Trillogy: A Student Concert
Sound Designer: Nick Mallios

Department of Entertainment Technology

Introduction

On December 6th, my band, Trillogy performed a rock set at the Voorhees Theatre. We played some 90's-2000's rock and metal cover songs. The band consists of five members: Me, Luke, Joe, Josh, and Adriano. For my culmination project I created and executed the sound system design. The live mix sound engineer was Brian Anner and the monitor mix was run by Ixchel Disla. My plan for the design for a sound system includes the concepts of reliability and efficiency.
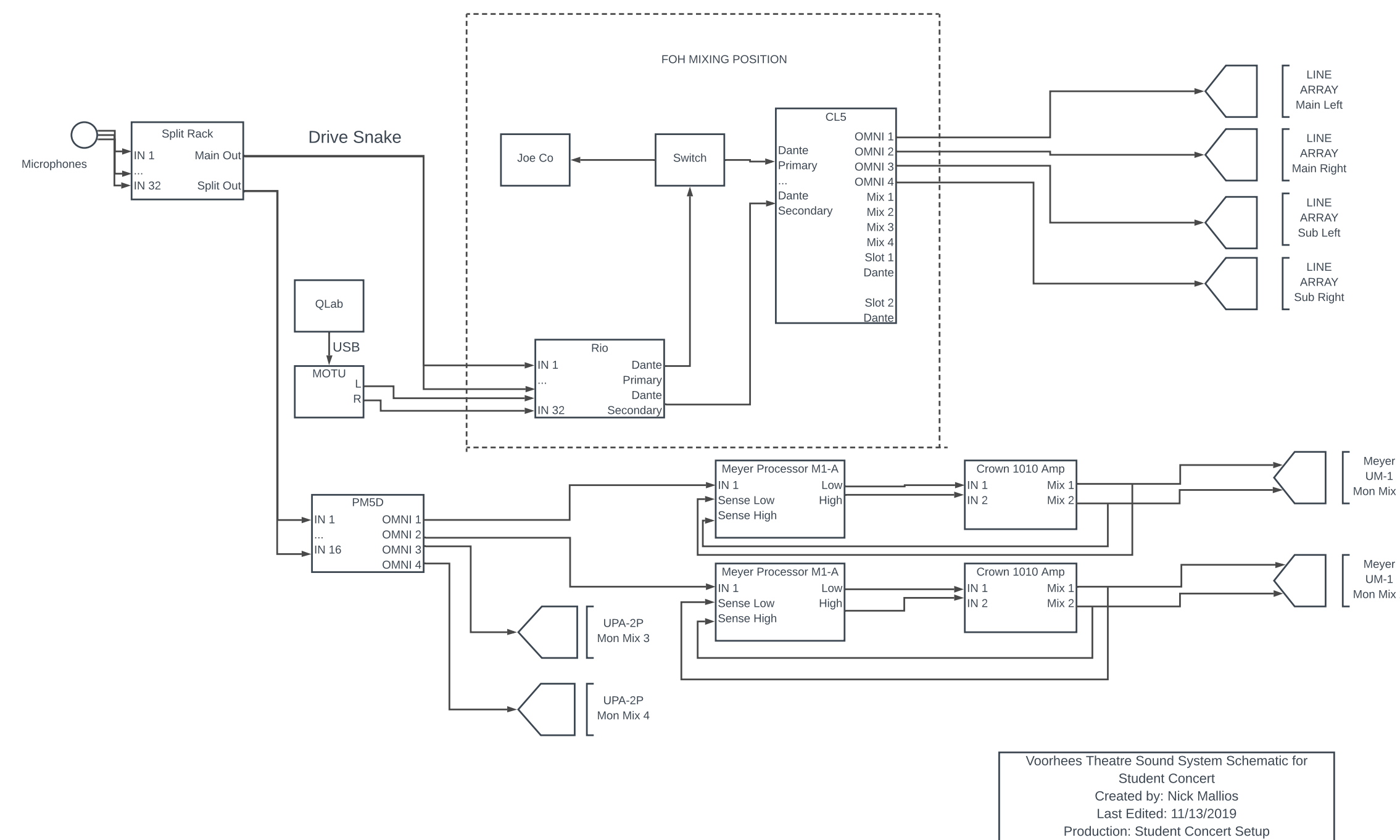
The skills include:
1. Time Management
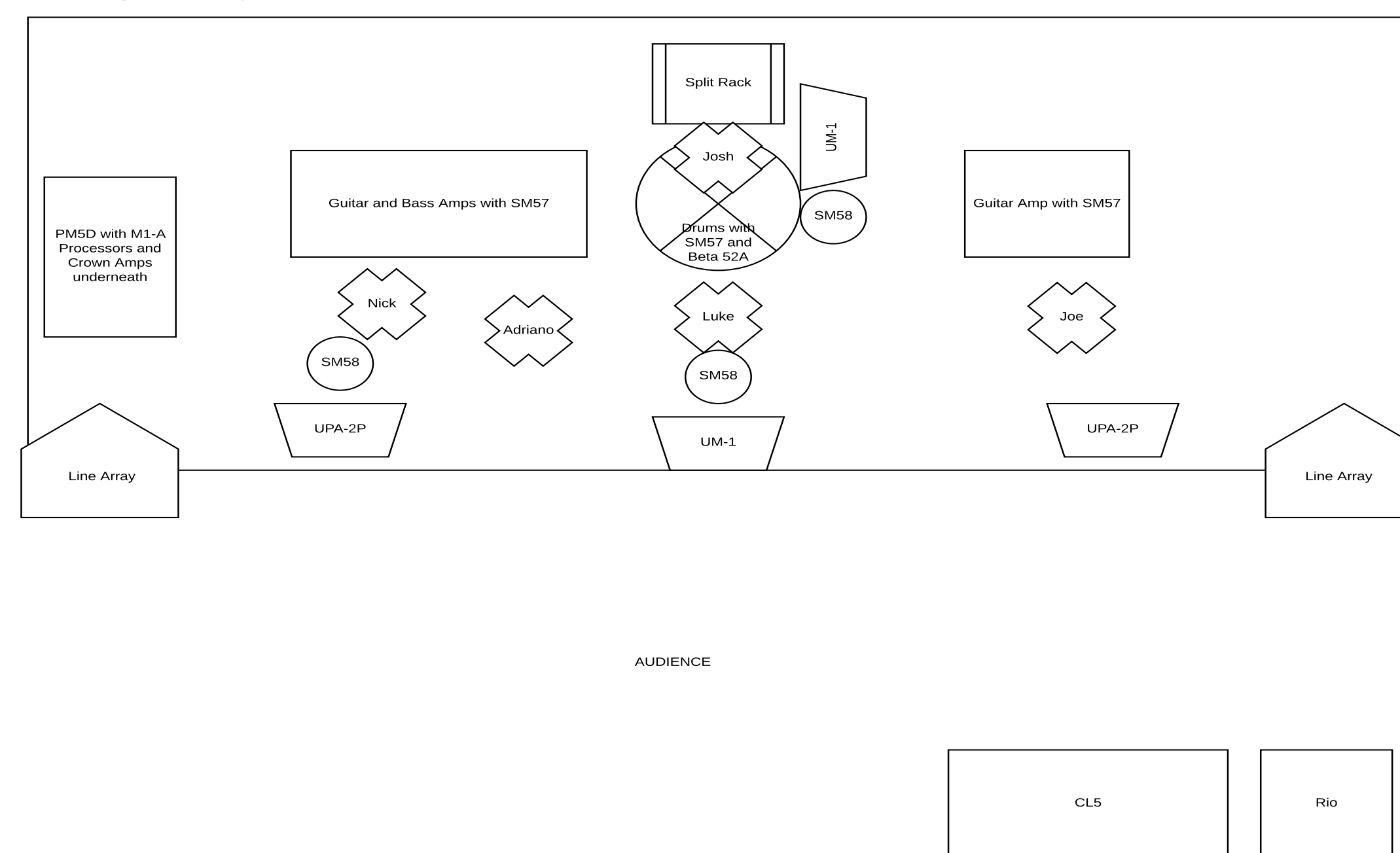2. Sound Design Skills
3. Communication

