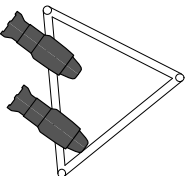
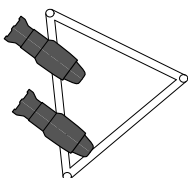
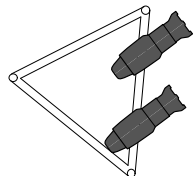
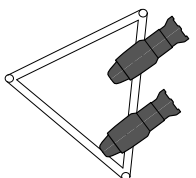
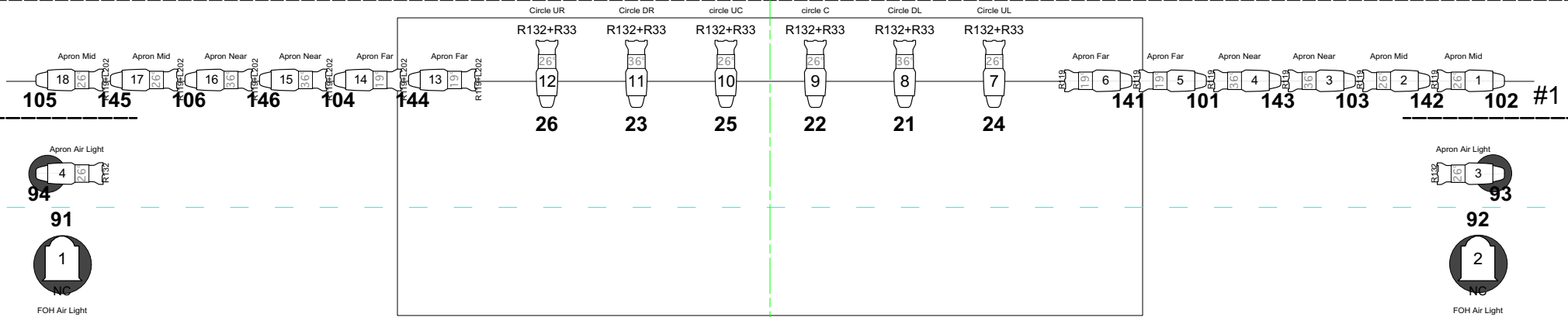


Note: Deck units are not drawn in true positions, and certain softgoods are omitted for clarity. Please see groundplan and hang schedule for accurate placement. All deck units must be clear of softgoods.

(BLACKOUT CURTAIN)  
(BLACK SCRIM)



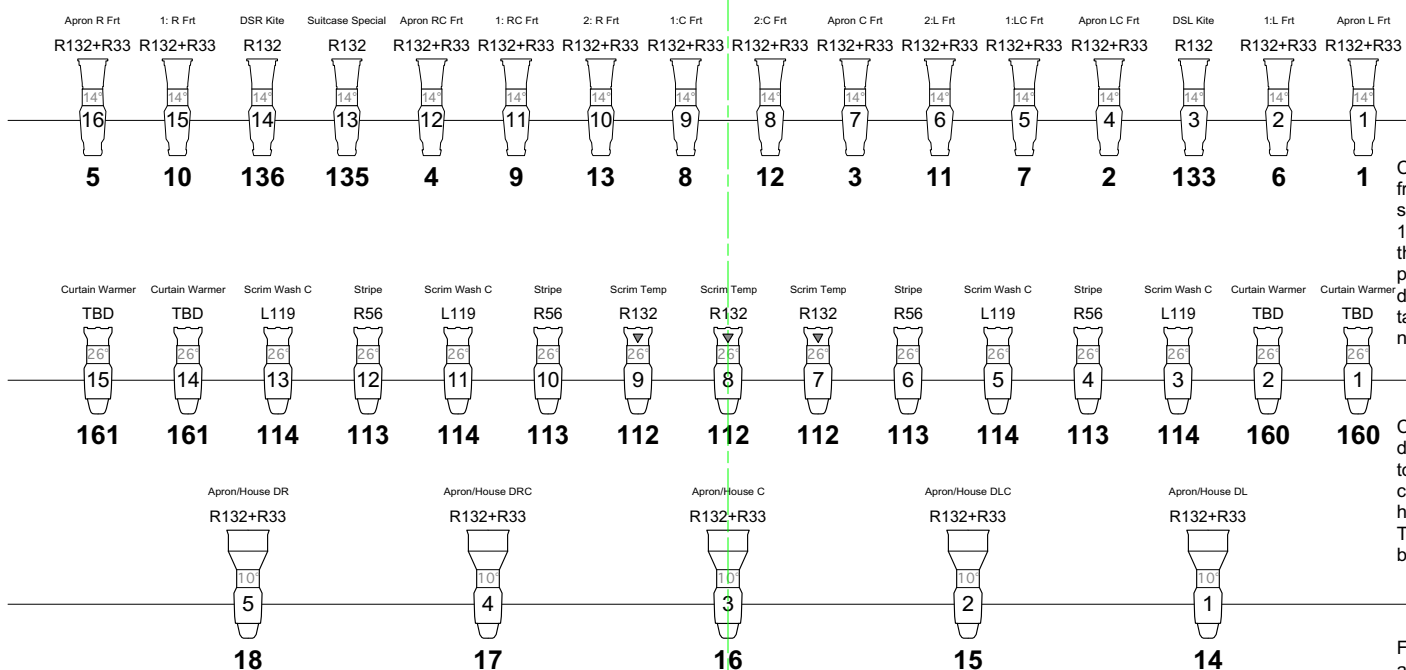
Like the on-stage booms, the box booms provide side/air light for objects floating above the apron and orchestra. Audience and apron template units should be hung as high as possible, while wall templates should be hung as low as possible. If space is limited, the enclosed units may be omitted if the degree of paired units is adjusted accordingly.

DS BOX BOOM SR

US BOX BOOM SR

US BOX BOOM SL

DS BOX BOOM SL



FOH #1

Channels 1-10 provide two systems of front light for the area downstage of the scrim, covering the full stage width. 11-13 are front light for the area between the two groundcloths. Other units on this pipe are specials with irises. When determining the position of this electric, take special care that architecture does not interfere with focus.

Balcony Rail

Channels 112 & 114 wash the scrim; wide degree units should be used, with silk to supplement as needed. Channel 113 creates a focused stripe across the scrim, halfway between the deck and the border. This series may be hung in the ceiling if a balcony rail position is not available.

FOH #2

Front light for the orchestra pit, focused on a body standing in front of the apron.

**Air Play Light Plot**  
1/4" = 1'

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