> " Shit will go wrong, shit you can't foresee. — *deadmau5* "

CHAPTER RECAP

A deadmau5 show is a massive production, full of moving parts—computers, synths, lights, projections, staging, robotics—etc. Your live show might not be as intense, but you can still follow the basic principles that have turned Joel's road show into a success.

Always rehearse your whole set, in detail, with every technical system running. Don't trust that things will work out magically when you get to the club. If you bring gear on the road with you, try to make sure it's cheap and easily replaceable. For instance, Macs are a lot easier to replace than custom built PCs. Get into all the technical aspects of your show—learn about projections, lights, and other systems outside of your expertise—both as a challenge to yourself, and to help your team run their systems better.

Most importantly, get ready for things to go wrong. It's happened to Joel at every level of his career, and it's going to happen to you too. And when things do go wrong, keep it cool. A DJ freaking out is always more embarrassing than a technical glitch.

TAKE IT FURTHER

▸ Look up DJ fails on YouTube and share some of your favorites with your classmates—as examples of what not to do.

SUBCHAPTERS

▸ A Show, B Show
▸ Rehearse Every Aspect of Your Show
▸ What's in the Cube
▸ Learn Your Systems
▸ Keeping Your Equipment Running
▸ Keep it Cool

NOTES

MASTERCLASS

ASSIGNMENT

▸ Rehearse. Find a way to rehearse your set, from front to back, at concert-level volume, with any visual and stagecraft elements you're using. Maybe you can do this in a rehearsal studio or in a friend's basement. Make sure you get involved in the technical details—if there are any systems in use that you don't understand, ask questions, research solutions and get to know the systems better.

NOTES