Center for Experimental Multimedia Art

Bowdoin College

Department of Music

CEMA

Technical Guide

Projection, spatial audio, lighting and artist advance

COMBINED WALLS + FLOOR

5000 × 2400

pixels / master canvas

FLOOR REGION

1920 × 1200

pixels / within the combined canvas

VIDEO

HAP / HAP Q

60 fps

AUDIO FILES

WAV / 96 kHz

32-bit depth

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Projection & canvas

SPACE & PLAYBACK

Approx. 20 × 35 ft room with a 21.5-ft ceiling.
Four projectors cover the walls and floor through TouchDesigner.

COMBINED CANVAS

5000 × 2400 px

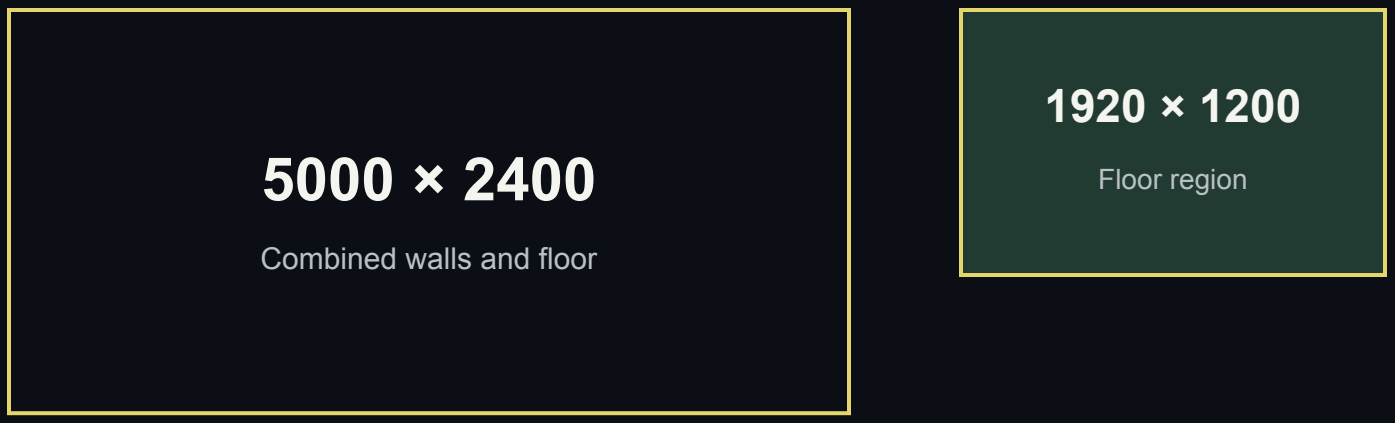
walls and floor together

FLOOR REGION

1920 × 1200 px

use the CEMA template for exact placement

CANVAS DIMENSION REFERENCES



Dimension reference only. The current CEMA mapping template defines floor placement.
Preserve the approved orientation, seams and masks when exporting.

REQUIRED VIDEO

HAP or HAP Q

60 fps

For multiple files, match frame rate and duration. Document start cues, loops and ending behavior. Discuss color profile, image sequences, transparency and custom live visuals with CEMA before final export. Test wall/floor alignment and audio/video sync in the room.

Audio & lighting

REQUIRED AUDIO FILES

WAV / 96 kHz / 32-bit

8 × Genelec 8340AWM loudspeakers
2 × Genelec 7360APM subwoofers

OUTPUTS 1–8



Room channel layout, viewed from above. Schematic.

DANTE VIRTUAL SOUNDCARD

Required for eight-channel playback. Route outputs 1–8 to the numbered speakers shown in the diagram.

AUDIO HANDOFF

Include channel order and a file/stem list. Confirm one multichannel WAV versus separate stems with CEMA.

Coordinate computer/network connections, cabling, live inputs and subwoofer feed with CEMA. Supply a channel-identification file and check each output separately.

FOUR CEILING-MOUNTED PAR LIGHTS

USB-TO-DMX

Artists can connect directly through a USB-to-DMX connection.

OSC CONTROL

Artists can send OSC data from their own system to control the lights.

Confirm the DMX patch and OSC connection/message details during the technical advance.

Delivery & advance

01 / COMPLETE PROJECT PACKAGE

TouchDesigner (.toe): include all media, external components and dependencies. Use relative asset paths. Ableton Live (.als): supply the full project folder after Collect All and Save. Max: supply the .maxpat project and dependencies. Include software/build versions, required plug-ins and licenses, and start/stop/reset instructions. Provide a reference video or screenshots and a rendered backup where the work permits.

02 / HANDOFF NOTE

Include artist/contact, work title, performance date, running time, surface/file list, audio channel assignments, lighting cues/control method, live-input needs and required equipment. Supply a cue list for starts, transitions, loops, sync and ending. Use clear filenames such as Artist_Work_Surface_v01.ext. Identify one final version and keep a local backup.

03 / SESSION PLANNING

Contact CEMA for the delivery method, setup, rehearsal and operation. Confirm room/arrival details, access, power/network, available equipment and staff support. List microphones, monitors, controllers, external computers and operator assistance. Test the complete playback sequence, including lighting cues and ending behavior.

AT LEAST TWO WEEKS BEFORE PERFORMANCE

Deliver all final performance media.

Communicate your requested setup time.

TECHNICAL CONTACT & DELIVERY ARRANGEMENTS

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