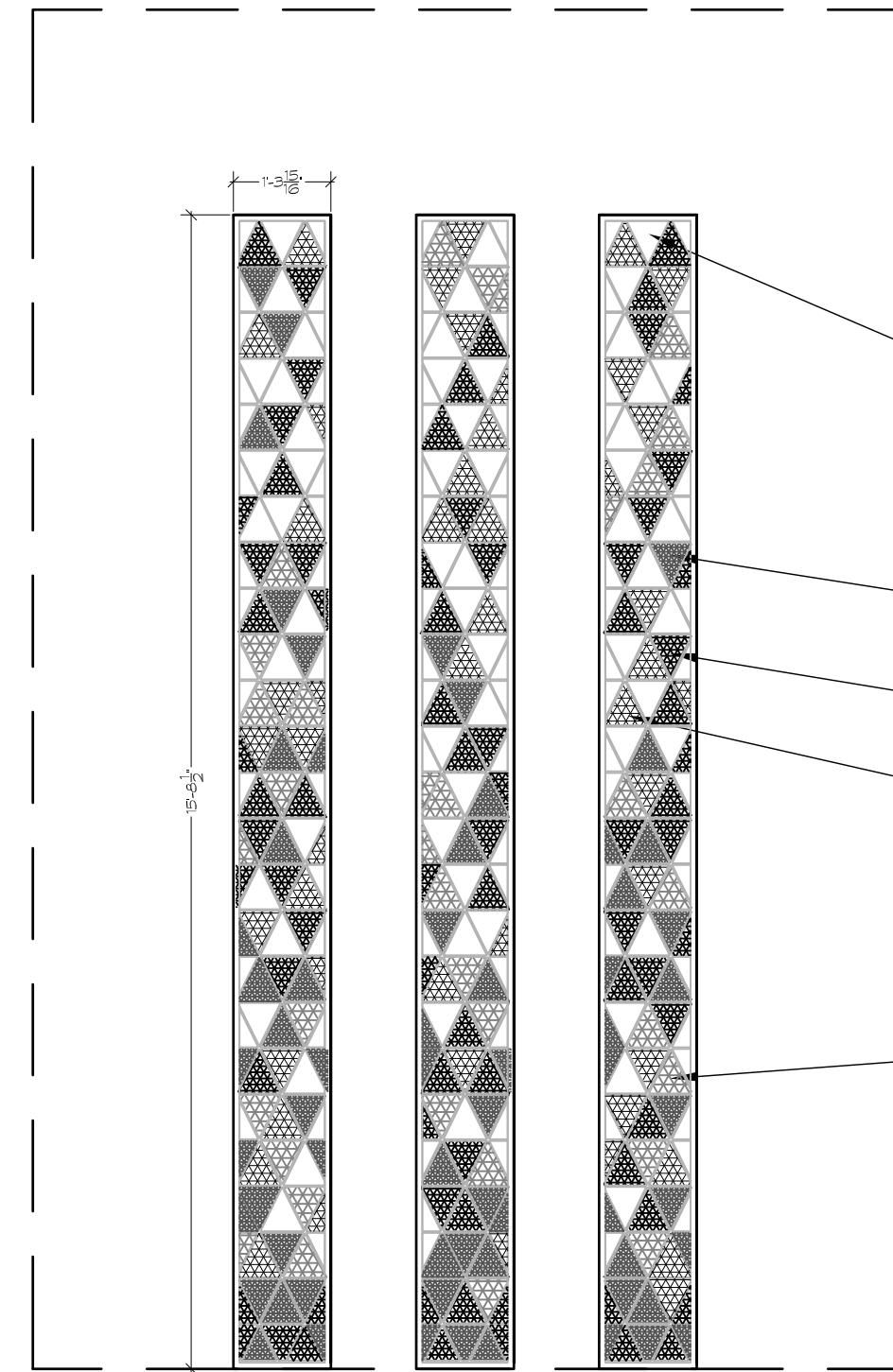


DS Palace Wall mesh layout-front surface (typical)

