MACROWAVE

Contents

Management/Booking

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Contract clauses

Any failure to comply with or breach of any of its clauses may result in the cancellation of the performance at the expense of the lessee.

Any modifications must receive prior approval from the Macrowave group.

However, if any of the clauses in this technical contract seem difficult to fulfill, please do not hesitate to contact us promptly to explore alternative solutions together.

This rider consists of 9 pages to be initialed. Please return a signed copy to the address macrowave.music@gmail.com

Agreed and Acknowledged, with "read and approved" notation.

Signed at: Signature :
Date:

Band presentation

Style : Cinematic Dark Synth

Members:

Music Composition / Production, Keyboard, Bass: Killian
Drums: Aurélien

Links :

Official website : www.macrowavemusic.com
Presskit: www.macrowavemusic.com/Macrowave_EPK_en.pdf

Rider

Thank you for welcoming us, and in advance, thank you for your attention to this rider. We are a team of 2 people from Strasbourg, France.

Soundcheck:

Please allow for a 45-minute window for the band to set up and conduct the soundcheck. If a full soundcheck is not possible, a line check is essential.

Green Room:

Kindly provide an electrical outlet in the green room for the band's preparation needs. Also, please arrange a space where we can store our equipment.

Catering:

Please provide water, a healthy and light meal, and some snacks like fruits.

Dietary Restriction: Preferably gluten-free for Aurélien.

Accommodation:

If conditions require it, please arrange a clean and quiet place at a reasonable distance from the concert venue.

Parking :

Please designate a convenient parking area near the concert venue for our vehicle, allowing easy loading and unloading of equipment. Similarly, arrange a secure location near the accommodation for our van and equipment.

Recording and Image:

Recording, filming, and photographing the performance and artists are permitted, provided that the group's name is mentioned in or below the photo/video, and links to the group's social media are added.

Accreditations and Invitations :

The organizer will provide each band member with an "All Access" badge/pass for access to all areas. It would be greatly appreciated if the organizer could arrange an invitation system to meet professional obligations (media, partners, professionals, etc.). If applicable, the guest list will be provided to you before the doors open.

Equipment Provided by the Group:

Aurélien (drums)	Killian (Keyboard, Bass)
· Drums: Mapex série M – Kick : 22" – Snare : 14" x 6,5" – Tom 1 : 12" – Tom 2 : 14" – Hi-hat : 15" – Crash cymbal: 20" – Stack cymbal:: 16" – crash/ride cymbal : 21" – The cymbal kit will not be lent · Triggers on kick and snare – Roland TM-2 (2 DI / balanced signal) · Monitor: in-ears	· Laptop and sound card (Motu M4) (with stand) (4 DI / balanced signal) · Midi keyboard (with stand) · Bass guitar (connected to sound card) (with stand) · Tom 3 : 14" · SM58 mic (with stand) · Monitor: in-ears

Important Note: Our drum kit has mesh heads on the kick and snare, which are essential for our sound. For this reason, if possible, we will avoid using a backline.

# Technical

Equipment to be provided by the organizer:

– Electrical connections for the musicians on stage (See stage plan)
– 1 drum riser (3x2m, minimum 30 cm high)
– The sound system must be tailored to the venue to achieve a level of 102 dB at the sound booth.
Speakers and subwoofers are mandatory.

Lighting Plan:

Macrowave does not have a lighting technician but has a basic lighting show (currently 8 LED PAR spotlights) to be placed in backlight (4 spotlights on the ground behind each musician), synchronized with the music via MIDI communication to DMX.

If it's possible to combine it with the lights in the venue or if the venue's lights alone provide a better aesthetic result, we have a lighting control system and would be delighted to discuss with you in advance the setup of technical visual effects (such as a smoke machine or specific lighting effects) for the performance.

