A “play” space is situated and linked to the main space where visitors can create their own interactive light painting masterpiece. A fourth space will be located in the foyer just outside the main hall. This is a 3D interactive space where visitors can experience Volatile Light in a virtual world.

1. Space:

3 or 4 separate spaces required; this can be one large space divided, if necessary, or separate spaces / rooms. *

‘Main’ space: L12m x W9m x H5m minimum

‘Screen’ space: L7m x W7m x H7m minimum

‘Play’ space: L7m x W7m x H7m minimum

‘Virtual’ space: L7m x W4m x H2m minimum

The main feature of Volatile Light is a steel gantry with a large rotating arm. The above dimensions are required to allow the arm to move freely.

Under and around this gantry, 3 smaller sculptures measuring approx. L75cmxW75cmxH225cm will feature similar rotating arms on differing axes.

A video camera system feeds the ‘screen’ space, and requires a minimum of 5m view distance to the gantry arm in the ‘main’ space.

The ‘screen’ space features 3 50” screens, requiring the above dimensions to fit with their stands.

The ‘play’ space features a single large format screen (provided by the venue) placed in the aforementioned floorspace, encourages free movement, and runs an interactive installation where participants can create paintings using gestures and hand-held light emitting objects.

An optional fourth - ‘virtual’ - space features multiple computer terminals where participants can experiment with Computer Aided Design (CAD); designing unique objects for non-specific environments.

1.1 Pre set up of Spaces:

The space shall be set up as detailed on the attached floorplan, with the black dancemat, hanging blacks, and braced flats already in place. Means to work at height (eg scaff tower) will be available for use.

2. Power:

- 'Main' space - single phase, 3x 13amp/4000w
- 'Screen' space - single phase, 1x 13amp/4000w
- 'Play' space - single phase, 1x 13amp/4000w
- 'Virtual' space - single phase, 1x 13amp/4000w

The power distribution must not come from the same spur/breaker

3. Lighting:

Lighting will be rigged on Tuesday 24th, LX eqpt to be provided by Barnsley Civic, including access to the grid.

4. Storage:

Secure storage facilities - 2m x 2m x 2m

7. Personnel:

1 x invigilator / trained operator, available for induction (ideally) the day before the opening, and available for the duration of installation. This may require 2 operators be trained, in case of absence etc.

8. Access:

8.1 Get-in:

2/3 days prior to installation opening

8.2 Get-out:

1 day post installation closing

8.3 Vehicle access:

A 7.5 tonne lorry will be delivering the installation. Access will be required as near to the entrance as possible, and for the duration of the get-in.

8.4 General access:

The steel gantry and the smaller sculptures are cumbersome items. If access is restrictive in any way (service lifts, spiral staircases etc.), please contact IOU with more details.

9. Schedule and staffing:

To be confirmed

10. Security:

Security arrangements should be in place to lock up the spaces containing the installation after the public sessions end.