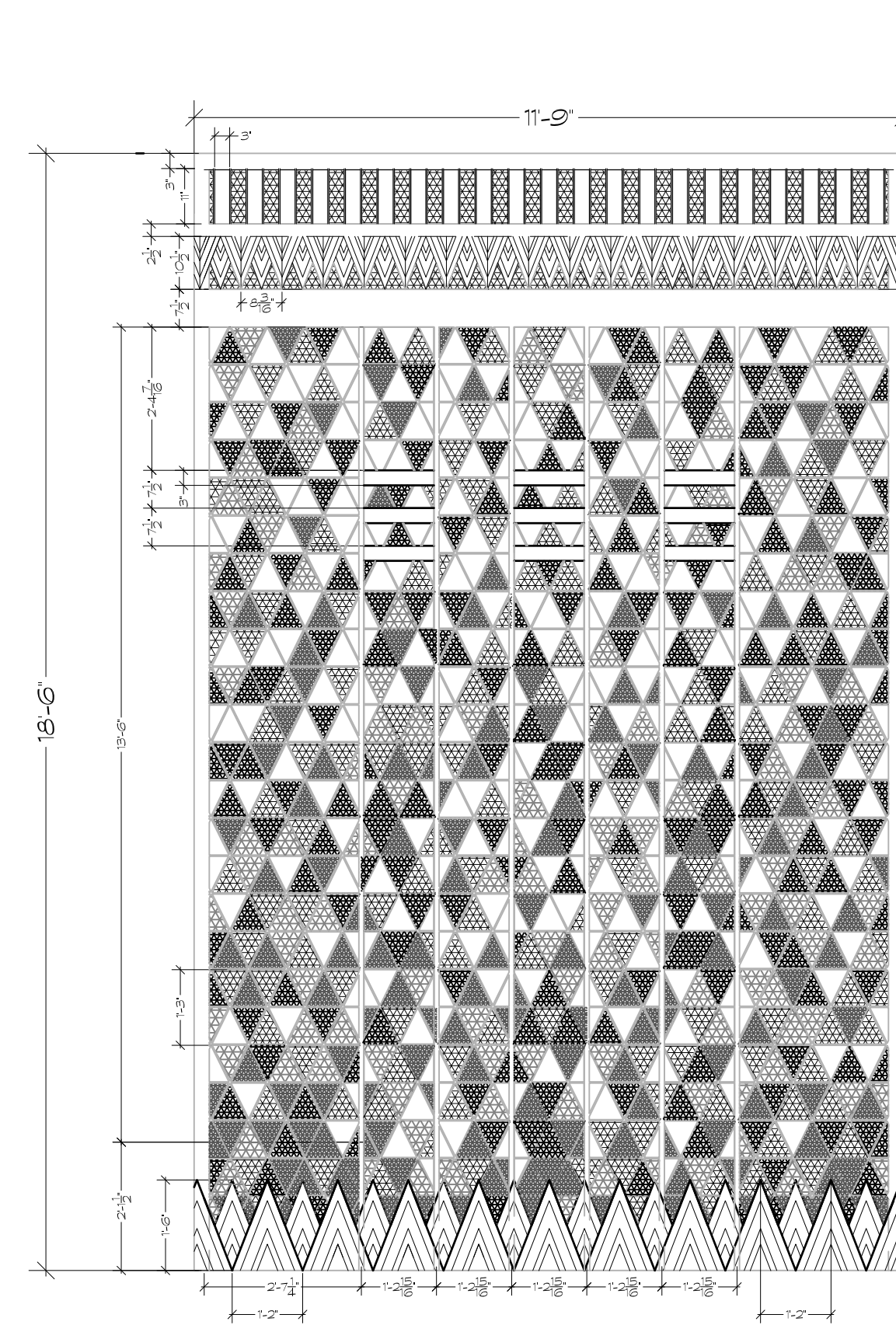
