



**Puppeteer?  
Solo artist?**

**Yes?**

**Do you wanto to control the  
lights, sound and other  
technical elements of your  
show by yourself?**

**Then...**

**This is your workshop...**

**Have you ever heard of *Free Software*?**

**We teach you how to use it to handle your  
show in an autonomous way just with a  
button or even with your mobile device**

**No technicians needed!**

**Reliable! And cheap!**

**Isn't it cool!?**

**Keep on reading to know more about it...**



# Open Source Stage

Introductory dossier

**a workshop on the latest technical *FOSS* solutions  
for small companies and individual stage professionals**

Designed by *ymedioteatro*, Annette Malausène & Alex Ramos  
Communicated by Alex Ramos

*A one-man-show is a one-man-show*



## Introduction

When talking about scenic arts and stage productions (music, theatre, movies, performers, etc.) we usually find that the smallest crew is based on an artist and a technical companion. Many times artists even travel alone looking for a technician in the room to do the job with quite differing results.

Nowadays there are plenty of solutions out there taking advantage of today's computer facilities and gadgets, most of them based only in expensive hardware components and fancy but unaffordable software appliances. The most common battlefield is the *Apple* environment widely known and *easy* to use, but very expensive thus not so eligible for the most of us.

And there it is where the *Free Open Source Software* ([FOSS](#)) environment has also a lot to offer and solve with a substantial saving in resources and, at least, the same quality and reliability.

So, please feel free to go through the contents of these lectures and, hopefully, you will find some interesting and useful topics that you can offer to your event attendees to improve and better support and develop their staging ideas.

## About Alex Ramos

I have been working both on the artistic and technical sides of the stage for more than fifteen years now, last twelve at [ymediateatro](#), our theatre company (which I rule from Southern Spain with Santos Sanchez, my partner), where we developed five different plays performed all across Europe and some other spots of the globe.

Along with Annette Malausène, I designed for ymediateatro, and accomplish on stage, all the technical backbone, computer support and programming for our shows on which we had no technicians at all while performing. Results were acclaimed all around so, being in love with the *Open Source* philosophy I decided to spread and share my experiences and knowledge on the field with anyone who needs it. Here it is!

- Small introduction to computer important basics
  - Hardware / Software
  - Human / Machine interfaces
  - Operating Systems
  - Devices
  - Communications
- Free Open Source Software (FOSS)
  - Different ways of understanding and devolving the world
  - What is OS and why it can be useful to us
  - What is Linux and why should we be using it
  - What else is out there about OS
- Stage Hardware
  - Usual and standard sound systems: inputs, mixers and outputs
  - Usual and standard lighting systems: switching, dimmering, controlling
  - Helpfull musical knowledge: MIDI
  - Usual and standard computing systems: control and control communication
  - So... What do we need for our show?
- Small approach on Linux architecture and systems
- [QLC+](#) (Q Lighting Control Plus)
  - Quick intro and explanation
  - Interfaces and communications
  - Sections and interconnections
  - System calls and connectivity with other programs and systems
- If this is not enough we can go further talking about:
  - puredata, xjadeo, jack and many other FOSS solutions
  - video
  - sincronizing
  - sound plugins
  - more MIDI details
  - computing networks, ethernet, IP protocols...
- Contributing to the common knowledge

## Some options & details

The workshop can be as long as desired but, initially it is designed to be presented in 3 different lengths and depths.

- **Introduction** – 4 hours: just a session talking about it all.
- **Explanation** – 8 hours: a little deeper, a little better.
- **Exploration** – 16 hours: discussing each part more relaxedly.

And, of course, it is not only a theoretical chat. The workshop is also prepared to have a practical approach for everyone who brings his/her own laptop to the lectures.

It will perfectly fit an audience of 4 to 12 people.

And I can teach the contents perfectly in Spanish and English, although I could also manage to do it with some help in Portuguese, Italian or French.

## Booking and fares

The organizer will always be in charge of transportation, accommodation and per-diems for one person during the workshop, and the fee for the lectures itself may vary depending on its length, audience size and distribution in days.

Do not hesitate to contact in case you need more information about any aspect of the workshop.

Please contact us to check calendar options and availability for your geographical area and we will be pleased to send you a detailed budget to make it happen.

**We are always listening at:**  
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**+34 608 816966**

**+34 619 216323**



This is a knowledge broadcasting project by ymediateatro  
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Open Source Software Community

