|  |  |  |
| --- | --- | --- |
| 1. Pre-Stream Wecker auf 12min vor Show  Kamera - Check  Licht - Check  Ton - Check  Schedule - Check | 2. Show 10min Mics muted  Black set  Stream start  Countdown set  NCS unmute | 3. Show Start Rec starten  Attention on  NCS mute  Intro set  Mic unmute  Attention off  Main MS set |
| 4. Show Pause Mic mute  Pause set  NCS unmute  Rec stop | 5. Show Resume Rec start  Attention on  NCS mute  Intro set  Mic unmute  Attention off  Main MS set | 6. Show Stop Stream stop  Rec stop |
| Check: Cam Cam power  White Balance  Autofocus – C  HDMI Clean-out  Picture Profile  Fan power  Cam check OBS  Stativ check  Schrauben check | Check: Licht 3 Punkt check  Set - Licht off  Kabel - Management  Stative fest  Schrauben fest  Licht in Bild sichtbar | Check: Schedule Scene check  Scene level  Scene reset  Framing check |

# Pre-Stream

Wecker auf 12min vor Show

Kamera - Check

Licht - Check

Ton - Check

Schedule - Check

# Show 10min

Mics muted

Black set

Stream start

Countdown set

NCS unmute

# Show Start

Rec starten

Attention on

NCS mute

Intro set

Mic unmute

Attention off

Main MS set

# Show Pause

Mic mute

Pause set

NCS unmute

Rec stop

# Show Resume

Rec start

Attention on

NCS mute

Intro set

Mic unmute

Attention off

Main MS set

# Show Stop

Stream stop

Rec stop

# Check: Cam

Cam power

White Balance

Autofocus – C

HDMI Clean-out

Picture Profile

Fan power

Cam check OBS

Stativ check

Schrauben check

# Check: Licht

3 Punkt check

Set - Licht off

Kabel - Management

Stative fest

Schrauben fest

Licht in Bild sichtbar

# Check: Ton

NCS start

NCS level

Power Lav-Lap

Lav check

Lav level

Lav Kabel - Management

Richtmikro check

Richtmikro level

Richtmikro Kabel - Management

Power Zuspieler-Lap

Zuspieler check

Zuspieler level

Group 1+2 check

Group 1+2 level

Group 3+4 check Headphone

Group 3+4 level

H4N power

H4N check Monitor

H4N check OBS

PC0 OUT check

PC0 OUT level

Kabel gesichert

Stative fest

Ton im Bild sichtbar

# Check: Schedule

Scene check

Scene level

Scene reset

Framing check