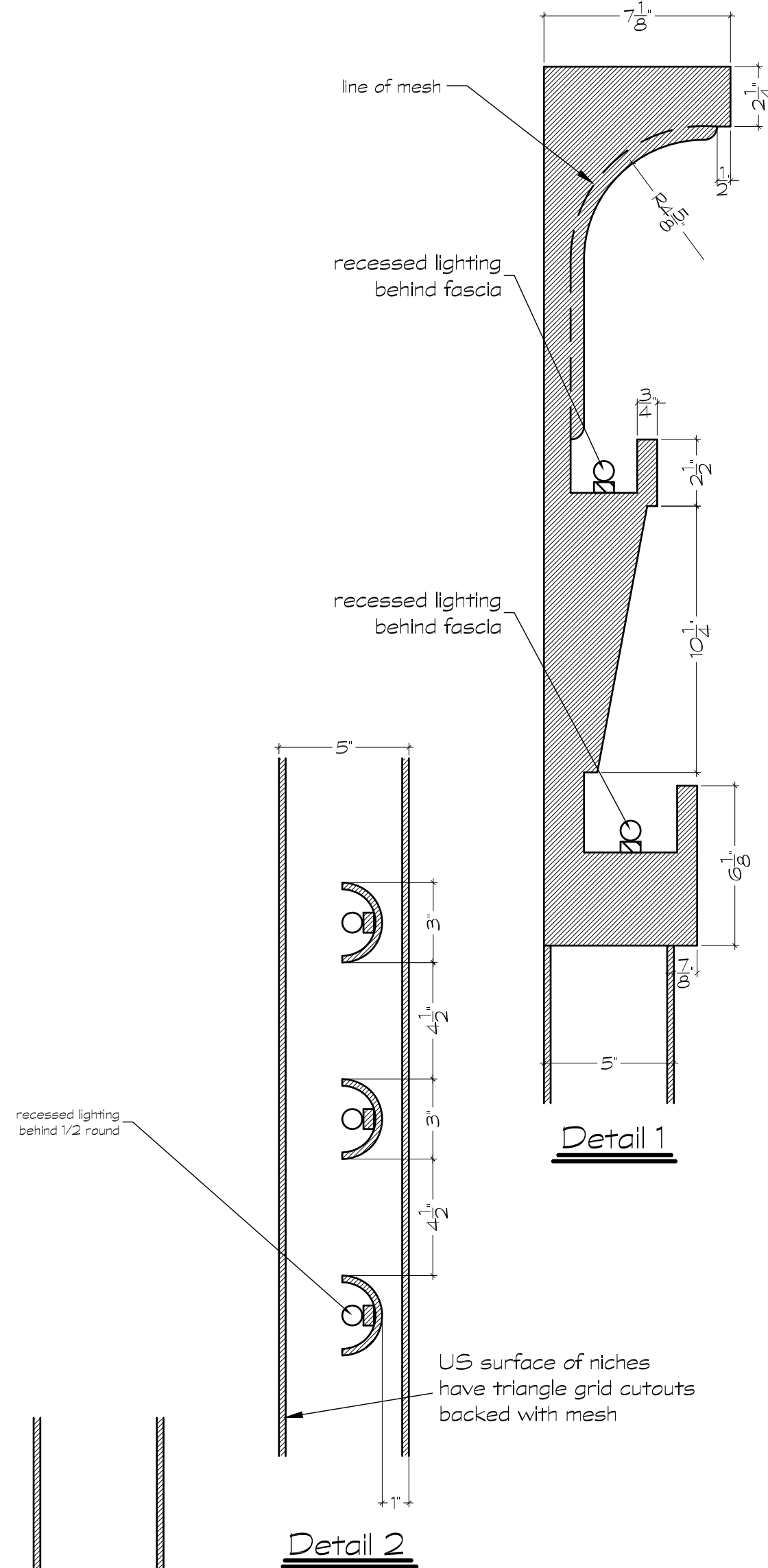
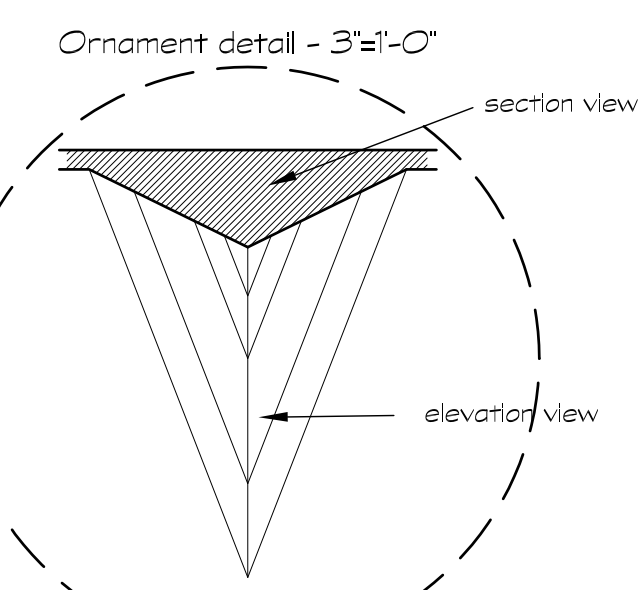
