

Theatre SKAM
Fashion Machine
Company Tour Rider

Contact Information

Theatre SKAM
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Touring Company

Five artists: Matthew, Erin, Max, along with:
Jenny Ambrose, Clothing Maker
Pamela Bethel, Photographer

Additional Personnel from the Local Community:

- 20 Children ages 10 to 13
- 5 to 8 Volunteers who do not know the children and who'll join us for one hour of the training to practise interviews
- 5 Professional Sewists (attending four hours training each and the final performance)
- Translators (as required)
- One Technician
- Box office and Front of House personnel

Please note: This show is in late-stage development. Technical requirements will be updated accordingly.

Introduction

Fashion Machine is a gallery installation performance project where local children get the chance to totally redesign and remake the audience's outfits. The project requires ten hours of training, four to six hours technical set up, three hours of rehearsal, and two hours strike time. The performance is two hours duration.

The training is best divided over two weekends, with performance(s) occurring on the second weekend.

Due to the nature of the creative process, *Fashion Machine* has basic technical requirements in specific configurations. Much of the design elements are decorative, i.e. Dryer duct venting around AC power cables.

Staging and Space

The training requirements differ from the performance requirements.

The training requires a space with enough room for five groups of four children to have their own individual workspaces. A large studio with about 500 square feet or more would work well. This can be the same space as the performance venue, but it doesn't have to be. (The performance space has larger and more specific requirements outlined below.)

Chairs for each of the kids and SKAMartists will be required during training. SKAM will supply five sewing machines and five table lamps. If you are able, kindly provide at least three sewing machines, three table lamps and eight sturdy tables on which to operate them. Ample electricity will be required.

The performance requires a larger space, at least 2000 square feet, ideally 3000. Two to four pillars will not be the end of the world. We need enough room for:

-- The Interview Room, a decorated six by eight section of scaffolding (decorated by us) where

selected patrons are interviewed. A second set of scaffolding (decorated by us) creates a change room space for the selected audience members. This change room space could also be a quick-change booth if your theatre is equipped with one.

-- The Sewing Workshop area (also called The Pit) of roughly 20 feet by 20 feet, adjacent to the Interview Room and outfitted with the same amenities as the space in the training (sewing machines, power, sturdy tables, chairs, along with fabric, bins on tables and shelves). A grid above this space to support AC cables is very useful. We will adorn the cables with decorative tubing.

-- Raised staging four feet wide by sixteen feet long to create a Catwalk Stage for the grand finale fashion show

-- Enough unobstructed space surrounding the Interview Room, The Pit, and the Catwalk Stage for the audience to circle around and watch the kids as they work. The impression is that this space, made up of three areas, is the Fashion Machine.

Depending on the size of the space, we can strike a portion of the workshop and set up the catwalk staging while the five select audience members change into their new outfits. This is provided the Catwalk Staging is virtually assembled prior to the show.

As just one example of how this could be accomplished: SKAM has previously performed *Fashion Machine* in a Victoria art gallery. This provided a healthy amount of space, and the white walls served as an effective backdrop for projection. A portion of The Pit was struck shortly after the timer buzzed and The Catwalk Stage, pre-assembled in another back stage area, was pushed out just prior to the fashion show.

SKAM provides the following staging items:

- Five personnel
- Five sewing machines
- Five table lamps
- Five overhead lamps
- Fabric scraps
- Buttons
- Feathers

Notions
Laptops
Other assorted sewing items

Please provide the following staging items:

TRAINING:

Eight tables
30 chairs
Three sewing machines
Three lamps
Electricity to run 8 sewing machines and 8 lamps

PERFORMANCE:

Two sections of scaffolding
(4 ends, 4 cross braces, 8 wheels, 4 decks)
Eight long tables
AC cable from the grid down to each table
One power bar per table
A shelf
Empty tubs/bins/boxes
A tall AV cart or stand for a computer
16 feet of raised staging (6" high or more)
Chairs for audience
Bar, box office and front of house as needed

Projection

There are no projector requirements during the training. We will show videos on our laptops.

