

The Gruffalo's Child - UK Tour 2018

These notes and the accompanying lighting plan are intended as a generic guide to lighting The Gruffalo's Child. It may be necessary to make some alterations and we are always willing to work with you to achieve the most suitable solution for your space. For further information please contact Tall Stories info@tallstories.org.uk

Lantern Descriptions

Front General channels 1-8, L202 Half C.T. Blue

These eight lanterns provide an even front light cover in overlapping areas focused as per the focus note on the plan.

Pipe-end Pars channels 11-16, L201 Full C.T. Blue

These pairs of lanterns should provide an even cover across the entire playing area. The onstage unit in each pair focuses straight across stage to the opposite side, the offstage unit is then focused onstage of it.

Centre Pars channels 17, OW open white (no colour)

This pair of pars are focused at centre approximately in the middle of the second run of floor, to provide a focused CS area.

Crosslight channels 21-24, L201 Full C.T. Blue

Four lamps rigged at around head height behind side masking where possible. The lamps are focused wide and pointed straight across stage, but doored (or shuttered) off the floor and to just above head height at centre, with additional doors (or cuts) off the backcloth and proscenium as appropriate.

Moonlight Backlight channel 31-34, L161 Slate Blue

Eight Par 64 CP62s focused to backlight the whole playing area (downstage of the screen) from USL. Focused without crossing the beams, so the most onstage downstage unit lights DSR and so on.

Dark Blue Backlight channels 35-36, L716 Mikkell Blue

Four fresnels focused to backlight the whole playing area (downstage of the screen). Each lamp lights a little over a quarter of the playing area, giving a good overlap.

Green Backlight channel 37, R93 Blue Green

Two pairs of fresnels focused to backlight the entire playing area (downstage of the screen) as three quarter backlights. In each pair the onstage lantern should cover the far half of the playing area and the offstage lantern should cover the near half.

Gobo Wash channels 38-39, L142 Pale Violet, DHA 953 Forest Floor

These four lanterns provide a gobo cover across the full playing area, with the upstage pair just skimming across the front of the set screen US. Lanterns are focused straight across to light from centre to the opposite side. Focus is slightly soft brown.

Lantern Descriptions Continued...

Gruffalo's Child Centre Special channel 41, 202 and frost

This lantern is focused hard with frost, shuttered in generously to light the Gruffalo's Child centre stage sat on the trees and stood just DS of them.

Mouse Ladder Special channel 42, L201 and frost

This lantern is focused hard with frost, on the mouse stood on top of the USB ladder. It should be shuttered in quite tightly, but include as much as possible of the mouse's outstretched arms.

Gruffalo Special channel 43, OW and frost

This lantern is focused hard with frost, on the Gruffalo USC sat on his tree stump. The top cut should be to the top of the cave set behind him, the bottom cut just below his feet. On SL the shutter should be open about 2 foot from the side of the base of the set, on SR the shutter should be open about 1.5 foot – both allow for lighting the mouse as she moves around the Gruffalo.

Cave White Backlight channel 44, OW open white (no colour)

A single fresnel focused onto the Gruffalo USC and quite small, allowing just a little spill around the base of the set.

SR of Screen Special channel 45, OW and frost

This lantern is focused hard with frost, shuttered in off the screen to light two narrators just SR of the screen.

Tree Toplights channels 47-48, L161

Each lamp is focused with a tightish beam to light straight down each tree trunk – wide enough to light the tops of the tree as well as the trunks. The lamps should be rigged just downstage of each tree.

Gruffalo's Child DSL Special channel 49, 202 and frost

This lantern is focused hard with frost, to light the Gruffalo's Child sat DSL on the stump in front of the tree – shuttered in generously for this.

Moon Lightbox channels 51-54 (51-Red, 52-Green, 53-Blue, 54-Warm White)

A self contained lightbox toured by the company. This will require hard power on a 15A plug and DMX data to USC on the deck. This is an RGBW LED lightbox however it should be patched as four separate dimmer channels rather than as a fixture to make plotting simpler.

