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Wacken in 3D – Louder than Hell



(21/08/2013) "Wacken" is unique. Indescribable. Almost legend. Once a year, for three days in August, the small village in the North-German province is the epicenter, the mass phenomenon and the world capital of the harder pace. Nearly 75.000 "metal heads" from all over the world get together for the Wacken Open Air to worship their music and their high priests: the most famous bands of the international metal scene - and of course to celebrate their festival together.

Since 1990, when the first Wacken Open Air with almost 800 visitors was not much more than a freakish idea, it has grown year after year. To date, it has developed into the world's largest open-air festival of its kind with more than 75.000 paying visitors. Each year tickets are sold out within days - long before the bands involved are fixed at all.



Much has been reported, written and documented about the festival. But what exactly is Wacken and what makes it so special? What is the fascination of this festival, what the magic - the "soul"? What has Wacken what others do not have? It is hard to say with words, numbers or anecdotes. And yet somehow very simple: To understand Wacken, you have to experience Wacken!

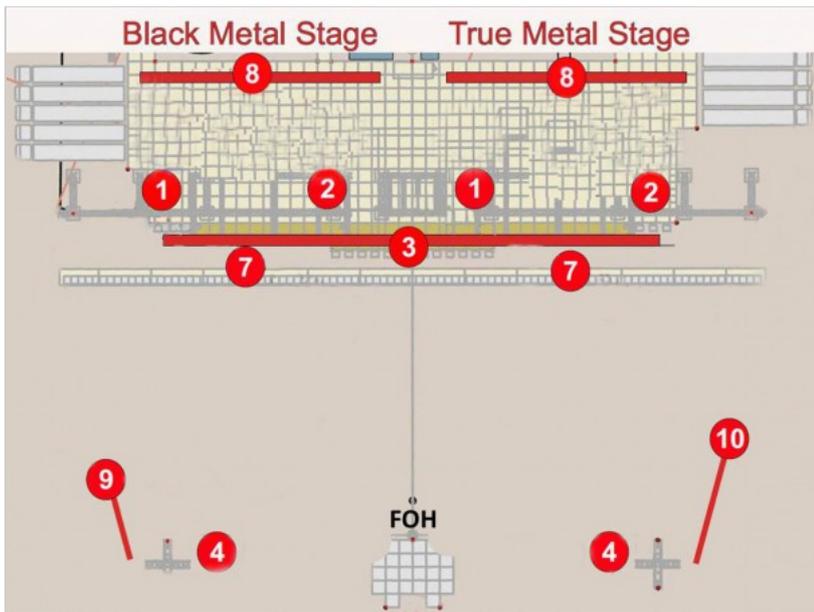


Wacken 3D is exactly going that step further and moves into the midst of the action. Director Norbert Heitker, director of photography and producer Tomas Erhart and their colleagues have filmed this year's Wacken Open Air festival with 16 3D cameras around the clock at various venues in real stereo 3D. Wacken 3D is a trip through the complete Wacken universe – it will bring you as close as possible to the festival and you will experience all its diversity, its atmosphere and all its untamed force "live".

And the experience is not just from the perspective of an ordinary festival visitor. WACKEN 3D will bring you backstage and will let you go together with the bands onto the stage. You will stand on stage and look into the faces of thousands of loyal fans, and you can experience your personal crowd surfing. The cameras are floating with you into the tent cities, to the metal battles and to the "Tschingderassabum" of the "Wacken Firefighters".

Six 3D camera teams accompanied the festival visitors, they showed how they pitched their tents, how they celebrated together peacefully and hilarious despite their menacing appearance and how they indulged their musical gods.

But all this would be nothing without the music - and so will experience what is the center point on these three days: the gigantic stage shows of the biggest metal bands on earth. And what else will happen? You will see ...!



3D Camera Plan

The stage shows were covered by TopVision with eight 3D cameras:

Camera 1: 2x Sony HDC-1500 on a Vinten Quattro with Element Technica Quasar Mirror rig and Canon 21x clutchless lenses

Camera 2: 2x Sony HDC-1500 on a Vinten Quattro with Element Technica Quasar Mirror rig and Canon 14x clutchless lenses

Camera 3: CruiseCam on a 100m track with 2x Sony HDC-P1 with Element Technica Pulsar rig and Canon 21x clutchless lenses

Camera 4: 2x Sony HDC-1500 on a Vinten Tripod with Element Technica Quasar SbS rig and Canon 21x clutchless lenses



TopVision 3D Cameras on Mirror Rigs and on Side-by-Side Rigs



Camera 3 on a 100m rail track



Cameras 9 and 10 on cranes from PMT

Camera 7: 2x Sony HDC-1500 Vinten Quattro with Element Technica Quasar mirror rig and Canon 18x lenses