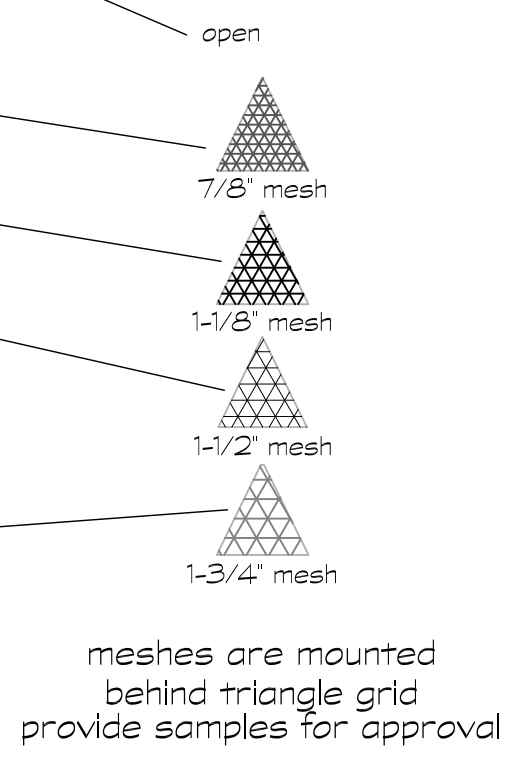


