





When the Parisian Casino & Hotel in Macau was being built, they called upon J&C Joel to provide a full stage engineering and drapery package for its theatre.

The Parisian reportedly cost \$2.5billion to build, has around 3000 rooms, 170 shops, 56,000 square feet of meeting space and features a half-scale 525-foot Eiffel Tower as one its landmarks.

J&C Joel's Project engineers installed two ETC Prodigy hoists which could span the width of the auditorium, allowing the houselights to be placed anywhere over a 105' width. The distro trough could be lowered with the push of a button for re-lamping or servicing the house light fixtures. The unique cable management system allows this hoist to be easily hidden between the clouds of the auditorium ceiling.

Within the stage area: 1x mother truss; 2x side truss grid frames and 2x 20m truss lengths were provided for the stage rigging and curtain suspension. The trussing is suspended using Chainmaster BGV-C1 chain hoists in a portable format using overhead beam clamps and a supply of grid mounting hanging frames.

A further quantity of Chainmaster BGV-C1 chain hoists were also supplied for the speaker clusters within the forestage zone. All chain hoists within the venue can be controlled using 2x handheld controllers or 1x main control desk plugged into any one of the 8x control points throughout the stagehouse.

Two types of technical trough platforms from Stage Right with different surfaces (solid timber and mesh grill) were provided and installed at stage level to create an audio and stage-lighting pit.

Manually-operated House Curtains were manufactured from Pennine IFR Sowerby 550 g/m2 in Plum and were hung from a Unitrack with crossover. The Masking Legs and blackout Rear-stage Traveller were made from a short densely piled IFR Velvet Velour in black.

The Band Porch, located downstage-right was masked off using manually-operated black Velour curtains. A Cyclorama and Sharkstooth scrim were also provided.

20_m truss

2 prodigy hoist

7 control desk



