



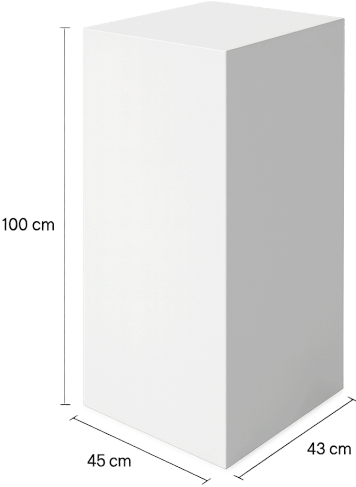

NAZAR TECH RIDER


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

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

		
<ul style="list-style-type: none"> Headphones [Noise-Canceling] 	4 to 5	As many as the Additional Users' VR headsets.
<ul style="list-style-type: none"> Speakers 	minimum 2	We connect the participant's headset to one of the speakers and the performer's microphone to another.
<ul style="list-style-type: none"> Projector OR Screen 	1 OR 3	First option: one screen/projector shows the POV of the Participant.
		Second option: 2 more screens/projectors to project the view of 2 Additional Users in VR. This would offer a deeper understanding of the experience for Wider Audiences. Additional requirements for the second option: 2 phones/tablets with Meta Horizon apps installed and connected to 2 Additional Users' headsets to screencast their POVs.

PROVIDED BY NAZAR TEAM

COMPONENT	NUMBER OF ITEMS	FIGURES/NOTES
<ul style="list-style-type: none"> Meta Quest 2/3 (VR Headset) 	2	
<ul style="list-style-type: none"> VR Headset Strap + Power Bank 	2	

<ul style="list-style-type: none"> • Headphones [Noise-Canceling] 	2	
<ul style="list-style-type: none"> • Phone or Tablet 	1	This is to screencast the participant's view in VR to a screen/projector.
<ul style="list-style-type: none"> • HDMI to USB-C Cable 	1	This is to connect our phone/tablet to a screen/projector.
<ul style="list-style-type: none"> • Wireless Microphone Headset + Bluetooth Device 	1	
<ul style="list-style-type: none"> • Bluetooth Receiver 	1	