DS Palace Wall mesh layout-niche inset surface (typical)

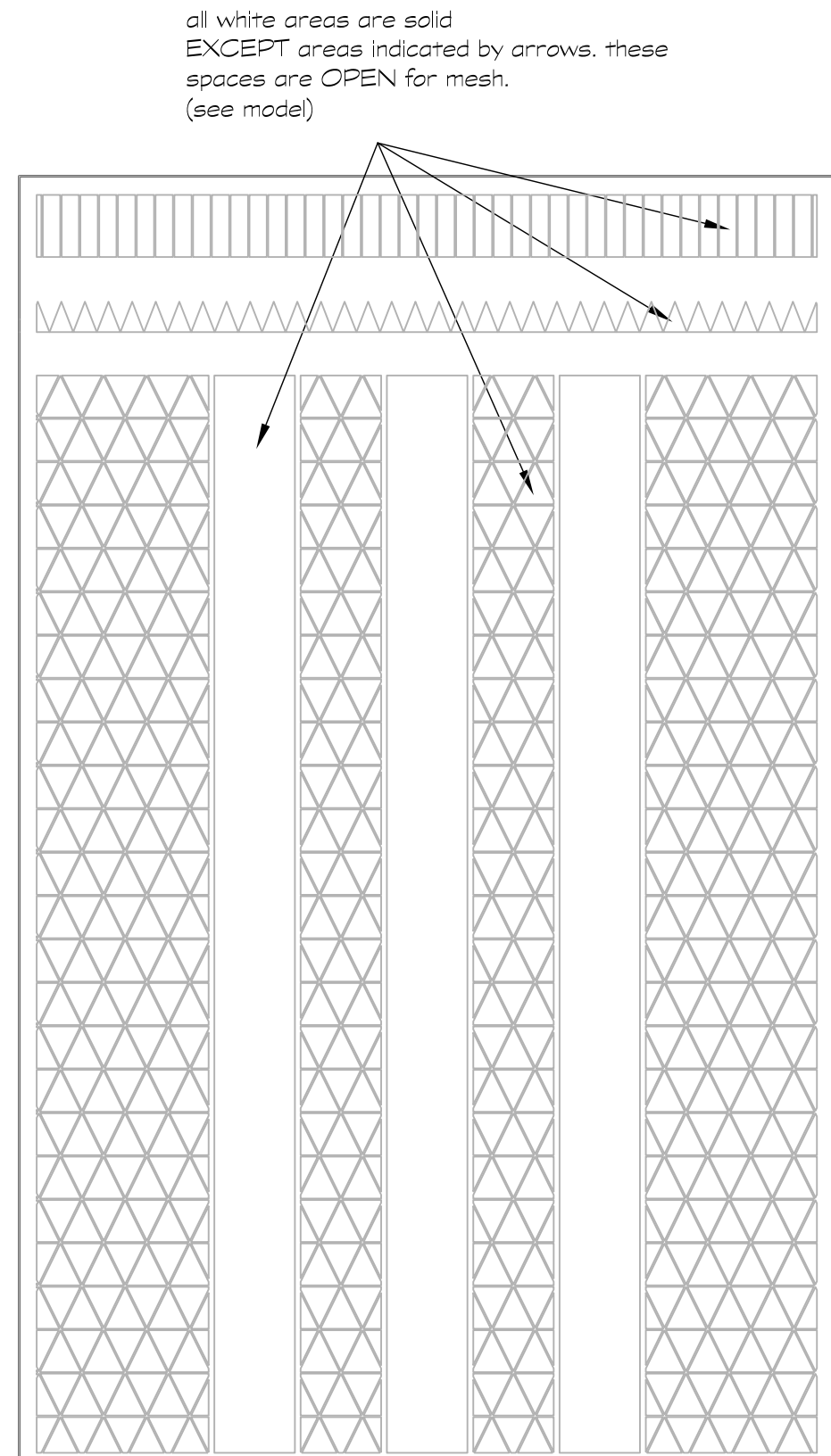
DS Palace Walls:

