

#ethnocentricCRAP

An EPIC Production

Lighting Designer: Caitlin Eby

Q#	P#	Time	Type	Cue Description	Called On
1		1		Preshow – The Great Dictator Speech on a loop. Something large and textural, but not exhausting. Juxtapose smallness of opening moment.	SM Discretion
3		2		House Half	SM Discretion
5		2		House Out / Pre-Show Speech	SM Discretion
7		5		Top of Show - Tight ML Fronts in on Mind standing at C with a bulls eye of light surrounding her	Top of Show – SM Discretion, with sound
9		3		Expand face light outwards to catch arms, add fill greens	With build in music, arms of Powers start moving out
11		3		Expand Again - Add back and front targets, expand face light to aisle down center of thrust	They form and aisle US->DS in center of thrust
13		2	F2.5	Close In	They converge at C Thrust
13.5		2		<i>Brighten</i>	
15		?		<i>Movement Piece</i>	
17		?		<i>Movement Piece</i>	
19		?		<i>Movement Piece</i>	
21		?		<i>Movement Piece</i>	
23		?		<i>Movement Piece</i>	
25		?		<i>Movement Piece</i>	
27		?		<i>Movement Piece</i>	
29		?		<i>Movement Piece</i>	
31		?		<i>Movement Piece</i>	
33		1		Scene 1: Mind and Powers in Apron – Face Light in Apron, let them walk into the upstage world that is entirely different. A field of color with shin lighting	Top of Scene 1
35		1		Refocus – Add 2A 2K down special, remove any brushers on the roly door	Mind breaks free and runs upstage to plastic
37		1		Refocus – Back on Apron	Mind returns to Apron
39		0		A shift to Chaos' look – an architectural color we'll use again in the prison (make palette) Effect?	Mind creates Chaos
41		0		A shift to Order's look – same as above – Effect?	Mind creates Order
43		.5 / 1		Transition: Pull focus FOH, maybe just the Audience and Architecture	Transition: “How do we stop this?” 3A/3B Electric GO
45		1.5		Cityscape: House LEDs fade down, Beam Projectors fade up	Cityscape: Breathe Out
47		0			1: Jesus Freak
48		0			Return
49		0			2: Whore
50		0			Return

51		0				3: Bitch
52		0				Return
53		0				4: Hippie
54		0				Return
55		0				5: Monster
56		0				Return
57		0				6: Perv
58		0				Return
59		0				7: ???
60		0				Return
61		0				8: Loser
62		0				Return
63		0				9: Wetback
64		0				Return
65		0				10: Skank
66		0				Return
67		0				11: Whitewashed
68		0				Return
69		0				12: Pig
70		0				Return
71		0				13: Misogynist
72		0				Return
73		0				14: Retard
75		3 / 1		Transition look, or variation of. Track LEDs to opposite of Fback 1	Transition to Voms: 3A/3B Electric flies out.	
77		0		Fback 1: Lights swoop in on B11 (213), B16 (214), DSC Aisle (211+212)	Flashback 1: Shanelle, Saby, Lauren	
79		0	F0.2	End of Fback 1, Pop Out		
80		0	F0.3	<i>Track, Opposite Fback 2</i>		
81		0		<i>Swoop in on B2, B9 (211+214, Maybe +213)</i>	Flashback 2: Becca, Kelly	
82		0	F0.2	End of Fback 2, Pop Out		
83		0	F0.3	<i>Track, Opposite Fback 3</i>		
84		0		<i>Swoop in on B3, B4, B13, B14 (212+213+214)</i>	Flashback 3: Jen, Chad	
85		0	F0.2	End of Fback 3, Pop Out		
86		0	F0.3	<i>Track, Opposite Fback 4</i>		
87		0		<i>Swoop in on B12+B13 (211+212)</i>	Flashback 4: Rachel, Chris	
88		0	F0.2	End of Fback 4, Pop Out		
89		0	F0.3	<i>Track, Opposite Fback 5</i>		
90		0		<i>Swoop in on B6, B11? (212+213) (Maybe 215)</i>	Flashback 5: Sage, Asia	
91		0	F0.2	End of Fback 5, Pop Out		
92		0	F0.3	<i>Track, Opposite Fback 5</i>		
93		0		<i>Police Light Effect, Swoop in on B3, B4, B13, Wall (211+212+213)</i>	Flashback 6: Anthony, Mark	
94		0		End of Fback 6, Pop Out		
95		0	F0.3	<i>Track, Opposite Fback 6</i>		
96		0		<i>Swoop in on B3, B4, B13/B14?, Wall Police light effect</i>	Flashback 7: Brendan, Lauren	

Cues for now, try to make an effect: Beam projectors up (stobing?) during "Returns" and snap to blue heads with green fills for each hateful word

Sheet1

97		0		Pop Out	
98		2		Return to Mind, walking US of PL and settling at just below PL	Top of Scene 3
100		1		Transition	Chaos and Order shake hands
102		2		Make Chaos look – green or blue architecture/aud LED. Dim green texture down on thrust, edging confusion	Top of Scene 4, Chaos teasing them around aisles
104		4		Expand, key green downs on thrust	Just before dialogue, focus prisoners
106		0		Chaos LEDs	“To complete the task...” Chaos
108		0.5		Return	“...handcuffed to the chair ”
110		0		Chaos LEDs	“You’re looking in all the wrong places...” Chaos
112		0.5		Return	“Ain’t got a due ”
114		0		Chaos LEDs	“Oh, the pretty litte thing... “ Chaos
116		0.5		Return	“...what I say. Understood? ” Chaos
118		0		Order LEDs	“No need for heightened emotions...” Order
120		0		Chaos LEDs	“Sounds easy...” Chaos
122		3		Focus Thrust – change LEDs to color between Order and Chaos	“Sounds easy... right? ” Chaos
124		2		Mind’s Domain – Focus Apron and SR Vom while edging prisoners in the thrust, maybe just with green heads	Top of Scene 5
125		2		Focus Thrust	Top of Scene 6
126		0		Chaos LEDs	“Drum roooIII please!” Chaos
128		2		Key Yellow HSL, Focus US toward door	Others entrance
130		5		Strong down texture focus as others are judged (bull’s eye?) Yellow key.	Others are judged
132		15		Build chaos	As the scene devolves, with sound
134		1		Focus Chaos (<i>Consider a button or silhouette here</i>)	Chad pull the gun out, takes control
136		0		Transition	“I’m the boss now.” Half beat
138		2		Media montage, 2K 2A Fresnel flies in slowly over mind as company breathes on thrust. They are edged in gold with green fill, possibly ML texture.	Top of Scene 7
140		6		Build	<i>Breathing gets bigger, about half-way</i>
141		0.5		Focus mind	<i>Company drops down, Mind turns around and faces audience</i>
144		0.5	AF0	2A 2k Rover flies out very quickly, transition into Mind’s Domain	After a beat
146		3			
148		1	AF1	Warehouse Again. Cold, Blue high side key. Possibly build or shift to Yellow high sides in the moment we sit with them.	
149		4		Build Yellows	
150		0		Pop Off	Transition
152		2		Recall top of show alley US->DS, but bigger – with stage brushers and LEDs.	Mind and Powers walk on Thrust
160		0		All stage lights Pop off, House lights flip on. Deck Electrician flips work lights on.	As soon as Mind steps off the edge of the thrust, with sound.

Sheet1

				End of Show	