

8/18/15

Cyc → Playing with greens: blues - 3 cells?

Ramp: 3' @ shortest → 4' @ tallest (deep)
legs every other column on DS side
LED cyc units → pricing

Spinning gobos for windmills Cyc on LS 240

4' between mountains DS 0'-8' from Pro
Trim 21'6" (working)

Side light(?) 7" step around thrust

Moving mountains behind cyc?

Where to put birdies?

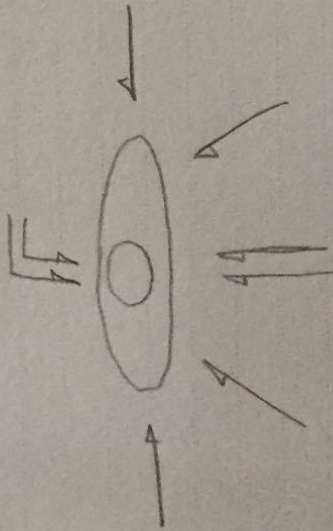
8/20

Director Requests

- Swirly cloud pattern on cyc
- Star drop-need space on live set
- foot light protection - tile
- Real night (510) v. Romantic night (511)
- Scrim or no scrim? Roberto thinks no
- Scene 10 - fire effect
- Greens for the cyc-pastels?
- Spinning windmill blades - on arches?

Color

257 - ATM, 257 - Night



8/27

~~Cyc to 31~~ fog
7, 3, 6, 14, 21 Masking

23 Mountain
7 Inn

Star - outside inn (54, 55, 511)

foots-

Sicle - X bet 6/7

(?) opera - LED sticks
↳ need an in

Top 6'3" - Plat
Top of wall 16'

LX - 22, 14, 7, 30/29(?)

Star 32
Scrim 31

Cyc 33

Star 32 (talk to Roberto)
Scrim 31

Border 1, 10

Sink birdies -

grate over holes

↳ talk to Roberto

9/2

• Cervantes in our world?
Send SB to Roberto/Josie

Pental: 10/24
• Silas: frame of city? vertical & horizontal

We have birdies - need lamps

• Copy of rep plot 9/8

Tue 1:30-3:20
(Claim tables)

9/2

• 175-250 cues possible
• Meeting w/ directors → then add designers
↳ before 9/11

How it feels, how it transitions
What it looks like

SB - 4 realities

Cervantes → other Quixotes/Quixano

• SB - Define the reality we are in - time of day
• How do I see transitions?

Jump → transition → fade
• Color swatches

3 scale looks
+ breaks

• Patterns in our reality v. another?

• Color on structure?

• Bring birdies to Silas → talk to directors

↳ Start conversation

• Richard/Sueila → swirl, where?

• Star drop → Where it comes in

↳ do we see them fly?

↳ does seeing voices matter?

↳ add swirl in front?

• take apart rep w/ Roberto → in class

• specific colors → how they work with other dcs.

• Is every scene different?

• Cervantes v. traveller → same reality?

Pero Perez → Sor Perez

Quix's delusion
Birdies live in pairs?

Sheep → Performance art thing

design presentations

9/4
Blues' greens in contrast to beige/reds on set/
costumes

Cast of 20

Scenery

Plat 6'3" from stage
Escape stairs SR
Railing on back of US platform
Paint → semi gloss
Shadow puppetry on arches - windmills

9/14 → Rehearsals start
9/11 → Show 'Tell @ Commons

9/8

Star drop can live on multiple line sets
↳ multiple circuits
↳ how stars live in each reality

Using colors / angles to transport between realities
↳ Using shadow play to enhance dramatics in more intense scenes

9/14

3 realities

- layers → one set of stars?
- Quante/Quigand → same set of stars, color of eye / atmosphere changes
 - ↳ keeps grounding in same physical space
- 2 follow spots → 2 eyes → won't reach ramp
- Cervantes w/ desk lamp → oil v. candle
 - ↳ flickers / placement? What is desk?

