

FRAGMENTS

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INTRODUCTION

FRAGMENTS is a series of solo cello performances given by [REDACTED] in concert hall settings. The series consists of six separate performances or 'Fragments 1-6'; each performance or 'Fragment' is approx. 60' duration.

The project includes specific set, lighting, video, hair & make-up and costume designs.

- The set is a group of 12 illuminated wall pieces in a configuration unique to each of the different Fragments 1-6.
- The light design is more complex than standard concert lighting; it will require extra set-up and cueing as well as potential rentals.
- The Video design is a simple introduction 'Chapter Title' and 'Tagline' slides projected upon the concert hall's architecture
- The Make-up design is extensive and requires an experienced professional hair and makeup artist to execute.
- Each Fragment has its unique costume and will require pre-show preparation and assistance into and out of corsets.

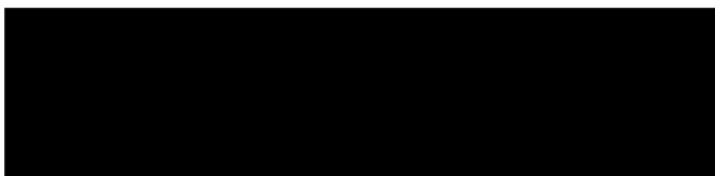
While the design for FRAGMENTS is precise and specific it is also flexible enough to respond to the unique characteristics of each venue. This allows the project to adapt to any challenges of space, sight-lines, acoustics, and lighting. The creative and production team is excited to engage with each individual space to make FRAGMENTS a lively encounter between the work and its environment.



GENERAL REQUIREMENTS

1. This Technical Rider details the specific equipment and working conditions required to present any single Fragment, or up to all six Fragments. Some production needs will vary by venue. Please review all aspects of this rider in detail and return any initial questions or comments to the Project Manager **at least 3 months** prior to the performance date.
2. "Production" refers to the physical production.
3. "Company" refers to personnel traveling with the Production (see Staffing on following page).
4. "Presenter" refers to the presenting organization.
5. The Presenter will provide stage plots (including CAD or other functional drawings) and technical specifications for the performance venue as soon as possible after discussions about the performance commence, to allow for proper planning.
6. The stage footprint for the Production is 30' / 10m (width) x 20' / 6m (depth). No risers or platforms are required.
7. The Company will require stage access for the get-in 9 hours prior to performance time to allow for load-in, set-up, equipment testing and rehearsal prior to each performance (see example schedule, page 7). Please discuss with the Project Manager and Production Manager if there are specific concerns relating to this request. If this time is not possible on the day of the performance, load-in, set-up and equipment testing can also take place on the day or evening before.
8. House equipment being used should be present in working order at the agreed stage access time, along with all staff provided by the Presenter.
9. Once set, the Production must be left in place on stage between rehearsal and performance, and between performances if multiple are taking place. If technical equipment must be moved, the Presenter must ensure it is replaced by the Presenter's staff exactly as required by the Company.
10. Doors for the performance can be opened as per usual venue protocols.
11. There is no intermission – each performance runs straight through and lasts 60-70 minutes.
12. There is **no late-comer entry point** - the program is performed without pause (please discuss with the Project Manager if there are specific concerns relating to this).
13. If there is a choir balcony or seating behind the stage, the Presenter should hold these seats off sale initially. If there is demand for these seats, the Presenter should make the audience aware that these will be extremely restricted sightline seats.
14. Where possible, all pre-performance bells, announcements and introductions (including to not use cell phones), should take place outside of the auditorium. If this is not possible, we request a 20 second pause between the announcements and the start of the performance - to be discussed in detail with the Creative Team.

Any questions or concerns pertaining to this technical rider should be addressed to:



STAFFING

Performer



Project Creator, Performer

Company



Production Manager
Lighting Supervisor

Creative Artists & Producing Team (some of whom may travel to support the performance if required)



Director
Scenic and Lighting Designer
Costume Designer (F1)
Costume Designer (F2-6)
Original Hair and Makeup Design
Artistic Producer / Advisor
Associate Director (Askonas Holt)
Assistant Project Manager (Askonas Holt)

Crew to be provided by the Presenter

x2 Stage Hands / Loaders
x2 Lighting Technicians
x1 House Electrician
x1 Hair & Make-Up Artist*
X1 Wardrobe/Dresser (steaming 1 costume per performance and helping the artist into and out of corseted costume. (except for Fragments 3 which is not corseted).