- Rig to fly together on a split pipe. Use minimal number and diameter of cables; to be symmetrical and blacked out - these will be visible for 10 feet above cornices.
- Walls to play between Obelisks #9 & #10 and #11 & #12 - note clearances.
- Cornice and base moldings repeat, are the same as the Upstage Palace Walls, and may be vacuumformed from an approved sample.
- Bottom reveal to be painted flat black for masking when flown to out trim.
- Wall surfaces are 1/4" thick triangular grid backed with mesh of varying density.

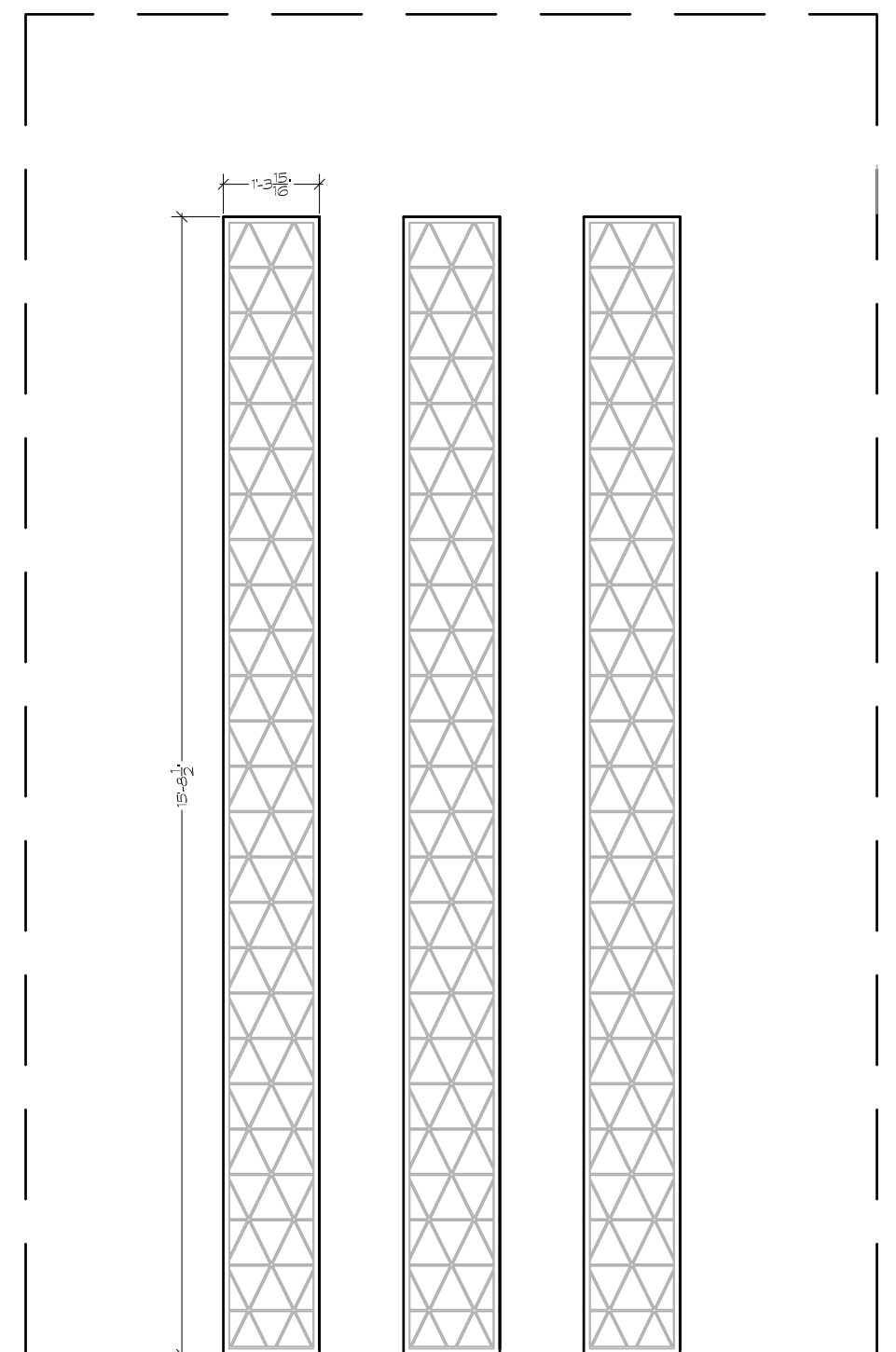
- Refer to Lighting Designer's specs for set mounted electrics in cornice, at bases of niches, and behind 3 floating horizontal bars in each opening.