Questions:

- Where does enchanter come from?
- Where is fog used?
- How is fire used? Purpose? Where?
- Lighting full circles v. 5 'D' spots
- Swirling clouds → why, where, when?
 - ↳ fog haze for definition?
- * will always see beams

9/15

Pkt: Paperwork

Rough → 10/12

Final → 10/15

Color & blockup → 9/18

Paper tech → 10/19

Rough due dates

Eval

Rough → 11/18

Final → 11/20

Rough plot:

Overlay on rep

↳ make changes

↳ write in new channels

Cyc lights → ground row cover?

* on ground or in air?

Light cyc from behind? → Bounce drop? Pinky

fogger → necessary?

Show directors star research

Footlights - where they're focused on GP

↳ one or 2 colors?

↳ What they're used for?

Ben → torch? lanterns?

↳ does it light?

Colors on ramp? Color changers?

Seeing Cer move between worlds?

Where is the swirling?

Marc updating plot?

DATE:

Directors Meeting

- Effectors → a more, long, most does that are
- Footlights → Where are they focused? What are they used for? (5)
- Where does the Enchanted enter from? Die places → pieces come from
- Stars → Show research Multiple dimensions of stars, being wires → important
- Follow spots → 2 in 4 cages → talk @ Proximity
- Wire → How is it used? Purpose? What does it need to be? Where does it live? Is it the only light on them? **BEING ON STAGE?**
- Swarming clouds → Where? Non-cyc people? What kind? How do they move? **GOES**
- Cervantes → It is dark lamp/candles? Do we see him move from desk to stage? Where does he stand? deliver? **END(?)** (or desk)
- Flashes → How are they being used? Will it be or spots to start? deliver? **Beginning (DANCE) 1st 2nd 3rd 4th 5th 6th 7th 8th 9th 10th 11th 12th 13th 14th 15th 16th 17th 18th 19th 20th 21st 22nd 23rd 24th 25th 26th 27th 28th 29th 30th 31st 32nd 33rd 34th 35th 36th 37th 38th 39th 40th 41st 42nd 43rd 44th 45th 46th 47th 48th 49th 50th 51st 52nd 53rd 54th 55th 56th 57th 58th 59th 60th 61st 62nd 63rd 64th 65th 66th 67th 68th 69th 70th 71st 72nd 73rd 74th 75th 76th 77th 78th 79th 80th 81st 82nd 83rd 84th 85th 86th 87th 88th 89th 90th 91st 92nd 93rd 94th 95th 96th 97th 98th 99th 100th 101st 102nd 103rd 104th 105th 106th 107th 108th 109th 110th 111th 112th 113th 114th 115th 116th 117th 118th 119th 120th 121st 122nd 123rd 124th 125th 126th 127th 128th 129th 130th 131st 132nd 133rd 134th 135th 136th 137th 138th 139th 140th 141st 142nd 143rd 144th 145th 146th 147th 148th 149th 150th 151st 152nd 153rd 154th 155th 156th 157th 158th 159th 160th 161st 162nd 163rd 164th 165th 166th 167th 168th 169th 170th 171st 172nd 173rd 174th 175th 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9/21

Friday: used 2 follow ops
 Campfire → bringing something on
 Barrel → what goes in? Books/people?
 2 sets of lanterns?
 Windmill to play in rehearsal
 Windmill of color force to Dirs.
base: Image of color force

- Possibilities to light in/in/interiors?
- Main placement/dimension?
- Quixote's ending light → where is it focused?
- → harsh shadows
- → 6" fresnels w/ lens pulled
- Or take candles on stage
- House lights for dancers?
- How much of what is being used?
- Using hazer → resp. problems? → water based
- Rehearsal lanterns
- Where beams sit → to Glas/Snelby
- Main ray → yes/no

9/22

Lovers flash in arches when their book burns

Pinky

- Box beams safe for use
- Pictures of new catwalks
- Current trim heights

• List of specials
 → Color key channel
 hook up by Friday

• Cye supposed to be off dir?

Friday 12:30-2:30
 @ PLY

- Send color concepts to dirs
- How is back half of ramp used?
- Beam behind SL P20
- Inst. count from Pinky (rep)

DATE: 9/1

Production Meeting

Lighting a match: dropping it into barrel to start fire 10' above on ladders in circles

Sense of magic when we first see Friston
↳ obviously the players

Offender shed will fly (?) upstage left

replace columns SS of procession with 10' stack of books (?)