Stage layout
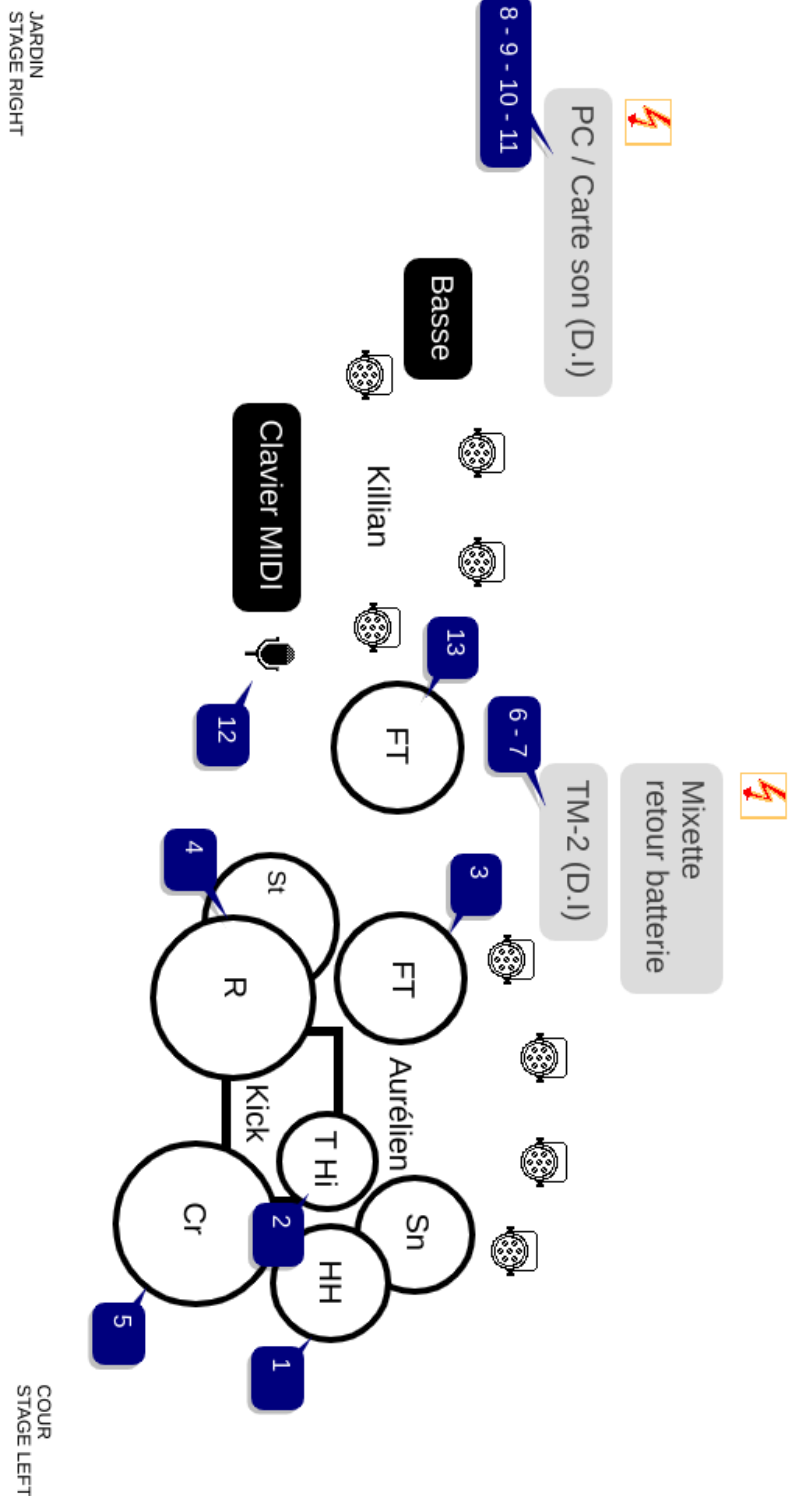
Patch

Patch in	Name	Mic/DI	Stands
1	HH	SM81 (or C451)	Small Microphone Stand
2	T1	E904	N/A
3	T2	E904	N/A
4	OH J	SM81 (or C451)	Tall Microphone Stand
5	OH C	SM81 (or C451)	Tall Microphone Stand
6	KICK	DI (output 1 Roland TM-2)	N/A
7	SNARE	DI (output 2 Roland TM-2)	N/A
8	MASTER L	DI (soundcard output 1)	N/A
9	MASTER R	DI (soundcard output 2)	N/A
10	CLICK	DI (soundcard output 3)	N/A
11	BASS	DI (soundcard output 4)	N/A
12	VOX	SM58	Tall Microphone Stand
13	T3	E904	N/A

Monitoring :
Patch 10 (CLICK) originates from the sound card and should not be sent to the main output but only to the in-ear monitors.

Aurélien (drums) requires 3 monitor channels, each tapped into his mixer:
· "Master" without KICK and SNARE (all channels except patches 6, 7, and 10)
· Click (patch 10)
· Kick / Snare (patches 6 and 7)

If it's only possible to have two return tracks:
· "Master" (all channels except patch 10)
· Click (patch 10)
Killian (keyboard/bass) uses a Bluetooth transmitter plugged directly into Aurélien's mixer and wears a Bluetooth receiver on his belt.

Set List and Lighting Cue

The following effects are welcome:
– A color wash
– A moving backlight plan (strobe lights, etc.)
– A light shower by station (keyboard, drums)
– A smoke machine controllable from the sound booth

Many songs require moments of complete darkness. Often, the lighting is very dim during intros and bridges, and very intense and stroboscopic during rhythmic sections.

If possible, we would like to be hidden in the smoke.

Set List – 45 min

Approx. Start		Atmosphere	Colors
	Intro	Dull, almost total darkness.	
00:51	Ominous	Sinister and intense. Flash on drum hits.	Red, white