The Process

The system will include a line array system. I have observed audience complaints that music is too loud at times, which is one thing we would like to avoid. In order to ensure that, SMAART was used to tune the room. As well as the line array, we utilized four monitors, one for each performer that will be controlled by a separate PM5D board. The board I used for the front of house is the Yamaha CL5 mixer because I waned my band to have a professional sound to us. During the down time, I also added a Qlab with music to play so there is no "dead air".

Methods:

Schematic

Voorhees Theatre Sound System Schematic for Student Concert
Created by: Nick Mallios
Last Edited: 11/13/2019
Production: Student Concert Setup

Stage Layout

Methods:
1. Sound Design
   1. System Schematic/Stage Layout
   2. Equipment list
   3. Input/Output list
2. Load In
   1. System Load In
   2. Systems Test
   3. Tech Rehearsal
   4. Show Run
   5. Load Out

Input/Output List

Trillogy 2019 Concert

FOH Mixer: Brian Anner		Faculty Sound Advisor:	John Huntington
Monitors: Ixchel Disla		Created by:	Nicholas Mallios
Last Updated: December 2, 2019		Show Date:	12/5/2019

Split Rack Inputs

Ch	Source	Mic/DI	Stand	Note
1	Kick	AKG D112	Short	
2	Snare Top	Shure SM 57	Boom	
3	Snare Bottom	Shure SM 57	Boom	
4	Rack Tom 1	AKG C518	Clip	
5	Rack Tom 2	Audio Technica 833r	Straight	
6	Floor Tom	Audio Technica Kit Kick/Tom	Boom	
7	High Hat	AKG C460B	Straight	
8	OH L	Audio Technica AT-2020	Large Boom	
9	OH R	Audio Technica AT-2020	Large Boom	
10				
11	Gtr 1 Amp (Nick Mallios)	Audio Technica AT-2020	Short Stand	
12	Gtr 2 Amp (Joe Maran)	Audio Technica AT-2020	Short Stand	
13				
14	Bass Amp	EV RE20	Boom	
15	Bass DI	BSS AR-133	N/A	
16				
17	Vocal (Luke Ambrose)	Shure SM 58	Boom	
18	Vocal (Josh Salant)	Shure SM 58	Boom	
19	Vocal (Nick Mallios)	Shure SM 58	Boom	
20				
21				
22				
23	Qlab L			
24	Qlab R			
25	Monitors Talkback	Shure SM58	Patch	via subnake

CL5 Outputs

Omni 1	
Omni 2	
Omni 3	
Omni 4	

3224 Outputs

1	RCF L Main Array	Matrix 1
2	RCF R Main Array	Matrix 2
3	RCF L Sub	Matrix 3
4	RCF R Sub	Matrix 4
23	Video Feed Left	L
24	Video Feed Left	R

PM5D Outputs

Mix 1	RCF Wedge	Vocal (Luke)
Mix 2	RCF + Sub	Drummer (Josh)
Mix 3	UM-1	Stage Left
Mix 4	UM-1	Stage Right

Equipment List

Quantity	Manufacturer	Model	Description
1	Yamaha	CL5	Board
2	RCF	Line Array	PA Speakers
2	RCF	Sub	Subwoofer
2	Meyer	UM-1	Monitor
2	RCF	Wedge	Monitor
2	Meyer	M1-A	Processors
2	Crown	1010	Amplifiers
1	Yamaha	PM5D	Mon Board
1		Split Rack	Input Split
1	Rio	3220	A/D to Dante
4	Shure	SM58	Vocal Mic + Talkback
2	Shure	SM57	Snare Mics
4	Audio Technica	AT-2020	Guitar + Overhead Mics
1	AKG	D112	Kick Mic
1	AKG	C518	Rack Tom Mic
1	Audio Technica	833r	Rack Tom 2 Mic
1	Audio Technica	Kit Kick/Tom	Floor Tom Mic
1	AKG	C460B	Hi Hat Mic
1	Electro-Voice	RE20	Bass Amp Mic
1	BSS	AR-133	Bass DI

Conclusion

In conclusion, the system used was a complete success. Although the initial phases were stressful and time management was off, the show went off without a hitch. Not only did the audience enjoy the show, the room didn't cause any acoustic issues and the music was not too loud that it started to hurt people.

I have learned that time management is extremely important and you cannot overload yourself with work. These are two main issues that I have to work at in order to better myself in the future.

Results

1. System ran with no major issues
2. FOH had some technical difficulties in the beginning but was fixed in time
3. Monitor World ran perfectly
4. Issue with Qlab during intermission

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