

# **DEATHCHAIN**

## **-Technical requirements-**

**Updated 12.02.2009**

Deathchain crew **does NOT** include **monitor engineer or light designer/tech**. Two **professional technicians** are needed from the venue to accomplish these duties.

### **PA:**

- High quality 3- or 4-way system, equipped with digital signal processor or separate active crossover. Sound system must cover whole listening area and produce **110 dB(A) (without clipping or distortion)** sound pressure level to the mixing area.
- PA-system, monitors, DI-boxes, stands etc. should be high quality, TESTED, and ready to use when artist arrives to venue.
- **2 RETURN LINES NEEDED FROM F.O.H CONSOLE TO MONITOR CONSOLE (CD PLAYBACK FOR INTROS)**

### **MONITORS:**

- **We always prefer separate monitor console w/ professional engineer! If monitor mixes have to be done from F.O.H. position, 8 aux sends (w/ pre/post switches) are needed!**
- **5 separate monitor groups w/ 31-ch. graphical EQ:s inserted. (IMPORTANT!)**
- **Min. 5 monitor wedges (loud ones) +1 drum fill with subwoofer**
- Sidefills on big stages

### **LIGHTS + OTHER INFO:**

- No specific guidelines for light designer/tech., only few details. Deathchain plays fast and brutal metal so almost anything goes for achieving good visual performance. Smoke machines and strobe lights are allowed.
- We bring one logo backdrop (5,5m \* 2,2m, black and white), two sidedrops (2m \* 1.5m, black and white) and two "skeleton mummies". **These things we wish to see lighted! Thank you!** (See stage plot for details. Sidedrop and mummy positions may vary on different stages.)

## DEATHCHAIN INPUT LIST

FOH channel	Source	Mic/Line	Stands	Channel Insert	To subgroup	Subgroup inserts
1	Kick	Beta52/D6	short boom		1	Gate+Comp (166XL or else)
2	Sn top	Sm57/i5/Beta57	short boom		2	Gate+Comp (166XL or else)
3	Sn bottom	Condenser/57	short boom		2	
4	Tom 1	Beta98/D2/57	Rim clamps preferred!	Gate	3 & 4	2x comp. linked or stereo unit
5	Tom 2	Beta98/D2/57	-"	Gate	3 & 4	
6	Tom 3	Beta98/D2/57	-"	Gate	3 & 4	
7	Ft	Beta98/D4/57	-"	Gate	3 & 4	
8	HH/Ride L	Condenser	short boom			
9	HH/Ride R	Condenser	short boom			
10	Oh L	Condenser	tall boom			
11	Oh R	Condenser	tall boom			
12	Bass line	SansAmp XLR		Comp		
13	Bass Mic	Beta52/D6/D112	short boom			
14	Gtr Corpse	Sm57/i5	short boom		5 & 6	2x comp. linked or stereo unit
15	Gtr Corpse	Sm57/i5	short boom		5 & 6	
16	Gtr Cult	Sm57/i5	short boom		5 & 6	
17	Gtr Cult	Sm57/i5	short boom		5 & 6	
18	Voc Corpse	Sm58	tall boom		7 & 8	2x comp. linked or stereo unit
19	Voc K.J.Khaos	Beta58/OM5/Sm58	Own special stand	Comp		
20	Voc Kuolio	Sm58	tall boom		7 & 8	
21	Voc Cult	SM 58	tall boom		7 & 8	
22	Spare voc for special guest.	SM 58	tall boom			
23	CD L					
24	CD R					

### F.O.H MIXING DESK (w/lights)

Min. 24 ch., 4-band parametric EQ with HPF, 4 Auxes, 8 subgroups w/inserts

### **IMPORTANT:**

**NO BEHRINGER MIXING DESKS ANY KIND!**

**NO YAMAHA 01V OR OTHER SAME KIND SMALL DIGITAL MIXING DESKS!**

### F.O.H FX RACK (w/lights)

2 x 31 band EQ (XTA/Klark Teknik)

**Dynamic processors: Look at input list**

2 x digital reverb (Yamaha SPX 9\*\*/TC M-one)

1 x digital delay with tap (D-Two)

**1 x CD player**

### **More info:**

Mr. Jari "Tupi" Tuomainen, F.O.H engineer

+ 358 40 5368846