Mountains taken offstage for

! Send color choices to Richard & Sheila
of Friston at least 10' tall in first scene

* Beg ^{Act 2} Scene 9 → Tall Friston

? No grand drape

Yes Ground row (18')

Parzo 1.7 in house → makes a fuss
↳ Bring up House Lts.

Dancers in center aisles
lanterns in the barn scene

Mulder's entrance - bring candle onstage
↳ Probably not

Week of

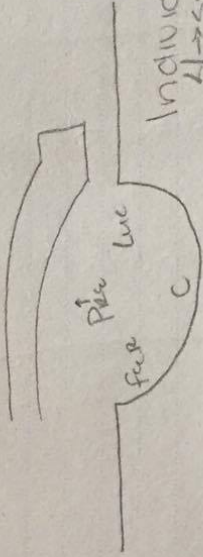
! Oct 19 → Paper back 3 hours

[Handwritten scribble]

9/29

Meeting w/ Sheila

Act 2 Scene 1 Wedding



Individual spots on
H → snaps to full light
when he interrupts

Pier → Pierst
Fate → Fernando
Luc → Lucinda
C → Cardenio

catwalks PLY

Thursday

Plot updates

Diagonal washes: DL, PULC, PUC, PULC, UL, ZC, UL
SR/SR washes: TDC, TDL, TDW, TRC, TC, TLC, PUR, PUREC, PUC, PULC, IR, IRC, IC, ILC, IL, UL, ZC, UL

Changes to focus areas:
2 → moved DS (18)

~~11A → 21A
 2D → (21)
 11C → (22)
 3R → (24)
 3RC → (25)
 3C → (26)
 3LC →
 3L →
 11C → Moved
 1L → (23)
 1DC →
 1DL →
 1LC →
 1LC →
 2R → (19)
 2RC → (20)
 2LC → (27)
 2L → (28)~~

(17)

Plot updates: stuff

23'6" Pro height

9/30 To do:

- new focus sheet
- define areas in backdrop (old areas)
- define areas in backdrop → need Pro height
- Section work on platform

note

- Move 30L/3R to 12(18)/12(22)
- Added 3 birdies to 10L/10R foot positions

Electrics trimmed @ 28'0"

Color for straight fronts

- Section work for cues in proposed locations

Electrics @ 28'

10/2

Plot updates

X12/XL LAKE 2 → CHANGE TO PLAT WASH

Put changes into list to send to everyone
↳ Talk to Rebecca

Production Meeting

Wed 10/14: Stumblethrough

Speaker cluster → Car 3 @ Center
↳ Need to move 21 feet

- Add birdies (foots) to plot updates
- Add diagonal fronts focused on crossroads

Flying thundersheet LS24 → not on stage
off stage-side w/ most room.

Paint → matte finish

Climbables, DL, 6'-8' of 4

Lovers → Q comes up climbable half way
Q + Sam comes up climbables halfway
for "bottle" scene

Production Meeting:

10/9 @ MCC

10/16 @ PLV

★ Paper Tech:

10/19: 7³⁰-10³⁰

↳ Cue lists to Emily before

10/13

Notes/Changes

- 360 moved to Lx1, add 2 units for lovers 260*
- Rechannel down washes: specials: Xeds (4:5)
- Changed 51, 71, 42, 102 to Area 1 side washes
- Added Xeds top/front on Car 2 Ds
- Added Xeds top/back on Car 1 toe for Xeds
- Added 360 in each outer spot cage
- Moved A.D. 15 in line with Xeds
- Begin cue list for stage management -> Before Monday
- When is star drop" going in:
- Lx1 will be out on Thursday's focus
- Make new magic sheets
- Some gel is pulled: upstairs on table - listed
- Will need to revisit tomorrow
- Stumblethrough 10/14
- Have beginnings of cue list for Friday
- Pulled gobo options. We have 2 of most gobos
- Assign channels to added units
- Make color/cut count for Mark (Wednesday)
- Take out channels 95-99

Due dates:

- * Paperwork updates by Wednesday
- * Cueing initial by Friday

* 35'10" between legs

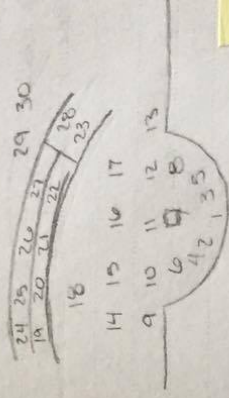
* Lovers on 20, 21, 22

Day one: Hang

10/13
Questions:

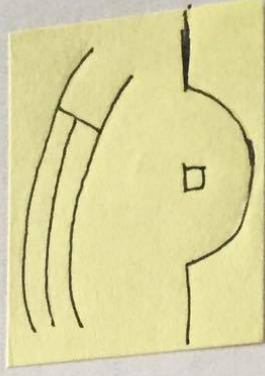
Should we mark areas so directors are aware during spacing?
→ Wednesday? → or into reg rehearsals?

LANE 4 31-35



* Used to cue

WINDMILL SCENE



10/13

Rough Color Count v1:

002:

1442:

1203:

008:

2119:

12490:

12384:

21 SA

116 MI

116 MI

37 SA

5-8" Faces, 20 P12124

5-8" Faces, 20 P12124

☒	☒	☒	☒
☒	☒	☒	☒
☒	☒	☒	☒
☒	☒	☒	☒

Production Meeting

- Need a lot of red on "blood" scenes
↳ 3rd set of tops? → Added 5 red tops (10/16)
- Costume racks used as gale (Act II)
- Ground row finalized! This week → Chuck in Monday
- Birdie boxes finalized

• Meet w/ Brendan: Ben @ Raisbeck 10/17 @ 4:30

- ↳ fire stack
- fire scene → explosion w/ sound
↳ Exit

- Email update after focus call
↳ Roberto, Marc, Pinky, Denise

- Keep Foley artists in the dark

Paper Tech
2nd floor conf. room in Commons

Prod Mtg 10/23 1:30 @ 400

~~ONLY~~ Shelby - Who hangs focus track
1:45 Tuesday for Tom (?)

Need to supply own crew
Tomorrow as well (?) → To hang
* Which link?

10/19

Prado Mtra Qs

Who are our spot ops? - Shula

↳ Carly: Sarah (?)
↳ Carly: to Roberto * □

Goals and objectives

Process Journal

6 page reflective essay → 12th week (Thanksgiving)
↳ rough paper

6 snow photos

Due: Final 12/2

Digital(?)

↳ can add into paper = longer paper

□ Email committee about meeting

10/19

Quixote Notes for 10/26

□ 4 key lights for 2.7 wedding scene (add)

Paper Tech

10/19

+ 6.5 → Antonio: Magdalena appear
↳ slow count

+ 7.5 → spotlights crazy in PRO walls

- 9, 10 (no Dulainea)

+ 9 → warm 8.5 for Soe entrance

+ 10.5 → move into country road

↳ start with XEDS

↳ fill out when Auster enters

+ 24.5 → JUAN: AND exit → pull down to Qui

+ 24.7 → Night falls

+ 26.5 → bring side light on SAN DS of ramp

+ 51.5 → Charge for DUL

+ 51.7 → Restore

+ 57.5 → Cam & N HL van → warm van

Intermission → Restore to PRE w/ more XEDS

6.1.5 H @ 1/2
6.1.7 Blockout

+ 79.5 → spotlight
+ 79.6 → cut spotlight
+ 79.7 → spotlight
+ 85.5 → first cry → US lane (4?)
+ 87.5 → Add FED + Priest
+ 97.5 → Scene of Trans
+ 98.5 → Shadow thing for FBI

Keep fight light out of
their eyes

10/21

add color: first to spot cues
update cue list on Drive

10

10/22

Production meeting

Lovers trio surrounding the Xrds square
↳ Moved DS



* Runthrough on Tuesday

Wed: Spacing for big events

finish paper tech: Scenes 2.10-2.12

↳ send updated cue list to Dies, SMLs, Marian

* Set clock back on 31st

Lighting
SFX
Music

Monday 10/20: DARK

↳ 1-5p

Tuesday 10/27: No sound

Friday 10/30: lights priority

Run on Sunday night before dark Monday (Nov)

