# SouND STICK PERFORMANCE

Multimedia action involving a juggler using a led-lit devil stick, a second juggler handling pois or clubs, and a musician who manipulates the devil stick's sounds with various sound processors.

Percussive sounds from the juggling are captured through contact microphones located on the stick's rods and then processed in real time

Along with the slight taps and vibrations produced by the juggling, a number of layers and sound effects are added that are reproduced in synch with the devilstick's movements, achieving a fusion between beautifully lit juggling and powerfully hypnotic electronic sounds.

At the same time, a video camera is capturing the action for it to be digitally processed and projected in the scene.

As a complement, this is all performed over a previously prepared musical track, giving the piece further dyna- and drama-tism.

Contact: Leo Bettinelli

circus.lumineszenz@gmail.com www.circuslumineszenz.com

### Elements & variants:

### 1. Light Devil Stick -

Is a form of gyroscopic juggling or equilibristics, consisting of manipulating one stick ("baton") between two other sticks held one in each hand. The baton is lifted, struck, or stroked alternately by the two control sticks ("handsticks") stabilising it through gyroscopic motion.

### 2. Light Poi -

Poi involves swinging tethered weights through a variety of rhythmical and geometric patterns.

#### 3. Audio Processing -

Percussive sounds from the devil stick's handsticks are captured through contact microphones and processed creatively in real time, achieving a fusion between beautifully lit juggling and powerfully hypnotic electronic sounds.

## 4. Video Processing -

While the performance occurs, a video camera is monitoring the action and sending the information to the technician, who with specific software modifies the images, which are at the same time projected in the scene.

#### 5. Live Music -

A musical piece created specifically for the performance is being reproduced and modified live by the technician.

	1	2	3	4	5	Duration
Basic	<b>√</b>		<b>√</b>		<b>√</b>	10 minutes
Basic + Video	<b>√</b>		<b>√</b>	<b>√</b>	<b>√</b>	10 minutes
Advanced	<b>√</b>	<b>√</b>	<b>√</b>		<b>√</b>	17 minutes
Advanced + Video	<b>√</b>	<b>√</b>	1	<b>√</b>	<b>√</b>	17 minutes

# Technical requirements:

- Space that can be darkened or dimly lit.
- Height 4 mts. / Width 4 mts. / Depth 6 mts. (minimum)
- Black background (Height 2,5 mts. / Width 4 mts.)
- PAR 64 or similar

For the version including audio processing and music:

• PA system (powered speakers or speakers + amplifier and basic mixing desk)

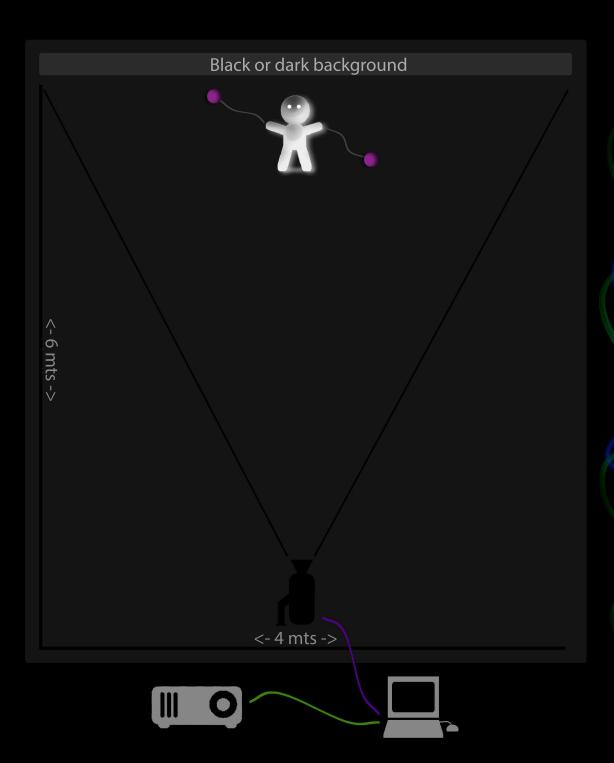
For the version including video processing:

• Screen and beamer with VGA input and VGA cable



# Space usage:

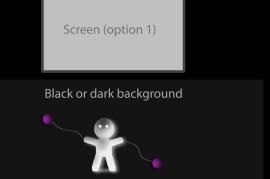
- Space that can be darkened or dimly lit.
- Height 4 mts. / Width 4 mts. / Depth 6 mts. (minimum)
- Black background (Height 2,5mts. / Width 4mts.)



Because of Firewire cable length limitations, the computer must be placed not more than 10 mts. away from the camera. Having this in consideration, the VGA cable that connects the computer to the beamer/s must be long enough to reach the computer's location.

# Screen location:

It is very important to have a black background for the success of the video processing. Having this in mind, we show in the diagram the best positions for the screen.



Screen (option 2)
Screen (option 2)