

The Gruffalo - UK Tour 2019

Lighting Notes

These lighting notes should be used in conjunction with the lighting plan to recreate the lighting for The Gruffalo.

Lantern Focus Descriptions

Front Light channels 1-8, L442 Half C. T. Straw and frost R132 Quarter Hamburg Frost

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

Own Side Fills channels 9-10, NC (open white)

Each of these two lanterns is focused to light its own downstage corner. On SR it should cover downstage of the foxes tree, on SL it should cover the log pile house. Both lanterns should just skim the front of the downstage tree

Pipe-End Pars channels 11-18, NC (open white)

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. Apart from the upstage pairs where the offstage unit focuses straight across and the onstage unit focuses all the way upstage just skimming the upstage screens. Generally these would be focused with vertical beams, unless the rig is particularly low when horizontal beams might be preferable.

Crosslight channels 21-28, NC (open white) and frost R132 Quarter Hamburg Frost

These profiles are focused straight across stage with a top cut just above head height, bottom cut off the floor and side cuts off tree trunks on their own side and to the DS of the playing area as necessary.

Warm Backlight channels 31-38, L764 Sun Colour Straw

Eight fresnels to provide an even backlight for the entire playing area. The lanterns should all point straight down with a small tilt downstage and would usually be set to a medium flood. Where the lanterns are close to screens they can just skim the front of the screens. The downstage left and right lanterns can backlight the trees as much as possible.

Blue Toplight channels 41-44, L716 Mikkel Blue

These four fresnels should be flooded fairly wide and pointed straight down to cover the entire playing area.

Pink Backlight channels 49-50, L795 Magical Magenta

These four pars are focused as three quarter backlights to light across the whole of the downstage area. The onstage of each pair is focused to the far opposite downstage side and the onstage of each pair is focused to downstage centre.

Owl Tree Special channel 53, NC (open white) and frost R132 Quarter Hamburg Frost

This profile is focused into the hole at the top of the Owl's tree and shuttered very generously around it.

Side Screen Specials channels 54-55, NC (open white) and frost R132 Quarter Hamburg Frost

These profiles are focused to light the boys stood just upstage of the opposite side screens. They should be shuttered quite tightly and off the upstage screens as much as possible.

Tree Specials channels 61-62, L763 Wheat

These two fresnels are focused wide to toplight as much of each downstage tree as possible, trying to light as many of the branches as possible. Barndoors should be used to lose any unnecessary spill.

Screen Specials channels 63-67, L763 Wheat

These fresnels are focused straight down onto each of the screens. They are focused fairly wide to cover as much of the screens as possible, particularly the tops. Barndoors can be used to lose any spill not hitting the screens.

Gobo Wash channels 71-73, NC (open white), DHA 105 Blossoms

These six lanterns provide a gobo cover across as much of the playing area as possible. Lanterns are focused to light straight downstage. Focus is wide and soft brown. The outer downstage units can light into the tops of the trees as much as possible. Where it is not possible to cover the whole stage priority should be given to downstage.

Lighting States

The easiest way to plot the show is to create each of the following states in order, plotting them as the cues given, then add the few additional details and finally add the cue times once plotting is complete. Since the Qs are not plotted sequentially, when using a natively tracking console, such as the ETC EOS series consoles, it is advisable to use Cue Only rather than Tracking mode, or to plot all Cues 'Q only'.

Approximate Notation - full=100%, high=60%-80%, medium=40%-60%, low=20%-40%

State A0: for postset - *warm backlit look with highlights on trees and screens and amber lightboxes*
warm backlight @ medium
DS trees @ high
screens @ medium/low
houselights on
lightbox: Red @40, Green @15
Q 70

State A1: for preset - *dappled look with highlights on trees and screens and blue lightboxes*
as above but: warm backlight @ low
DS trees @ medium
screens @ low
gobos @medium/high
lightbox: Red @ out, Green @06, Blue @12
Q 1

State A2: for announcement
as above but: houselights to half
Q 1.5

State A3: for mouse centre and boys by screens
as above but: houselights out
crosslight @ low
midstage pipe-ends @ low (*ch 13-16*)
side screen specials @ low/medium
Q 2