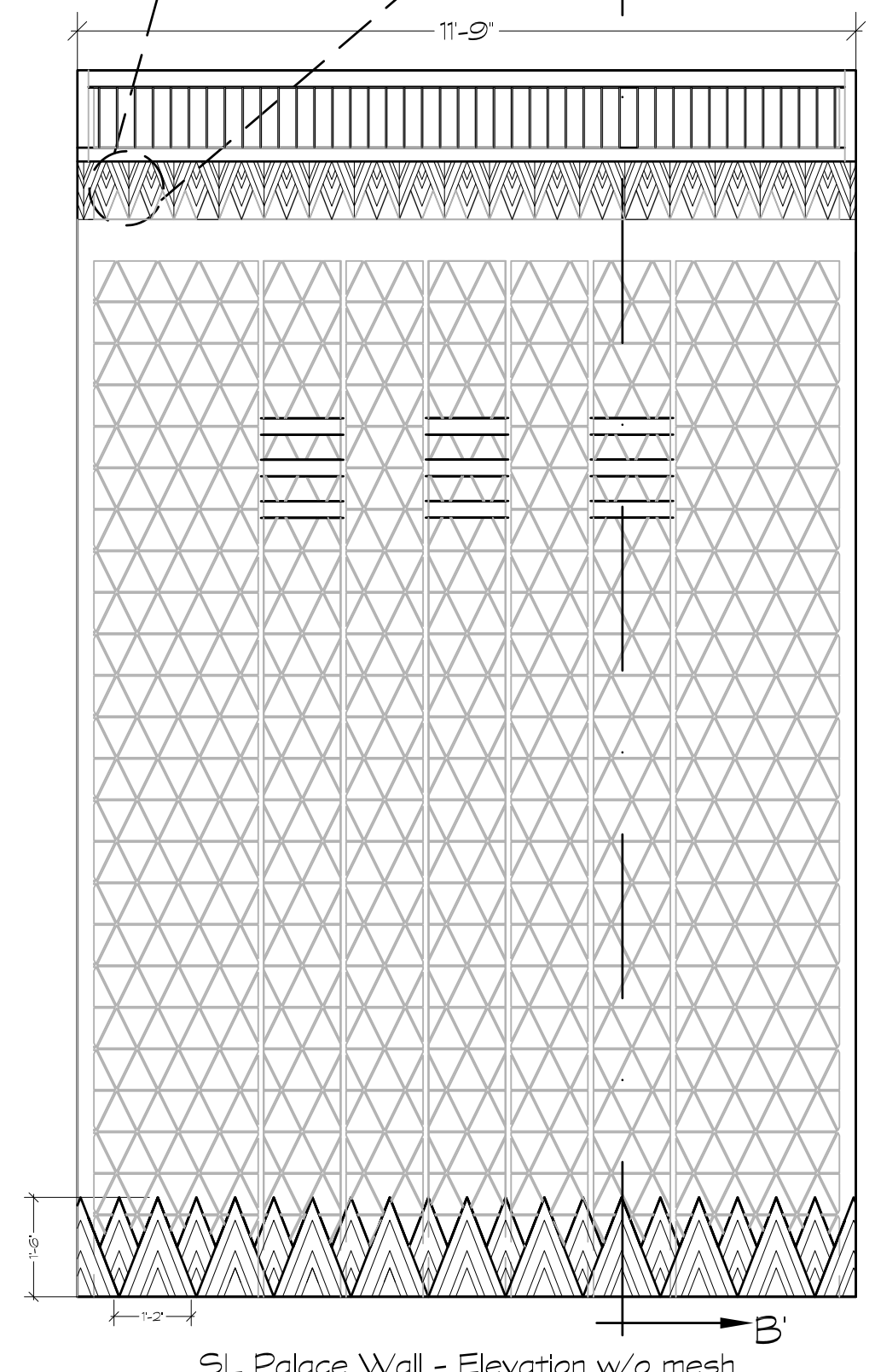
SR Palace Wall - Elevation



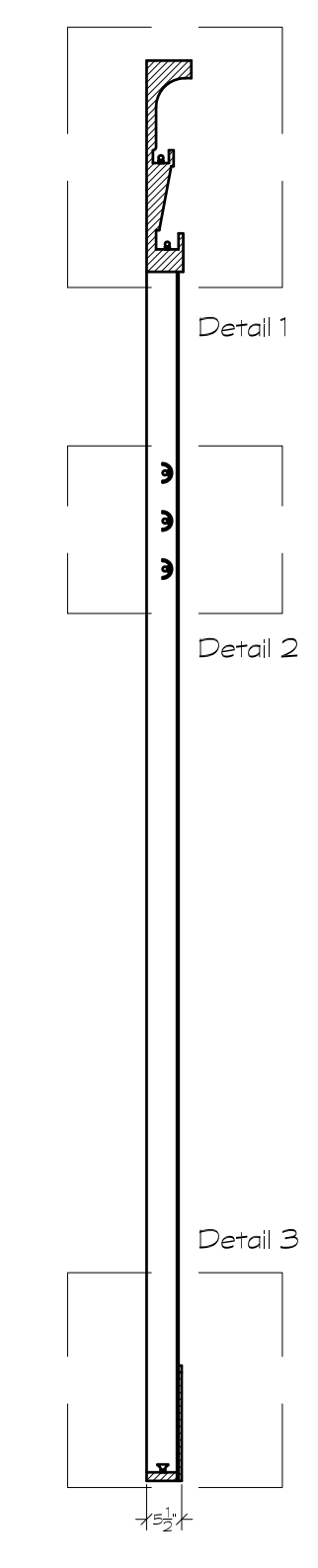
DS Palace Wall grid template-front surface (typical)