Camera 8: 2x LMP1200HD mini cameras mounted on BlackCam track behind the drummer

Camera 9: 2x Sony HDC-1500 on a GF8 crane (8m) with Element Technica Quasar mirror rig and Canon 21x clutchless lenses

Camera 10: 2x Sony HDC-1500 on a SuperTechno 50 crane (15m) with Element Technica Pulsar mirror rig with Canon 14x clutchless lenses

Both cranes were delivered by PMT. Special support was carried out by Sony by providing 1x MPE200, 1xHDCU1000 and 1xHDFA200 and Canon with the support of the clutchless lenses.



Camera 8 on BlackCam track



Sony HDC-1500 on Elemet Technica Side-by-Side rig and Sony PMW-TD300

Camera 7: 2x Sony HDC-1500 Vinten Quattro with Element Technica Quasar mirror rig and Canon 18x lenses

Camera 8: 2x LMP1200HD mini cameras mounted on BlackCam track behind the drummer

Camera 9: 2x Sony HDC-1500 on a GF8 crane (8m) with Element Technica Quasar mirror rig and Canon 21x clutchless lenses

Camera 10: 2x Sony HDC-1500 on a SuperTechno 50 crane (15m) with Element Technica Pulsar mirror rig with Canon 14x clutchless lenses

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Production Area and Camera Shading in TopVision Ü1 3D

TopVisions 3D OBVan Ü1 with its tender truck RÜ1 was on location in Wacken and recorded the performances of the metal bands. The specification of the 3D truck you can find on <http://www.live-production.tv/mobile-production/ob-trucks/topvision-hd-%C3%BC1-3d.html>

The production of Wacken in 3D was also covered for a 60 min TV documentation:
Production Company: [Totho](http://www.totho.com)

Director: Thomas Janze
 Camera: Nina Berfelde, Oli Koepfel
 Sound: Nils Hofmann



Units B, C und D + Supervising DoP Tomas Erhart; v.l.n.r. Marcus Winterbauer, Christian Meyer, Thomas Oswald, Tomas Erhart (unten), Sebastian Bäuml, Matthias Bolliger, Christian Kühn

3D Units B, C and D

The six 3D camera teams that accompanied the spectators were

UNIT A
 Director: Norbert Heitker (Film Director)
 Camera: Fabian Hothan
 Stereograph/Rig-Tech.: Phil Humphries
 Assistant: Karsten Danch

UNIT B
 Director: Tom Kimmig
 Camera: Matthias Bolliger
 Assistant: Christian Kühne



Fette-Bilder-Unit Peter Berglung (Head Stereographer) ATLAS-Rig + RED MX - De-Bayering Modula v.l.n.r. Christian Klimke T

UNIT C
 Director: Uli Gaulke
 Camera: Sebastian Bäuml
 Assistant: Thomas Oswald

UNIT D
 Director: Marco Wilms
 Camera: Marcus Winterbauer
 Assistant: Christian Meyer



3D Optocopter with GoPro

UNIT E
Camera: Jasper Engel

UNIT FBC
Camera: Konstantin Freyer
Stereograph/Rig-Tech.: Peter Berglund
Assistant: Florian Reeh

The producer and supervising DoP is Tomas Erhart, the technical director is Konstantin Tschernow.



3D Fette Bilder Unit

Internal Links

[Mobile Production >> OB Trucks >> TopVision HD Ú1 3D](http://live-production.net/mobile-production/ob-trucks/topvision-hd-%C3%BC1-3d.html) (link to <<http://live-production.net/mobile-production/ob-trucks/topvision-hd-%C3%BC1-3d.html>>)

[News >> 3D / 4K Arising >> Scorpions: Live on Tape in 3D](http://live-production.net/news/3d-4k-arising/scorpions-live-tape-3d.html) (link to <<http://live-production.net/news/3d-4k-arising/scorpions-live-tape-3d.html>>)

[Case Studies >> Sports >> UEFA Champions League Fin...](http://live-production.net/case-studies/sports/uefa-champions-league-fin...): World Feed in HD and 3D (link to <[http://live-](http://live-production.net/case-studies/sports/uefa-champions-league-fin...)

production.net/case-studies/sports/uefa-champions-league-final-2012-world-feed-hd-and-3d.html>)

External Links

[Jumpseat](#)

[3D+](#)

[Wüste Film](#)

[Norbert Heitker](#)

[Tomas Erhart](#)

[Blackcam System](#)

[PMT](#)

[TopVision](#)