



## Video and Intercom

(Updated 24/10/18 JE)

### Composite Video

There is a fixed show relay camera and IR camera, which can both be viewed at the SM desk. The show relay camera is distributed to screens around the building via composite video.

The theatre has additional BNC composite video tie lines to the Perches SR and SL, the Pit (x2), DSR (x2), MSR, Upstage, DSL (x2), Upstage Left (x2), the rear of auditorium bar, and the Larkum Studio (x3).

The theatre has four video cameras (varying quality), four additional video monitors (two colour, 2 B&W), composite to VGA convertors and VGA to composite convertors. There are three fully patchable 5 way composite splitters installed in the video patch available for use for conductor cameras etc.

### VGA Video

A Panasonic D6000 projector is semi-permanently rigged on the rear of auditorium bar with a VGA feed from the second monitor output of the Mac Mini in the control box. This feed can be previewed from a screen in the control box, and the projector is fully network controllable from the Mac Mini. Lenses available are:

Panasonic Standard Lens 1.8-2.5:1 Zoom Lens

Panasonic DLE050 0.8:1

Panasonic DLE250 2.4-3.7:1 Zoom Lens

The projector may only be moved or have a change of lens with the prior agreement with the Technical Manager, as it may be used by multiple shows in the same week. There are VGA patches available at the SM desk and on Bridge 1 if required.

### Intercom (Cans)

The theatre has an intercom power supply and patch panel in the roof, with tielines to the following locations, some of which also have outstations:

SM Desk (dual channel master station)

MSPS

DSPS

MSOP

Scene Dock/Iron Winding handle (permanent outstation)

Offices

Upstage

Hemps

Counterweights

Pit

Auditorium Plot desk  
Auditorium Plot desk – Ring B  
Perches  
Patchbay  
Sound Control Box (permanent outstation)  
Lighting Control Box (permanent outstation) – Ring B  
Larkum Studio

Note that the power supply does have two rings, with the lighting control box and one of the plot desk points on ring B, all other points on ring A, with this being changeable by the patchbay in the roof – note that this is a bantam patch. Usually the two rings are used together however they can be split at the SM desk if required.