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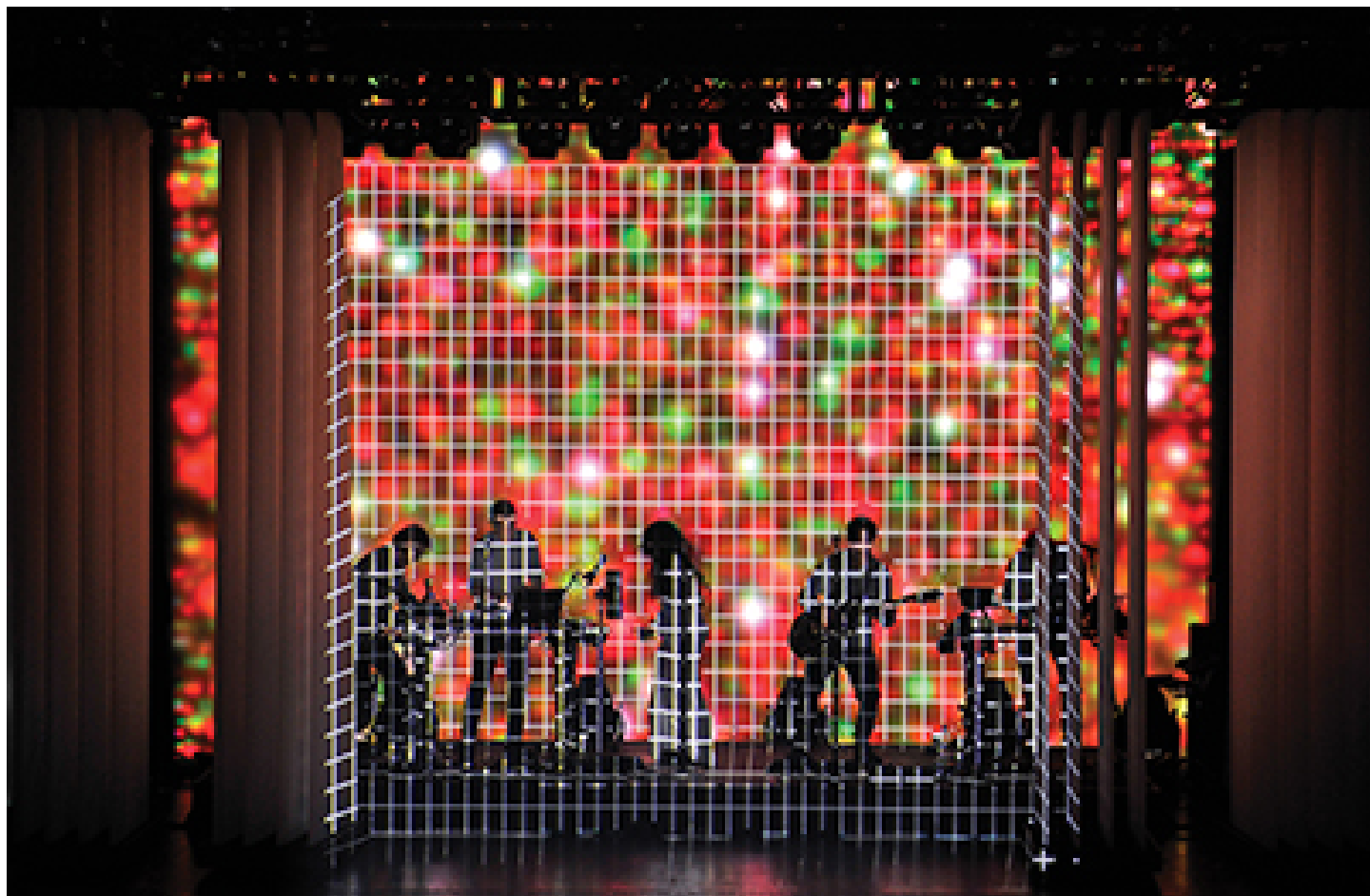


New leg inserts and accessories for theater decking



How to Destroy Angels 2013 Tour

by PLSN Staff • in Designer Insights • Created: June 13, 2013



Teams and projections don't look as impressive when they pass through clear air, hence the profusion of hazers and foggers and theatrical scrims for visual impact.

For the 2013 tour for How to Destroy Angels, a band created by Trent Reznor of Nine Inch Nails, LD Roy Bennett worked with longtime NIN art director Rob Sheridan on various semi-transparent alternatives. The goal: to come up with something that would create a novel visual twist — surrounding the band members in a box-like shape, yet standing up to the rigors of a touring production.



Roy Bennett

Lighting Designer

"For the How To Destroy Angels tour, the concept was based on a conversation between Trent Reznor, longtime NIN graphic designer Rob Sheridan and myself. The original concept was to have some sort of monolithic structures that the band would play behind and be revealed from time to time. We were going to map onto these structures as well as the band and a back surface.

"I thought it would be interesting to have the band inside of a rectangular box made up of some sort of threads. I wanted it to be like a box of haze or rain/shower of water that we would project and light.

How to Destroy Angels tour photo by Steve Jennings

How to Destroy Angels tour photo by Steve Jennings "It took a bit of experimenting to find the right medium. It had to take projection but also had to hang, travel and pack well. With the help of Tait Towers, we eventually found surgical tubing — miles of it, placed in layers. I also continued with the concept that these would play in front of the band, but also rotate and track off stage.

"Tait and I worked for months researching the right product to make up this box for threads. Nocturne/PRG also helped in the R+D side by providing the space and the projectors to assist in demoing to Trent and Rob what this was that I was getting them into."



John LaBriola

Lighting Director

"As programmer and director for the show, Roy, Trent and Rob had a very clear vision they were going for with this show. Having worked with Trent so much in the past, Roy made it very easy to understand how to approach things — the 'do's and don'ts' I'd need to use as my foundation for each song.

"The show was programmed in production rehearsal in real time, without previz, on two grandMA2 consoles. I had lighting on one and Loren Barton programmed video on the other.



"As it was the core theme of the show, video had to remain the focus. Loren and I essentially built it in passes. He and Rob Sheridan would lay in each song's content first, then I'd go through and fill it in with lighting.

"This was by far one of the more exciting projects I've ever been a part of.

Roy's amazing design literally created a canvas that enabled us to 'paint the music' on."

How To Destroy Angels Tour 2013



Lighting Co: Felix Lighting

Crew

Lighting Designer: Roy Bennett



Lighting Director/Programmer: John LaBriola

Lighting Crew Chief: Emily Bornt

Automation Operator: Zack Puriful

Graphic Designer: Rob Sheridan

Video Programmer: Loren Barton

Production Manager: John Lafferty

Tour Manager: Gus Brandt

Rigger: Brad Child

Felix Lighting Rep: Roger Pullis

Trucking: Upstaging

Automation/Rigging: SGPS

Video Co: PRG/Nocturne

Set: Tait Towers/Firehouse Productions

Gear

2 grandMA2 consoles

← [STAGING & STYLING](#)

21 Clay Paky Sharpys

18 Martin MAC Vipers

10 Color Kinetics ColorBlast fixtures

2 Reel EFX DF-50 Hazers

More photos at www.plsn.me/AngelsExtras

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