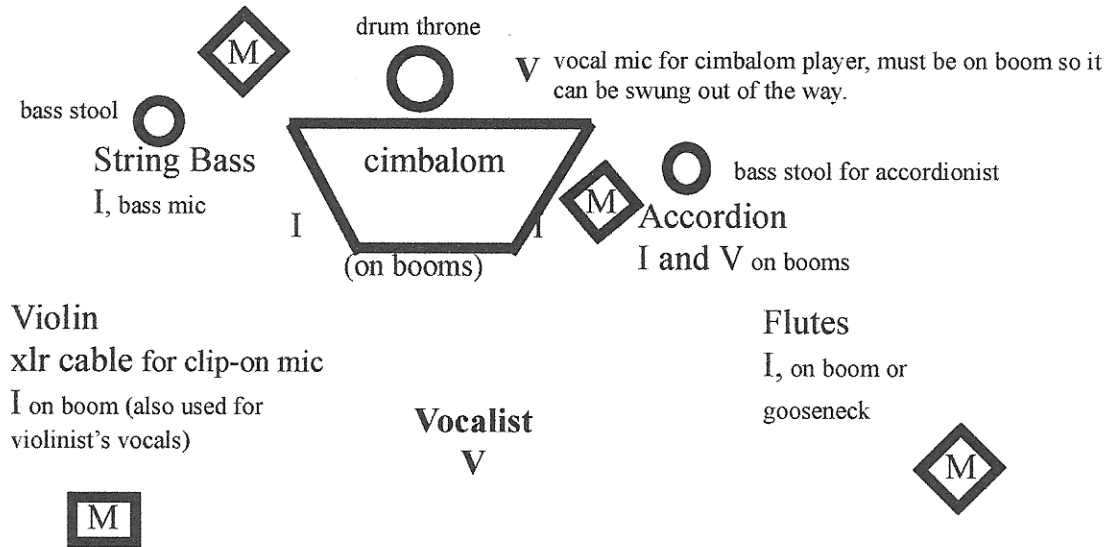


# Harmonia Stage Plot

## BACKSTAGE



## AUDIENCE

### KEY:

V = vocal microphone (3 total)

I = instrumental microphone (5 total)

**M** = monitor speaker

○ = drum throne (adjustable stool)

○ = bass stool (high stool, like a bar stool)

### NOTES:

1. Phantom power is required.
2. Microphones for cymbalom must be on booms.
3. Violinist moves on stage - uses clip on microphone with XLR cable.
4. Cymbalom is miked similarly to a piano.
5. Microphone for string bass should be on a low microphone stand and should be designed for use with a bass.
6. 2 high bass stools without backs (for example, bar stools) are needed for bass and accordion.
7. **FOR SMALL VENUES:** 2 monitor speakers are sufficient.

### **Microphone, Mixer and other Requirements :**

1. XLR cable indicated is for violinist's clip on mic; it requires phantom power. (We bring this microphone.)
2. Microphone for flutes should have a wind screen or pop screen.
3. Microphones for cimbalom should be on goose necks or booms.
4. Microphone for string bass should be on boom or short mic stand as to stand about 2 feet off ground.
5. As a minimum, All microphones should at least of the quality of Shure SM58.
6. Shure Sm 58 or Shure Sm57 microphones are preferred, however any brand of good quality mics, such as Shure, Audio Technica, AKG, high end stage mics, are acceptable.
7. Condenser mics work particularly well, especially for the Cimbalom.
8. There should be 2 backless bar type stools on stage for use by accordionist and bassist and one sturdy music stand (black metal stand preferred, wire stand is not acceptable.)
9. The mixer should have reverb or an effects system of some sort.

### **Mixing Guidelines:**

1. **Violin:** Almost all highs should be rolled off of violin, lows should be turned up slightly more than middle. Violin should be slightly more than other instruments. Some reverb should be added.
2. **Flutes:** Flutes should be at about the same volume level as violin. Take care that it is not piercing when in high registers. Flutes should have a medium, or more, amount of reverb; slightly more reverb than violin. About half of the highs on the flute should be rolled off. Note that several types of flutes are used and need to be individually sound checked.
3. **Balance:** Violin and flutes are the main melody instruments; as such, they should be very present in monitor mix.
4. **Vocalist:** Vocalist's mic should have some highs rolled off with a nice amount of reverb. The style of singing is more open voice than that of a rock singer. Make sure that the singer can be heard over the instruments but is not piercing or drowning out the instruments.
5. **Cimbalom:** Cimbalom serves as both an accompaniment and solo instrument. The mic on stage left is for the bass strings and the mic on stage right is for treble strings the cimbalom should sound warm - not percussive. A small amount of reverb should help this. Also, rolling off some highs on the treble end and boosting the lows on the low end should also help make it sound very warm. In general, cimbalom should be louder than accordion, except when accordion is playing solos. When the cimbalom is playing solos it should be heard as well as violin or flute.
6. **Bass:** Bass should have more bass sound and less bow and string noise. It helps to roll off highs and some mids and boost lows. Bass should be heard well in monitors.
7. **Accordion:** Accordion here primarily plays accompaniment. There should be some accordion in monitor mix but less than bass. Accordion should not overpower cimbalom. When accordionist plays solos, he will move closer to microphone to be heard more.