Double check Marc's paperwork & plot

Copy of clearest sheet Monday

Cue list by Tuesday

* Goals and objectives

4 4

Check for clipboards in spot cages

Pull equity lights, music light

Playhouse Monday

- Bring birdies to Playhouse Monday
↳ from Rainsbeck
↳ in Monday night

• Spot all Sweets Wednesday night

• Email about spot ops. First training Wed night during spacing

• Build "big looks" first before Wed

↳ base looks
↳ Show to DID's Wednesday by each dir's scenes

- All birdie games → tag with Cornish PP w/tape

✓ Call report at the end of each call

Rainsbeck: 12468

Focus Day 2

1246

- Clipboards for spot coops?
- Marc: when is board going in?

On 83 mids frost

Culling Notes

10/27

CH 117:102 → Maintain sides

CH 100 should be CH 95

CH 250 → wrong unit in series

CH 252-253, CH 280-283 maintain tops

□ Patch stars

CH 204:206 backwards

CH 95(?)

CH 117-120(?)

CH 3 dark spot in center of beam

Start tomorrow with
Canned check

80-85
101-104
1-6

Notes/Spacing

10/28

Carly + James → spot cps
SL

- No overlap
- Ugly GREENIST MAY BE.

Tech

SL pipe ends lane 1
Quon area 23
Check SL down red

possible issue
on SL edge of
platform wall
★ being added
10/30

← added ashtray



★ replace 10/30
★ replace glass door
★ fall down with material

at 231 - ~~lean into trunk?~~

~~at 230~~

CH370 is dim

~~CH370 (?) missing~~

CH374

CH376

★ Richard
likes the warmth
of the cyc ★

1205
1208
1203
Second blue
12119
12114

Q6.5 Friston color

Q8 - Diff source for ~~not~~ tight ~~not~~ from very

SL
SL

1930

Micromora - spot lights cued by CED

Clouds for Friston (?)
Can we take clouds any higher? Move DS (?)

357 358 356
34 35 43

1930
Lovers in the arches -> brighter on facing &
arches than actor faces

Take crossroads out of Q1-Q16.5
Q16.7 -> first time we see Xroads

145
135
125
115
105
95
85
75
65
55
45
35
25
15
5

10/29

10031

FDI should be "ugly" / "awesome" Richard

FBI should be "ugly" 377 (manual writing)
378 darker than 377
379 maintaining for crash of 376

lightning for crash & burn (Q6)

flat feet when first runs on

Q6.5 add 3L light
Q6.5 "script puppet, less front
Q6.5 "script puppet, drama. w/ puppet on

Q6.5 sample population
Q6.5 sample population

~~Q6.5 had significant
value found in which type?~~

~~then claim it was my~~
~~let fix shutter~~
350 - 358 - labeled incorrectly - need to check

Adds to chest sheet

Add color to chest sheet

10/30 Dark 1-27

for 1-2

5-2 Salpaia

burning

10/10

Bytes $\rightarrow$ Addresses

240 F-SL:SR pairs
242

~~Patch 0363 @ 200285~~

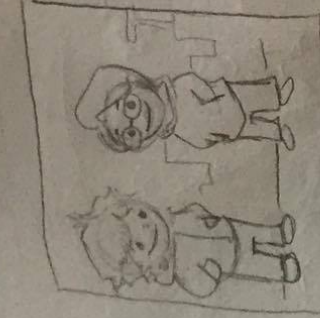
4:45 waiting on birdie boxes for install - cable is run

✓ ~~NO PURPLE~~ ~~SOMETHING~~ ~~LIGHT, MATURE GREENISH~~ } O/C ⁸⁴ PRISON

- COPY 401-405 FROM GUE 6 (FRISTON GEN)
- CHECK THE COLOR- THE COOL FRONT
- THE WEDDING LIGHTS NEED TO BE ON THE 2ND SET OF UPSTAGE SQUARES
- REFOCUS ALL THE MOUNTAIN LIGHTS AT THE NEW SPIKE.
- ~~STAGE RIGHT WALL~~
- ADD CHANNEL 4 TO THE STARS TO ALL OF THE NIGHT SCENES.
- STAGE RIGHT CYC LIGHT IS FLICKERING
- TPN WINDMILLS FROM THE VAN
- ON TUES 12-5 LIGHT NOTES ON TOP OF SCENIC
- LIGHTS ON THE INN RAFTERS
- ADD SPOTS NEW GUES TO GUE SHEET
- LOOK AT CEC'S LIGHTS

