THE LIGHTHOUSE OF DIGITAL ART

VENUE SPECS

CONTACT:

Event- and Venue- Management

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TECHNICAL DATA:

size main hall: 100 m², 8-12×11,50×6 m

capacity: max. 60 seated on chairs or max. 30 seated on beanbags

(10 chairs and 20 beanbags available in the venue)

size Al Gallery: 18 m², 6×3×3 m

size LED room: 3 m², 1,50×2×2,50 m

parking: available for 3 cars

loading: at ground level 10 m, loading doors: 1,15×2,10 m

stage: on request, Bütec 2x2m 40cm high

rigging: LT34B 4 point truss, 4×12×5 m - not available for hanging

ARTIST CARE:

backstage: Al Gallery can be used as backstage, shared room available, backyard can be used

toilets: 1

catering: on request

internet: WiFi 150 Mbps

MAIN HALL



VISUAL PROJECTION

projection surface: 360 degree screen walls grey 44,70×5,00 m, grey painted OSB floor 100qm

equipment

WALLS: 22 Projectors (Optoma zh403, Full HD 1080p DuraCore Laser projector 60 Hz - 4.000 ANSI Lumen, Ratio 1.21:1~ 1.59:1, distance 1-7,9m, 1.3 manual zoom, focal length 12.81mm~16.74mm/0.504"~0.659").

FLOOR: 4 Projectors (Epson EB-PU2216B, WUXGA with 4K Enhancement, 3LCD Laser Projector, 60 Hz - 16.000 ANSI Lumen, with Short-Throw Zoom Lens ELPLU03S - 0.48-0.57:1)

4×MXWendler (V6) playout Servers, capable of 3840×2160p HDMI Input

1×Live Content Computer, equipped with Intel I9, Nvidia 3090ti, Touch Designer

content: Before producing your own content, please get in touch with us. See information below.

SOUND

equipment: Speakers (7* Tannoy Reveal 802) + 1*SUB 8003-AS II Soundcard - Focusrite Scarlett 18i20 3rd Gen (10 outputs)

LIGHT

equipment: cleaning light only, lighten by projections only

POWER: Please tell us your requirements to clarify, we can cater them.

AI GALLERY



equipment: completely black room, 8 VERTICAL OLED 65-Inch Screens.

content: Can be loaded in video format, preferably H264, H265. Screens are flipped vertically, please render <u>3840×2160p landscape</u>, considering the <u>left side as the TOP</u>. Please avoid static images longer than 1 min.

INFINITY LED ROOM



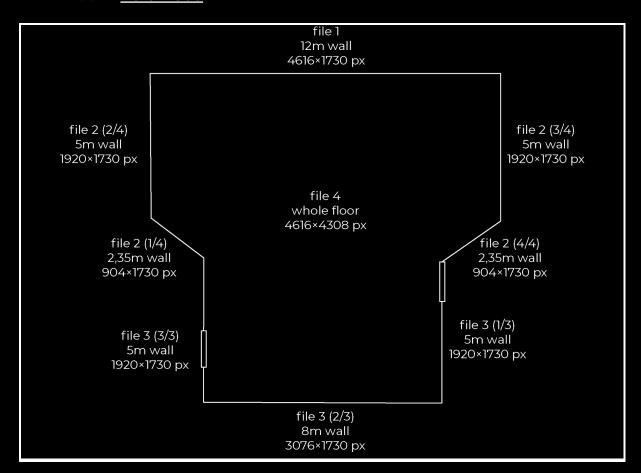
equipment: The room has LED panels and One-Way Mirrors on one side + floor, all the other surfaces are covered in mirrors, to obtain the effect of an "infinite space".

content: A short animation is pre-programmed, get in touch with us for custom content.

MAPPING:

to make a meaningful use of our existing mapping, the content should be set up in four files as following:

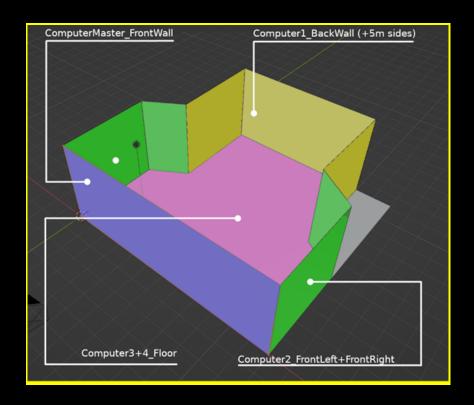
- 1 12m wall = 4616×1730
- 2 2,35m wall + 5m wall + 5m wall + 2,35 m wall 904×1730 + 1920×1730 + 1920×1730 + 904×1730 = **5648×1730**
- 5m wall + 8m wall + 5m wall 1920×1730 + 3076×1730 + 1920×1730 = 6916x1730
- 4 floor = 4616×4308



Please notice that file 2 is split in 2 parts, on the left and right of file 1.

We recommend colorful content with fluid movement, not too dark and scary (Our visitor surveys show that it is what they love the most).

We also have visible overlap areas that make uniform colored surfaces look ugly, especially full black and full white.



VIDEO Format: Ideally HAP, HAPQ also H264

HAP - Suggestions for Hap Encoding:

FPS: 30 (60 FPS is possible, <u>but please talk to us before</u> starting the render) The Hap file should be encoded in hap with 8 chunks.

H264 - Suggestion for H264 export (Blender):

· FPS: 30 or 60

File Format: FFmpeg VideoContainer: Quicktime

· Video Codec: H264

Keyframe Interv.:10 (or 18 at least)

· Bitrate:

2160P 30: 44–56 Mbps
1080p 30: 10 Mbps
2160p 60: 66–85 Mbps
1080p 60: 15 Mbps

AUDIO Format: WAV or AAC.

Samplerate: 48000

The audio track can be included in the video file if it respects the channels specs.

For separated audio tracks please deliver:

- · Single Channel MONO tracks (e.g. left and right separated in 2 tracks)
- · One Multichannel track 7.1 (Channel specs in the Audio Guide)