



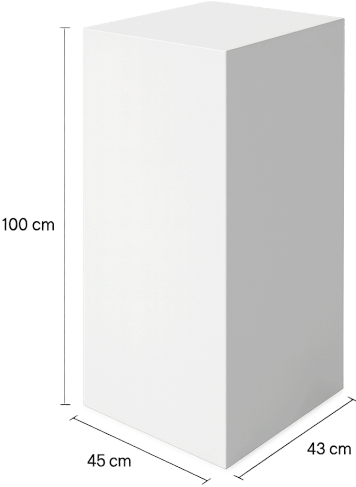

# NAZAR TECH RIDER


There are four ways of experiencing Nazar:

- **Performer (1):** Enters the VR space, can interact with the VR world
- **Participant (1):** Joins the Performer in VR in a 1:1 capacity, can interact with the VR world
- **Additional Users (4-5):** Enter the VR space along with the Performer and Participant, can't interact with the VR world
- **Wider Audiences (many):** Watch the physical/virtual performance passively through screens/projectors, don't enter the VR world

## PROVIDED BY HOST



COMPONENT	NUMBER OF ITEMS	FIGURES/NOTES
<ul style="list-style-type: none"> <li>● Strong WiFi Connection</li> </ul>		
<ul style="list-style-type: none"> <li>● WiFi Backup Plan</li> </ul>		
<ul style="list-style-type: none"> <li>● LED Spotlight / Profile Spot</li> </ul>	1	<p><b>Purpose:</b> To create a dramatic, focused stage effect highlighting the performer and participant.</p> <p><b>Beam Angle:</b> 19°–26° for tighter, dramatic focus on 4 × 6 m space; 36° for a more soft-edged coverage</p> <p><b>Mounting:</b> Overhead or front-of-house, centered on performance zone</p> <p><b>Notes:</b> Should provide strong contrast between lit performers and dark surroundings.</p>
<ul style="list-style-type: none"> <li>● Infrared Floodlight [850nm Wide Angle, Minimum 90° beam]</li> </ul>	2 to 4	<p><b>Placement:</b> 2 in the front, 2 in the rear of the performance zone.</p> <p><b>Purpose:</b> To enable inside-out tracking for VR headsets in low-light performance conditions. This lighting is invisible to the audience.</p> <p><b>Mounting:</b> Elevated at 2–3 m height, angled 30–45° downward or bounced off the ceiling/walls.</p>
<ul style="list-style-type: none"> <li>● Reclining Chair [Electric]</li> </ul>	1	

<ul style="list-style-type: none"> <li>• Armchair</li> </ul>	<p>2</p>	
<ul style="list-style-type: none"> <li>• Plinth [Approx. 45x45x100cm]</li> </ul>	<p>1</p>	
<ul style="list-style-type: none"> <li>• Salt OR Sand OR Tape OR Chalk [whatever is preferred by the venue]</li> </ul>	<p>enough for a 4x6m outline</p>	<p>This is to outline the performance space, where Additional Users and Wider Audiences can't enter.</p>
<ul style="list-style-type: none"> <li>• Neck/Travel Pillow</li> </ul>	<p>1</p>	<p>This is to support the participant's head while laying down on the recliner.</p> 
<ul style="list-style-type: none"> <li>• Meta Quest 3 Headsets + Quest 3 Head Straps + Power Banks</li> </ul>	<p>4 to 5</p>	<p>These are for Additional Users who will enter the VR world along with the Performer and Participant.</p>

		
<ul style="list-style-type: none"> <li>Headphones [Noise-Canceling]</li> </ul>	4 to 5	As many as the Additional Users' VR headsets.

**PROVIDED BY NAZAR TEAM**

COMPONENT	NUMBER OF ITEMS	FIGURES/NOTES
<ul style="list-style-type: none"> <li>Meta Quest 2/3 (VR Headset)</li> </ul>	2	
<ul style="list-style-type: none"> <li>VR Head Strap + Power Bank</li> </ul>	2	
<ul style="list-style-type: none"> <li>Headphones [Noise-Canceling]</li> </ul>	2	
<ul style="list-style-type: none"> <li>Phone or Tablet</li> </ul>	1	This is to screencast the participant's view in VR to a screen/projector.
<ul style="list-style-type: none"> <li>HDMI to USB-C Cable</li> </ul>	1	This is to connect our phone/tablet to a screen/projector.

<ul style="list-style-type: none"><li>• Wireless Microphone Headset + Bluetooth Device</li></ul>	1	 A black wireless microphone headset with a boom microphone and a small black Bluetooth device with a blue light indicator and a gold-colored 3.5mm jack.
<ul style="list-style-type: none"><li>• Bluetooth Receiver</li></ul>	1	 A black circular Bluetooth receiver with a silver 3.5mm jack and a blue light indicator. It is accompanied by two cables: a USB-A to 3.5mm audio cable and a USB-B to 3.5mm audio cable.