THANK
PULLING

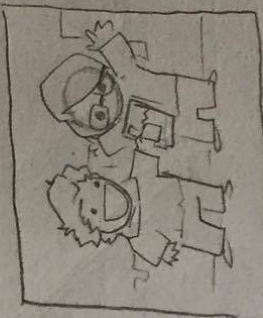




"HI CHRIS"
"HI LEA"



"CAN I HAVE A
ROOTBEER FLOAT"
"SURE THINK, LOVE"



"HERE'S YOUR
ROOTBEER."



"FLOAT!!!"
ooo

-RICHARD WANTS CLOUDS FOR ENCHAMANT-
-add vom light (HR) for Q123

- 370 NEEDS TO BE FOCUSED IN AKUE (HR)
- MOVE CYC UNITS SINCE LEFT UP A FOOT
- 211(AM) NEEDS TO BE BRIGHTER DOWNSTAGE
- THE STARS ARE DOING A THING IN QUE 118
- QUE 118 CHANGE FOCUS OF STARS TO 94 FRAM 95
- QUE 125.7 IS A LITTLE FAST

29

change
call drop

2.10 -> Too early into the intro

Q108 -> Spot out ONLY

step drop 1.2.1.4
score

THANK YOU
TIGER

Ken takes out
Wednesday afternoon

RICE 1 GYESS
-POKEO!
AND BEHNS



Work list

~~11:30 off of arena~~
~~11:15 off of scenery at~~
~~above cup lights~~
~~trap between 11:20~~
~~enter on ramp 11:20~~ - Make taxidermies
~~11:30~~ - ~~behind door off of proscenium~~
~~refocus wedding lights~~
~~Add Xrds to first 3 scenes~~
~~fix stars thing~~
~~Add lamp on fall for fiber drops~~ / 11:31
~~Camera notes~~

Press 1

Q102 → Take a little later

Q17 → Dark?

Q18 → DS of inn → a little dark

↳ Q19

↳ Q19.5 - necessary?

Q22 → Crossroads? Why?

Q23 → Taken with screen

Q23.5 → Dark @ C

• Stairs not set at trim for top

Q28 SL side of ramp dark

Q28 → Crossroads? Why?

~~Q30 → Stairs~~

Q33 → Back to blue eye?

Track stairs for night scenes

Dark spot between 4 & 5

Q43 → O'cant → Why?

Scene 1.8 → Still in night?

Scene 1.8:1.7 → Stairs?

Q50 → SR darker than SL

Q61 ??? → QV1 stands

~~Dark spot @ C~~

Q64.3 (Intermission) → Move crossroads?

~~Does camera need to light up?~~

Q63 → Windmills from CH 300? 360? 360? Instead of foot

Q64.5, 64.7 → HR vom ??

Q66 → Are we inside the inn? Why blue eye?

(64)? Stage edge shutter cut (Q66)

Q66 → SL too dark

Q68 → light on CER → SL (610)

Q70 → CH 378?

Q70 → Upstage is too dark

Q70 → Stairs?

Q75 → Crossroads?

Gross upstage spill (Q75)

ugly at

001 → Mountain entrance light → ugly at (121)

023 front light → ugly at (121) later
lope scene light full ramp like shit

055 → Mountain looks like shit

092 → Mountain copy to 085
092 → Mountain copy to 085 instead of 085

092 → Mountain copy to 085 instead of 085

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11/3

Orange eye in the inn → shift to blue or purple

→ too close to actors faces

Stars out of the first on green

Sculpting the ramp to look more magical

→ Whiter, more golden (?)