*NB - If the interval between two different Fragments performances is less than 1.5 hours, a separate hair artist / make-up artist may be required.

There must be at least 2 English speaking members of staff available to translate at all times (either additional staff or members of the above technical crew).

The crew need to be on site at the start of the get-in to assist with set up and at the end of the performance for packing up. The Company requests that any breaks be staggered to allow for a continuous working day. Any breaks or restrictions to stage access during the working day are to be agreed in advance with the Project Manager.

TECHNICAL AND STAGE REQUIREMENTS

Company to provide

- All scenic elements necessary to realize the performance, including:
 - o Scenic bench seat for [REDACTED]
 - o Illuminated Scenic Boxes
 - o Scenic Ipad stand
 - o Costume
 - o Some lighting elements (Fragments 3 only)
 - o Video playback and media
 - o Performance cello and storage case

The set will arrive in 3 road cases, two each measuring 77" x 38" x 25" / 197cm x 97cm x 64cm and weighing approximately 250lbs / 114kg; one measuring 60" x 38" x 25"/152cm x 97cm x 64cm and weighing approximately 150lbs/68kg. Arrival timings will be discussed directly with the Presenter.

Placement of the scenic elements will vary between the six different performances in this project series.

The stage footprint for the Production is approximately 30' / 10m (width) x 20' / 6m (depth).

Lighting:

The set is made up of 12 scenic light boxes. The boxes' arrangement is different for each FRAGMENTS section (they do not move during the performance). Each box lights up via internal LEDs strips. The LEDs are powered by internal batteries that will be charged before the show. The boxes are controlled by a City Theatrical Multiverse unit transmitting to receivers inside each of the boxes. To connect the transmitter to the lighting desk will require a DMX universe with 5-Pin connector and at least addresses 1-130 clear and available to patch.

For FRAGMENTS 3 the company will provide two bare light bulbs suspended on 14 gauge electrical wire.

Presenter to provide

Technical Equipment List (subject to change)

LIGHTS: Any substitutions to lighting spec to be agreed in writing with the Project Manager no later than 3 months before the performance date.

FRAGMENTS 1 (Program 1)

- 4x ARRI L7-C (Floor mounted, please provide floor plates, please provide barn doors)
- 1x ColorForce II 12 (Floor mounted in scenic box provided by company)
- 4x Profile (to be mounted over-head TBD, 3 used 1 spare)
- 5x Wash (to be mounted over-head TBD, 4 used 1 spare)

FRAGMENTS 2 (Program 2)

- 3x ColorForce II 12 (Floor mounted, 1 spare)
- 10x ARRI L7-C (Floor mounted, please provide floor plates, please provide barn doors)
- 4x Profile (to be mounted over-head TBD, 3 used 1 spare)



Askonas Holt

- 5x Wash (to be mounted over-head TBD, 4 used 1 spare)
- 1x MDG Atmosphere APS Hazer

FRAGMENTS 3 (Program 3)

- 2x Points overhead (see layout below) to hang company's bare-light bulbs
- 2x available dimmers for company's light bulbs
- 2x adapters or plugs to attach company's light bulbs to house dimmers (by default they are wired with US male edison plugs)
- 3x ARRI L7-C (Floor mounted, please provide floor plates, please provide barn doors)
- 4x Profile (to be mounted over-head TBD, 3 used 1 spare)
- 5x Wash (to be mounted over-head TBD, 4 used 1 spare)

FRAGMENTS 4 (Program 4)

- 2x ColorForce II 12 (Floor mounted)
- 4x ARRI L7-C (Floor mounted, please provide floor plates, please provide barn doors)
- 2x 8' Booms
- 4x Profile (to be mounted over-head TBD, 3 used 1 spare)
- 5x Wash (to be mounted over-head TBD, 4 used 1 spare)

FRAGMENTS 5 (Program 5)

