



Disguise Powers New Workflow for The House of Dancing Water

Case Study

Lightware Visual Engineering



Market

Live Shows / Rental&Staging

Country

Macau

Lightware Equipment Used in Project

UBEX-PRO20-HDMI-F100



The House of Dancing Water is the world's largest water-based theatre production, produced by veteran Las Vegas show-maker Franco Dragone, responsible for some of the most prestigious spectacles in Las Vegas. The House of Dancing Water combines water stunts, acrobatics, aerial arts and theatre, and is considered one of the jewels in the entertainment crown in Macau, China.

The show is performed in the tailor-made 2,000-seat 'Dancing Water' Theatre by a cast of nearly 100 international artists, and the behind-the-scenes team see an army of 160 technicians, production staff and scuba divers working tirelessly to make sure the twice-nightly show at the City of Dreams entertainment complex runs without a hitch.



The spectacular show is performed across a multi-level stage that is part of a 3.7 million-gallon pool, with projections that transform the space into stunning locations transcending time and space throughout the 85-minute spectacle. Different projector positions, zoom and focus values are used for multiple screens, including flat stage surfaces, floating fabric being tracked through the air, uneven curtains and water fountains, delivering a captivating and truly unique water stage production.

After wowing audiences since September 2010, the world-renowned show overhauled its entire production workflow, investing in a new fixed technology infrastructure, powered by disguise. There was a unique brief on Macau's acclaimed \$250 million show; to preserve Dragone's original design aesthetic, whilst increasing technology efficiencies through the upgrade of critical hardware and infrastructure.

“**One of the key challenges I had through this migration was to safeguard the integrity of the original video content,**”

stated Eve Bernier, Lead Projectionist since the shows creation,

“**Not only were we able to achieve this, but ended up adding an extra punch to our outputs, creating even more magic for the audience. This was thanks to the combination of the disguise VFC card capabilities, and the signal carrier, Lightware Ubex, which allowed for an increase in resolution, and considerable gain in surface coverage per projector.**”



This is a shortened description of the project, please read the original article for more details and insights.

Source: <http://plsn.com/featured/featured-slider/disguise-powers-new-workflow-for-the-house-of-dancing-water/>