Scene 1.8 Lucinda comes on too soon

→ Email from Swile

Scene 1.10 → Lovers on ramp

→ Pull light down on lower half of stage

Windmills will be from vom lights instead of foots

Act II top: no front until actors start spinning

More light on the single fisherman

Scene 2.9 pull down light on floor with Cam

on the ramp

Sneak vom lights onto lovers before QUL notices them

Need to refocus vom lights for

Windmills 5:00-5:00

WPK 3:00-3:00

Texture color

in tops on ramp

SK 3:00-3:00

the ramp (8:15)

Use the ramp (8:15)

Use the ramp (8:15)

Use the ramp (8:15)

Use the ramp (8:15)

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Use the ramp (8:15)

Use the ramp (8:15)

Use the ramp (8:15)

Touch up paint on vom walls

• Clean up of the space
• Show condition the space

Dress 2

4/5

P73 - added cue

Q64.8 → top of show
Q65 → start spinning

• Scene 11 → blue is kind of dark → lighten for day?

• Warm lights → spill on scenery is ugly
↳ replace with Xrds? for eNs

• QUL EX → too dark

• ~~For heat Nino talking backstage~~

• Warm up lovers front light (17-21)

• DS front light dim



• Warm light for scream? → ugly spill on cyc/scenery

• Take stars out of firston scenes

• Dark spot on ramp

• SL spill on legs

• Snap on fall to sleep taken too early

• SHIP EN → too bright for night scene

• Add units for JA's "Sancho search"

• QUL EN after JLA EX → adjust down time → too fast

• FER EN → warm SL side of ramp more

• FER: CAR scene → more side light on ramp

↳ pull down light on stage

• Add a little area 1-3 for compfire scene

• WUC EN after FER → add blue splay to ramp

↳ Brighten ramp

• ex. preservers → take out Xrds? add front light

• Warm light spill on cue

• Warm light windmills *

• Stars for goatherds & lovers only in Act I

Q1: 311 Fix shutter on evening legs

- Figure cut top of Act II
- Sleeping at the inn - SL too dark
- Night time fade for sleeping at the end too fast
- "Mi huge hez" SL too dark → make consistent
- Good pickup on wedding scene
- Q1's on after CAR's story
- Q1's on ramp for Q1's on → Creep in, slow fade
- Q1 sees lovers in the inn scene → Change call earlier
- → adjust to :07
- Q1 on ramp after inn scene (Princess)
- Spill on downstairs (Blue)
- Following cue taken too early (CN SHN)
- Donkey pick up should be smaller iris
- End of Act II hooplan → Spots weren't ready - why?

Have 4 head high

Scene 1.2 → Should be in crossroads

Scene 1.1 → Stars only for lovers' greetings in Act I

Scene 1.1 → Something on SHN on second st

Scene 1.1 → bracket of platform
→ Could be spotlight
→ Will need to

visit in flight

Windmills need to be happening earlier: slower fade in

Up to the elbows in adventure

Q1: 311 Act II opening → just the eye

Scene 2.3 → Q1's only on SL ramp instead of cross

Transition Scene 2.6 → 2.7: Slower
→ DS light a little lower

2.10 Belenbras → More light D2 on QUT

2.12 → Deep blue eye stars
→ Stashed on ramp light on Q1's

2.11 → Even out cam: tinting on
→ add it → brighter

House Night on the way
look operator in
on cell phone

* Talk show conditions with
* spot operators

- Puppet out → ~~stagger~~ stagger the out → Delay the up of some of the front light
- Coming out of D2's direct address
→ heads a different timing
- Revisit windmill scene @ end of Act II

Notes

Gull Dress w/photos

Notes
1/10/2019



~~027~~ needs to be taken with garter ex

Gull time: 07



~~0~~ bright off stage night? (Wed)

~~crossed lights move when going in and out of the cage~~

~~take stars out of stage scenes~~

~~Handwritten notes:~~
• ~~spoke~~
• ~~spoke~~

~~028~~ All lovers scenes in Act I in the purple
↳ Copy first lovers took ^{1/2} ~~1/2~~ ~~over~~ ~~1/2~~ ~~1/2~~

~~take last scene for rather too bright~~



Notes

~~check contents & audience in invited dress~~

~~028~~ Knighting - slower pace up

~~029~~ Scene 1.4 - first act - Add more cross seats

~~027~~ Add light at DS edge of L plot Cull