- 4x ARRI L7-C (Floor mounted, please provide floor plates, please provide barn doors)
- 4x Profile (to be mounted over-head TBD, 3 used 1 spare)
- 5x Wash (to be mounted over-head TBD, 4 used 1 spare)

FRAGMENTS 6 (Program 6)

- 1x ColorForce II 12 (Floor mounted)
- 4x ARRI L7-C (Floor mounted, please provide floor plates, please provide barn doors)
- 4x Profile (to be mounted over-head TBD, 3 used 1 spare)
- 5x Wash (to be mounted over-head TBD, 4 used 1 spare)

LIGHTING CONTROL & POWER

- 1x ETC Eos Family Light Board
- Power and cable to all fixtures as needed (house electrician to be on standby at all times)
- To connect the transmitter to the lighting desk will require a DMX universe with 5-Pin connection and at least addresses 1-130 clear and available to patch.

POWER TO CHARGE SCENIC UNITS

4x extension cords to get power to charge the wall units.

SOUND

No reinforcement required (this is an acoustic performance)

Communication between the FOH booth and backstage is required.



VIDEO

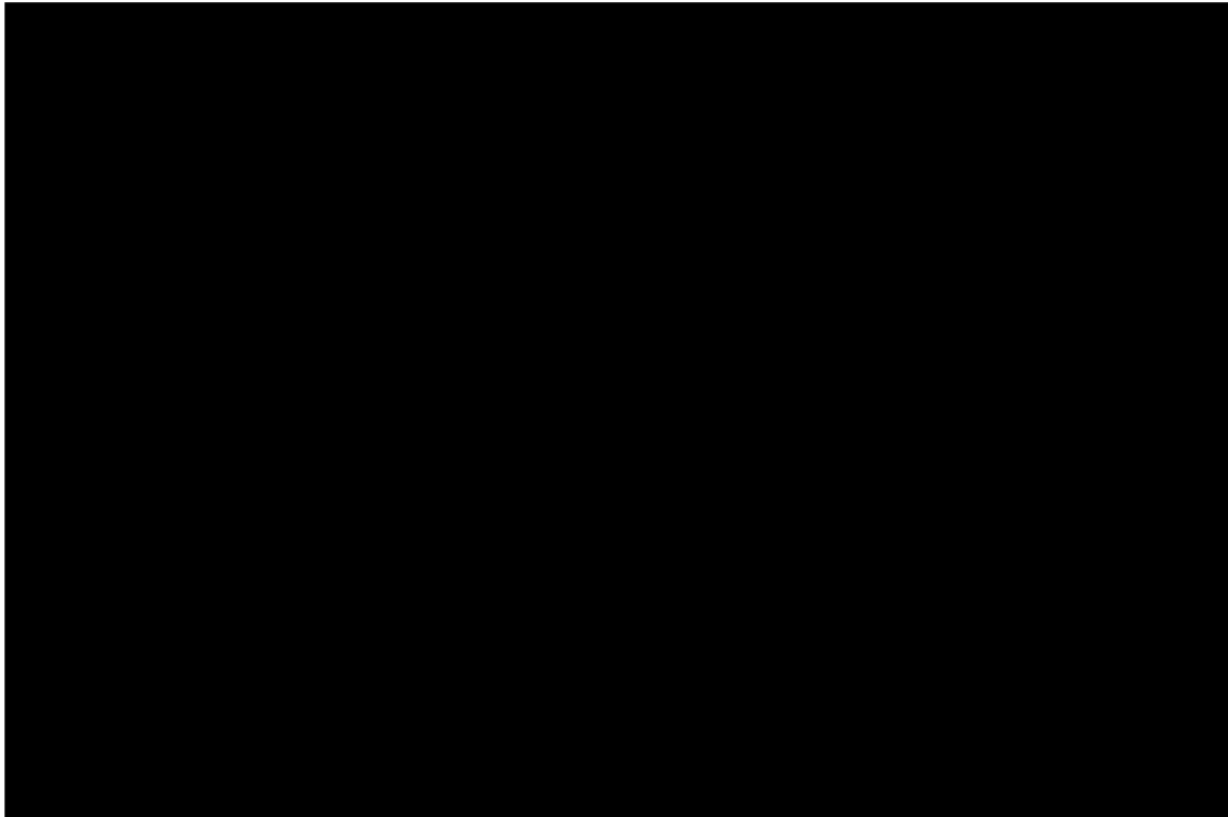
- A video projector located in the Front of House bright enough to project onto architectural elements
- The company will provide a computer with an HDMI or USB-C output and the media to playback the slides.