01:46	Out Of Time	Disturbing. Low pulsations during the verses, strong during the choruses.	Verses: White/UV Choruses: Yellowish–green
05:09	Earth	Melancholic. Contrasts between quiet parts (dim and continuous light) and drum sections (pulse with each kick drum hit).	Midnight blue during quiet parts Pale blue/White during drum sections
09:23	Origin	High energy. Many strobes/flashes. Very subtle lighting during the middle break.	Blue/White Second chorus: Red
13:28	Punishment	Angry. Flash synchronized with synth beats (on eighth notes).	Red/White Reddish–orange during quiet parts
15:44	Remnants	Futuristic and rhythmic. Subtle lighting during the verses, strobes during the choruses.	Pale red Choruses: White/Pale red

18:35	Eschaton	Heavy and oppressive. Many flashes in the second part.	Intro: Pale blue Red when the drums kick in. Outro: White
22:37	Ultimatum	Apocalyptic. Lots of flash, very low light between the two choruses.	Red/White
25:27	The Great Nothing	Gloomy. Pulsations on kick drum hits.	Violet/UV, shades of pink
28:39	Imminent	Heavy and oppressive. Total darkness in the introduction, then pulsations on kick/snare hits.	Red Final chorus: White
31:16	No Return	Disturbing. Strong pulsations.	Choruses: Red/White Verses: Yellow/Orange Bridge: Pale blue
35:32	Ex Materia	Energetic and heavy. Pulse on the kick during quiet parts, rapid strobes during intense parts.	Pale blue, white Second chorus: Red
39:51	Aeon	Epic. Subtle lighting during the introduction and bridge. Strong strobes when the drums kick in.	Pale blue/White
42:09	Edge Of Time	Disturbing. Pulse on kick drum hits, crescendoing strobes in the final part, then complete darkness.	Red/White

encore	Dystopia	Energetic. Pulse with each kick drum hit.	Very pale blue, white 2nd verse: Red