During the performance, we will require one projector with enough VGA to reach the centre of the room. We project onto one wall of the gallery or space. This is a feed directly from the computer to the projector. The photographer is running USB from the computer to her camera. We'll bring the camera, computer, software, and USB cable. Please provide the AC cable, VGA cable, VGA to computer connector,

The photographer sets up a computer (SKAM provided) in the centre of The Pit. Power runs down from the ceiling. The photographer may require additional lighting and we will discuss this with you as required.

SKAM provides the following projector items:

Computer
USB cable
Camera

Please provide the following Projector items:

Projector (Lumens as required for space)
VGA cable
Toggle from VGA to iMac
AC cable to centre of room

Sound

There are no sound requirements during the training.

During the performance, SKAM will play distortion-free music at a high volume while the kids work, and during the fashion show. SKAM will bring the music - we'll bring a laptop or MP3s. Please inquire. We will also require at least one amplified microphone for our welcome speech, announcements, and color commentary. Not too loud, distortion free. Ideally a technician would operate this, though we are capable of operating the sound system as needed.

SKAM provides the following sound items:
emcee
laptop or mp3's

Please provide the following Sound items:

2 to 4 speakers
Mixer board
Microphone
Microphone stand
AC as required
Cable from board to laptop
Cables as required

Lighting

The training requires enough good, bright light for the kids to see what they're doing.

The performance can be done with basic gallery track lighting. Theatrical lighting for the fashion show and the ability to control lighting and narrow focus from one area of the space to another would take things to the next level and

make your presentation of *Fashion Machine* the best ever, dude.

SKAM provides the following Lighting items:

emcee
laptop
rope light (North America)
eight hanging lampshades

Please provide the following Lighting items:

Eight 100-watt light bulbs hanging overhead
Two work lights (Interview Room)
Venue lighting as described

Set-up and Personnel

Theatre SKAM requires no additional technicians for the Training phase, though we'd appreciate a viewing of the venue prior to commencing the training, if possible.

We will meet one technician and one loader on the day we load in to the venue. Set up for the performance will require the assembly of the scaffold you've provided (interview room/ dressing room), set up of tables and cables, shelves and notions (sewing workshop) and the catwalk staging. Projector, Lighting and Sound elements will then be set. This will take 4 to 6 hours.

Dressing Room and Hospitality

At least one dressing room with access to a toilet and sink (and, if possible, a shower) will be required.

Those members of the audience who are selected to have their outfits remade will use this room, or these rooms. They change back into their newly remade outfits here. (SKAM provides plush white robes for these people to wear during the performance.)

Ideally the changing area would be able to accommodate five people of different genders at once.

Please advise SKAM if there are laundry facilities available for our use at the venue or perhaps at a nearby theatre.

Accommodation

The company will require accommodation for three females and two males in the following manner:

Four rooms total please. Three single occupancy and one double. The double may be traveling with their small child. Please inquire. Please be advised this may change depending upon artists' availability.

Performance

After the initial training, SKAM can perform *Fashion Machine* three times per week (with a consistent group of children).

The performance runs 2.5 hours- from doors opening until fashion machine ends. The children begin selecting audience members as soon as the doors open. If there is a way to generate a line up prior to doors opening, that is ideal.

Upon entry to the venue, audience members are given a choice of one of two stickers (SKAM-provided). Audience members who do not wish to volunteer to have their outfits remade will wear a "Chicken" badge to indicate this preference to the kids. Those willing wear an "I'm in" sticker.

Local Information

In an effort to help us not look like tourists, please provide us with the location of:

- The nearest hardware store
- Emergency medical services, dentist, chiropractor, physiotherapist
- A list of restaurants (food type, quality, and price range would be awesome)
- Laundromat

Important

Please forward us:

- A ground plan of the performance space indicating stage, house,

backstage, booth, and dressing rooms
(where applicable)

- A section showing stage, house,
booth, and grid (where applicable)

It would be ideal if these were to scale.

For further information on the technical aspects
of *Fashion Machine*, please feel free to contact
Matthew Payne at matthew@skam.ca or vox:
1.250.386.7526, fax: 1.250.384.7526 (please call
ahead).

Thank you.