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Lighting Cues

Q	pt	time	with / for	description	lighting
1		5	preset and house lights	dark blue moonlit state highlights in trees dark blue moon housetlights	LED: R-0, G-0, B-30, W-0 moonlight bax @low dark blue bax @high tree toplights @low housetlights @standard level
2		5	at clearance, for announcement	housetlights to half	as Q1 but lose: housetlights @half
3		9	with wind sound, for opening	cold broad general state dark blue moon	LED: R-0, G-0, B-50, W-0 dark blue bax @full tree toplights @high moonlight bax @high pipe-end pars @medium frontlight DSR @medium (ch1+5) housetlights @out
4		10	for Gruffalo cave	dark blue state warm focus on Gruffalo USC general crosslight a touch of frontlight dark blue moon	LED: R-0, G-0, B-100, W-0 dark blue bax @high cave bax @medium/high Gruffalo special @low crosslight @medium frontlight gen @low
5		6	for Gruffalo's nightmare	a dark green state quite heavily crosslit with a touch of general frontlight, cave backlight and Gruffalo special	LED: R-0, G-50, B-0, W-0 green bax @full cave bax @medium Gruffalo special @low crosslight @high frontlight gen @low/medium
6		0	for Gruffalo cave	restore Q4 but slightly brighter	as Q4 but add: pipe-end pars @low
7		20	bedtime	darker version of the cave losing front light checking down generally keep some DSR and USL	as Q6 but: LED: R-0, G-0, B-30, W-0 pipe-end pars @out except USL pipe-end ch 15 @low frontlight gen @out except DSR front gen ch 1+5 @low crosslight down a notch Gruffalo special down a notch cave bax down a notch
8		10	"One snowy night" for Gruffalo's Child DS	building DS checking the Gruffalo USC	as Q7 but: DS frontlight (ch 1-3 & 5-7) @low pipe-end pars @low DS crosslight @medium Gruffalo special down to a glow cave bax down to low/medium
9		5	Gruffalo spun away	lose Gruffalo and cave lights	as Q8 but lose: Gruffalo special @out cave bax @out

Lighting Cues Continued...

Q	pt	time	with / for	description	lighting
10		5	for scary forest	dappled forest crosslit bright white moon	LED: R-0, G-100, B-100, W-100 tree toplights @high gobo wash @full crosslight @high
10.5		41	for bright forest with music for song	bright moonlit forest check that DSR is also well lit	as Q10 but: dark blue bax @medium/high moonlight bax @high pipe-end pars @medium frontlight gen @medium DSR frontlight gen (ch 1+5 @high) DSR pipe-end (ch 12 @high)
11		20	Gruffalo's Child alone sits MSC on trees also for narrators USR	darker dappled state focus MSC lift far USR dark white moon	LED: R-0, G-0, B-20, W-20 tree toplights @low gobo wash @high CS pars @medium crosslight @medium Gruffalo's Child CS spc @medium SR of screen special @low
11.5		5	Gruffalo's Child to DSL mouse transformation	build DSL by tree build MSR	as Q11, but: Gruffalo's Child DSL spc @medium Gruffalo's Child CS spc @out US crosslight (ch 23+24) @ high DSL pipe-end (ch 11) @ medium MSR pipe-end (ch 14) @ medium
12		5/8	restore forest	bright moonlit forest	as Q10.5
12.5	1	10	moon fades out	darker dappled crosslit forest without the moon	as Q12, but check/lose: frontlight gen @out pipe-end pars @low tree toplights @low moonlight bax @out dark blue bax @out
	2	7		moon out faster	LED: R-0, G-0, B-0, W-0
13		6	moon reappears	add brightest moon	as Q12.5, but add: LED: R-100, G-100, B-100, W-100
14		7	with heartbeat	a dark blue dappled crosslit space with a cold blue moon	LED: R-0, G-0, B-100, W-50 dark blue bax @high gobo wash @medium/high crosslight @medium
15		2/3	mouse up ladder for the shadow puppet	add mouse ladder special lose the blues focus more DS white moon	as Q14, but LED: R-0, G-100, B-100, W-100 upstage crosslight @out dark blue bax @out mouse ladder spc @medium
17		3	restore Forest	bright moonlit forest	as Q10.5

Lighting Cues Continued...

Q	pt	time	with / for	description	lighting
18		7	end of chase with the wind Gruffalo's Child DSR	close to a dark dappled state focused DSR with an USL lift white moon	LED: R-0, G-50, B-50, W-50 dark blue bax @full tree toplights @low gobo wash @medium DSR pipe-end par (ch 12) @med USL pipe-end par (ch 15) @med frontlight DSR (ch 1+5) @low
19		6/8	for Gruffalo's Cave	as first cave state	as Q4
20		0	end show	blackout	BLACKOUT
21		5	curtain call	bright moonlit forest	as Q10.5
22	1	0		blackout	BLACKOUT
	2	1 del 0.5		delay out the moon	LED: R-0, G-0, B-0, W-0
23		4	curtain call	bright moonlit forest	as Q10.5
24		4	postset and house lights	as the preset but with a bright cool moon	as Q1, but LED: R-0, G-10, B-10, W-10

Approximate Notation

full=100%, high=60%-80%, medium=40%-60%, low=20%-40%, bax=backlight

Cues shown highlighted in light grey are plotted from scratch, those in white build upon the previous cue. In addition when tracking is used those cues in light grey should be BLOCK cues.