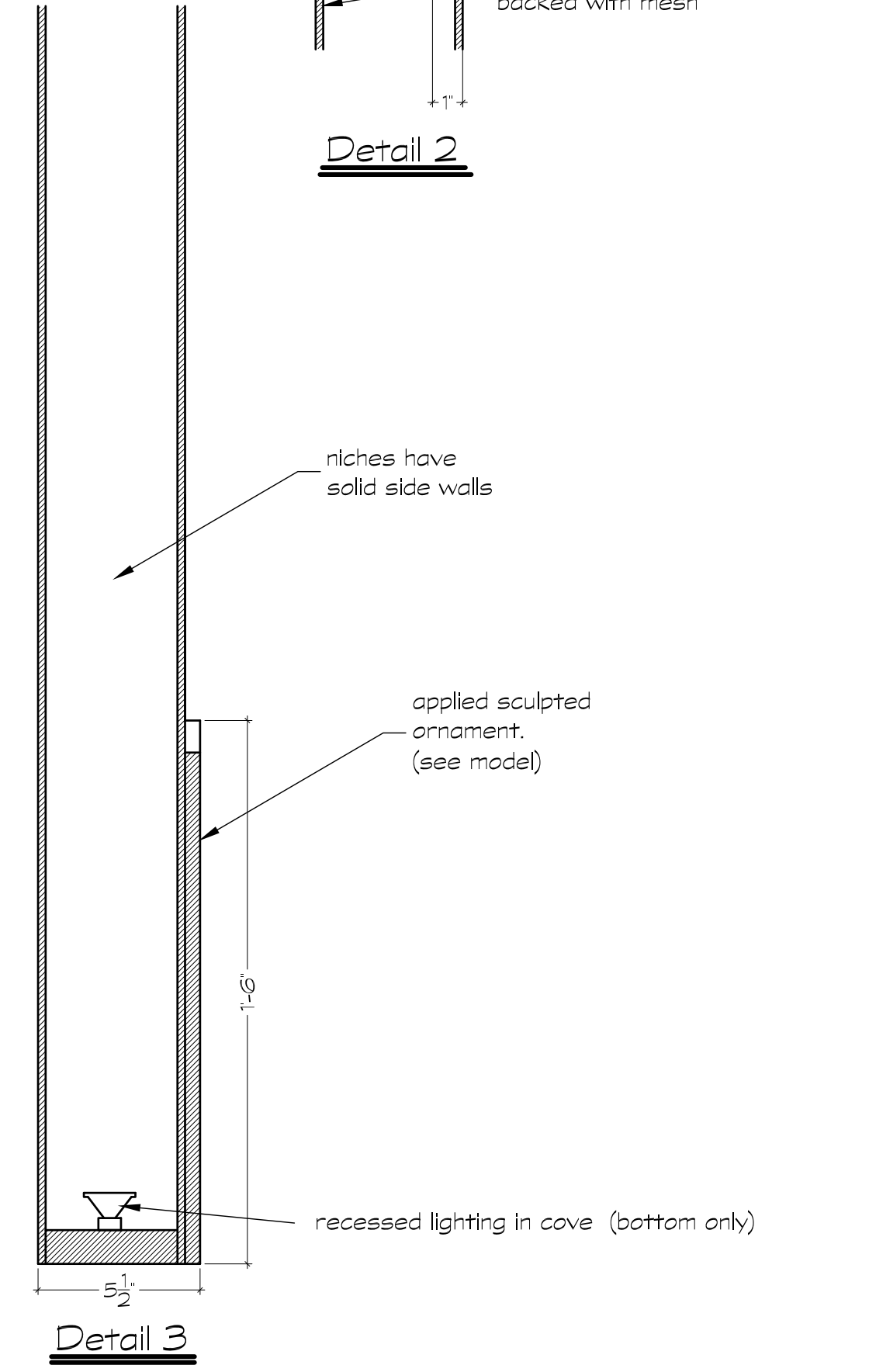
DS Palace Wall grid template-niche inset surface (typical)



SL Palace Wall - Elevation w/o mesh

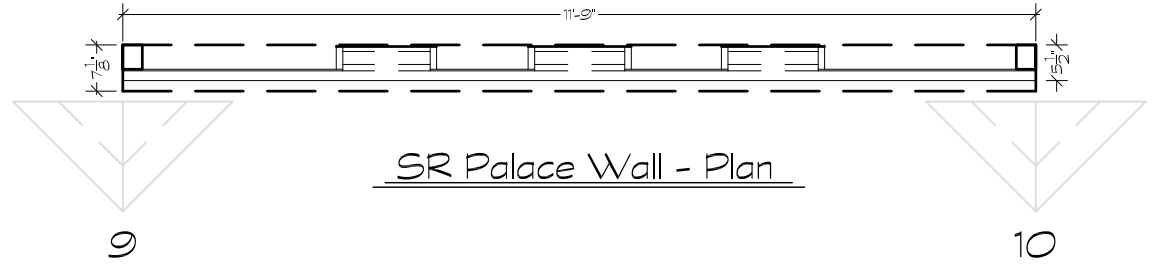


Section B-B'



Detail 3

Detail scale 3" = 1'-0"



SR Palace Wall - Plan

REVERSE & REPEAT FOR SL

ELABORATE LIVES: THE LEGEND OF AIDA
 PRELIMINARY WALL DRAWINGS
 1/2" = 1'-0"
 FOR DISCUSSION ONLY