SCENIC

One charged screw gun with a phillips and/or Square head for opening and closing the company's crates, if necessary.

STAGE PLOTS

Each of the fragments have individual ground plans. All ground plans will fit within the stage footprint of 30' / 10m (width) x 20' / 6m (depth). No risers or platforms are required.





SAMPLE SCHEDULE

9:00-9:30	Load Materials into Venue
9:30-13:00	Set-up of scenic elements & Lighting
13:00-14:00	Lunch break
14:00-16:00	LX focus & Cueing
16:00-18:00	Rehearsal with Ms Weilerstein
16:00-20:00	Hair & Make-up Call (Fragments 5 call extends till 21:30 to remove hair extensions)
18:00-22:00	Wardrobe/Dresser Call (except Fragments 3)
18:00-19:30	Dinner break
19:30	Doors open
20:00	Performance
21:15	Performance ends
21:15-22:00	Disassembly of scenic elements and load-out (all lighting to be disassembled / loaded out by house technicians)

SCHEDULE NOTES

- Time required for load-in, set-up and rehearsal = 9 hours
- If this time is not possible on the day of the performance, load-in, set-up and equipment testing can also take place the evening before.

PERFORMANCE START & END

██████████ can enter and exit from either stage left or right, as per protocol of the venue.

Performance start

Lighting cues connected to usual FOH protocols and house lights out will indicate the start of performance. ██████████ entrance will occur at the start of the performance from an offstage position.

The program is performed without pause.

Performance end

If flowers are to be presented, this presentation should be done after ██████████ first re-entry for bows.

There are no encores.

Performance Run Times

FRAGMENTS 1 (57')
FRAGMENTS 2 (55')
FRAGMENTS 3 (57')
FRAGMENTS 4 (59')
FRAGMENTS 5 (52')
FRAGMENTS 6 (54')



BACKSTAGE & DRESSING ROOM REQUIREMENTS

Dressing Rooms

3 clean, private, lockable, properly heated or cooled separate dressing rooms near the stage as follows:

Dressing Room:

- En-suite bathroom facilities
- x1 steamer to steam Ms Weilerstein's attire.
- x1 rolling rack
- x1 iron + 1 x ironing board
- Distilled water (please avoid plastic bottles and plastic cups)
- Tea / coffee
- Bananas
- Dark chocolate
- Towels

Company Management Dressing Room (2 pax):

- Desk space and chairs
- Access to a printer
- Fruit / snacks (or provided in general backstage area)
- Tea / coffee (or provided in general backstage area)
- Drinking water (please avoid plastic bottles and plastic cups)

Hair & Make-up Artist Dressing Room:

- Table top space and chairs
- Mirrors
- Access to power sockets
- Excellent lighting
- Towels
- Drinking water (please avoid plastic bottles and plastic cups)

All dressing rooms / backstage areas must have full access to free WiFi and drinking water (please avoid plastic bottles and plastic cups).

The Company will also require provision of lunch (4 pax) if set-up is happening on the day of the performance, or dinner if set-up is happening on the evening prior to the performance.

All above requirements are mandatory and any deviations must be discussed / agreed in writing with the FRAGMENTS Project Manager.



HAIR / MAKE-UP / WARDROBE: ALISA WEILERSTEIN

Hair & Make-up

Each of FRAGMENTS 1-6 has its own unique design related to a broader theme. We will provide the full details of the specific look in advance to the HMU Artist. The makeup artist should provide a full kit of make-up and materials to accomplish the looks. The HMU Artist must be highly-skilled in hair styling.

NB - Fragments 5 requires HMU artist until the end of the performance because of the hair extensions needing to be removed.

Wardrobe

A bespoke costume has been designed and custom-made for each FRAGMENTS performance:

- A steamer will be needed to prepare one costume for each performance.
- A dresser is required for the beginning and end of each Fragment (**except for** Fragments 3), due to the corsets.