

Multiverse SHoW Baby Wireless DMX



Photos Courtesy of Clifford Spulock.

PROJECT SNAPSHOT

Project Name: Multiverse Wireless DMX at the Buddy -

The Buddy Holly Story National Tour

Location(s): Various U.S. cities

Tour Dates: September 2021 - December 2021

Producer: Ocean Professional Theater Company Inc.

Scenic Designer: Zach Hoover
Lighting Designer: Clifford Spulock

Lighting Package: Hayden Production Services

Master Electrician: Jackson Gray

City Theatrical Solutions: <u>Multiverse[®] SHoW Baby[®]</u> (5 units),

<u>DMXcat</u>[®] Multi Function Test Tool Vectorworks[®] Spotlight software



<u>Buddy – The Buddy Holly</u> <u>Story</u> tells the true story of Buddy Holly's meteoric rise to fame, from the moment in 1957 when "That'll be the

Day" hit the airwaves until his tragic death less than two years later on "The Day the Music Died". The show features over 20 of Buddy Holly's greatest hits and has been seen by over 22 million people around the world.

Q&A WITH LIGHTING DESIGNER CLIFFORD SPULOCK:

City Theatrical (CTI): Why was wireless DMX important for *Buddy - The Buddy Holly Story* national tour?

Clifford Spulock (CS): As a three-month tour traveling from roadhouse to roadhouse, often with load ins done during the morning and load outs done after the evening show, the ease of setup and use of wireless DMX was appealing to quickly control our moving light fixtures, Star Drops, and practicals on set. Multiverse SHoW Baby wireless DMX made it easy to set up the lighting at each venue and saved us a lot of time on the road.

CTI: Where did you install the Multiverse SHoW Baby units?

CS: We installed the Multiverse SHoW Baby units on the electrics in the air, connected with a c-clamp at the beginning of each line of movers. We then daisy chained the receiving Multiverse SHoW Babies to the fixtures. The five Multiverse SHoW Baby units were used to provide wireless DMX to Martin Quantum fixtures, as well as Star Drops and practicals.



Photos Courtesy of Clifford Spulock



"Multiverse SHoW Baby provided a reliable wireless DMX solution from beginning to end. Being able to plug them in without having to reconfigure them made load ins seamless."

 Clifford Spulock, Lighting Designer, Buddy - The Buddy Holly Story Tour



Q&A (Continued)

CTI: How are you using the Multiverse SHoW Baby units as transmitters and receivers?

CS: We set up two Multiverse SHoW Baby units as wireless DMX transmitters, which broadcast DMX to the other units set up as receivers. We used one universe to provide DMX data wirelessly for the moving lights in the back of the stage. We also used one universe for transmitting for practicals. Multiverse SHoW Baby's plug and play technology, which made it very easy to go from transmitter to receiver mode and vice versa and use various frequencies on all the devices, was very useful and valuable to the team.

CTI: How did the Multiverse SHoW Baby units perform on this tour?

CS: Multiverse SHoW Baby provided a reliable wireless DMX solution from beginning to end. We kept the five units in a pelican case in between each tour location, to ensure longevity of use, and they proved themselves to be pretty rugged. Being able to plug these devices in without having to reconfigure them made load ins seamless.

CTI: Did any unique testing go into choosing or installing Multiverse SHoW Baby?

CS: They're my go to for every show. I've tried other solutions. It's been the most reliable and cost effective as well. Multiverse SHoW Baby is what I buy and use every time I need wireless DMX!

CTI: What was it like to set up Multiverse SHoW Baby?

CS: If there were ever frequency issues, going from city to city, it was easy enough to change the frequency of the wireless DMX broadcast directly on the Multiverse SHoW Baby unit. With a single button push on each device, you can be on a new frequency, and you're done. We also used DMXcat® Multi Function Test Tool to work with the Multiverse SHoW Baby units, to set up and troubleshoot the light rig.

CTI: Why was Multiverse wireless DMX the right solution for this tour?

CS: Multiverse SHoW Baby gave us the ease of use we were looking for, and flexibility to have different control methods as needed for each production during the tour.

