

3.8.2012

## **Another "Voice" for Robe**

## **Products Involved**

LEDWash 1200<sup>™</sup> MMX Spot<sup>™</sup>

Robe continued its streak of lighting some of the world's top live performance shows this year by contributing the latest technology to Season Two of The Voice in the U.S.

The U.S. show featured the latest ROBIN MMX Spots and ROBIN LED Wash 1200s. Robe fixtures also have been used on the Germany, Belgium and United Kingdom versions of the show.

One of the hottest new series on television, The Voice in the U.S. boasts some of the biggest names in the music industry, including Christina Aguilera, Cee Lo Green, Blake Shelton and Adam Levine.

Live recordings, which aired Monday and Tuesday nights on NBC, took place at Warner Bros. Studios in Burbank, Calif.

Lighting designer, Oscar Dominguez specified 74 Robe ROBIN MMX Spots and 24 ROBIN LED Wash 1200s for the final phase of the show. The Robe fixtures were supplied by Illumination Dynamics and VER, both based in Los Angeles, and programmer Dan Boland ran all the lighting fixtures from a grandMA2 console.

The MMX Spots were used often on the show because of their unique dual graphics wheel. Some MMXs were placed upstage and others were placed overhead on a series of trusses. The LED Wash 1200, which features RGBW multi-chip LED technology, brought some important features to the production such as completely flicker-free performance on camera and variable white color temperatures from 8000K - 2700K. They were used on the front rail of the most downstage truss, on overhead scenic pieces and on the stage itself to light the show's iconic logo: a hand holding a microphone making the two fingered peace salute. With the growing success of The Voice, Season Three is already much anticipated. It will premiere September 10, 2012 with a two-hour live show on Mondays and a one-hour live show on Tuesdays.



ROBE lighting s .r. o., Hazovice 2090 75661 Roznov pod Radhostem Czech Republic

Tel: +420-571-751500 Fax: +420-571-751515 Email: info@robe.cz

