TecRider julakim (audio+video+licht)

AUDIO

julakim SOLO

Vocals and guitar
1x PA connection + power for semi-acoustic guitar with Black Spirit 600
1x Shure Beta 58 with cable and stand

julakim SOLO + Backing Track

Vocals and guitar
1x PA connection + power for semi-acoustic guitar with Black Spirit 600
1x Shure Beta 58 with cable and stand
Playback of WAV backing tracks (bass, drums, keys) via PA on stage cue

julakim BAND

Vocals and guitar = julakim
1x PA connection for semi-acoustic guitar with Black Spirit 600 or amp
1x Shure Beta 58 with cable and stand

Bass = Francis
1x bass amp

Drums = K
1x bass drum
2x snare drums
2x hi-hats
1x cymbal
Plus small percussion

VIDEO + LIGHT

julakim SOLO + Projection

Basic lighting:
1x spot (warm white, 2500–3000K) on julakim (vocals/guitar) – static or soft fade (no harsh light).
Background:
Projection (MP4 video, 16:9) on screen – projector brightness minimum 3000 ANSI lumens.
Light ground haze (optional, for depth) – no dense fog.
Colors:
Warm tones (amber, soft orange) – fits the bLuzLand theme.
Avoid: Cold colors or rapid color changes.
Dynamics:
No rhythmic light control (projection handles visual dynamics).

BAND-Live-Show

(julakim + bass + drums – energetic & atmospheric songs)
Goal:
The band appears present and warm in the foreground, while the background provides rhythmic and atmospheric support—without competition between light and musicians. Ground haze occasionally creates a "universe" effect, making light beams visible without obscuring the band.
Foreground lighting (band):
julakim:
1x front spot (warm white, 2500–3000K, tightly focused) + 1x backlight (soft amber for depth).
Bassist (Francis):
1x side wash (warm white, 3000K, from the side, not harsh).
Drummer (K):
1x overhead wash (warm white, 3000K) + light backlight (dynamic for accents).

Background lighting:
Rhythmic elements:
2–4x moving heads (or LED bars) for beat-sync effects (e.g., slow pulsation for ballads, fast strobe-like flashes only for climactic parts—to be discussed in advance!).
Colors:
Rhythmic songs: Hard beat-sync cuts in the background (colors change abruptly with the beat).
Atmospheric songs: Static background lighting (soft color gradients, no abrupt changes).
Ground haze: Light, max. 30–50 cm high, no haze at head level or from above.
Purpose: Makes light beams visible for a "floating universe" effect—without obscuring the band.