State A4: for actors downstage
as above but: frontlight DSC @ medium/low (*ch 2+6*)
pipe-ends DS @ medium/low (*ch 11-14*)
warm backlight DSC @ medium (*ch 32*)
side screen specials @ out
Q 3

State A5: for stage builds
as above but: all frontlight @ medium/low
all pipe-ends @ medium/low
all warm backlight @ medium
Q 4

State B amber: bright woodland – *warm bright state with the whole stage well lit* – amber lightboxes

warm backlight @ full
trees @ high
screens @ medium
gobos @ full
pipe-ends @ medium
crosslight @ medium
frontlight @ medium/high
own side fills @ medium/high
lightbox: Red @40, Green @15

Qs 9, 36, 39, 40, 42, 44, 46, 51, 56, 58, 60, 62, 63, 64

State B orange: bright woodland – orange lightboxes

as above but: lightbox: Red @60, Green @10

Qs 7, 10, 15, 20, 25, 30, 35, 38, 43, 53, 55, 61, 67, 69

State B green: bright woodland – green lightboxes

as above but: lightbox: Red @20, Green @30

Qs 41, 50, 59

State B yellow: bright woodland – yellow lightboxes

as above but: lightbox: Red @80, Green @50

Qs 12, 14, 17, 19, 22, 24, 27, 29, 32, 34

State B red: bright woodland – red lightboxes

as above but: lightbox: Red @80, (Green @out)

Qs 11, 13, 16, 18, 21, 23, 26, 28, 31, 33

State B pink 1: bright woodland – pink lightboxes

as above but: lightbox: Red @30, Blue @25

Q 57

State B pink 2: bright woodland – pink lightboxes and pink backlight

as above but: pink backlight @ full
warm backlight @ out

Q 45

State C1: dark scary woodland – *dark blue crosslit state with side screen specials*

dark blue toplight @ full
gobos @ low
crosslight @ medium
side screen specials @ low
lightbox: Blue @10

Q 5

State C2: dark scary woodland – *dark blue crosslit state without side screen specials*

as above but: side screen specials @ out

Q 49

State C3: dark woodland for end of show – *dark blue crosslit state with centre focus*

as above but: midstage pipe-ends @ low (*ch 13-16*)

Q 65

State D: blue and lavender state for Gruffalo's Do – *blue state with DS focus and lavender lightbox*
dark blue toplight @ full
gobos @ low
downstage and midstage crosslight @ medium (*ch 21-26*)
downstage and midstage pipe-ends @ low (*ch 11-16*)
lightbox: Red @10, Blue @10
Qs 52, 54

Blackouts – Qs 66, 68

Additional Details

Q 39, add USC tree special @ full (Q only)

Q 63, add houselights @ around half (Q only)

Q 5, preheat frontlight, pipe-ends, warm backlights, trees and screens

Submasters

Please ensure that the houselights are on a submaster. Occasionally it is necessary to keep the houselights at a low level during the entire show, as if the auditorium is particularly dark the young audience can find this disturbing.

Lighting Cues

cue	time	on / for	state
1	5	preset	A1
1.5	6	for announcement	A2
2	7	mouse CS	A3
3	5	downstage narration	A4
4	20	slow build	A5
5	0	scary wood	C1
7	8/12	Mouse Song	B orange
9	3	end of song	B amber
10	8	fox song	B orange
11	0	“one”	B red
12	0	“two”	B yellow
13	0	“three”	B red
14	0	“four”	B yellow
15	0	“five”	B orange
16	0	“one”	B red
17	0	“two”	B yellow
18	0	“three”	B red
19	0	“four”	B yellow
20	0	“five”	B orange
21	0	“one”	B red
22	0	“two”	B yellow
23	0	“three”	B red
24	0	“four”	B yellow
25	0	“five”	B orange
26	0	“one”	B red
27	0	“two”	B yellow
28	0	“three”	B red
29	0	“four”	B yellow
30	0	“five”	B orange
31	0	“one”	B red
32	0	“two”	B yellow
33	0	“three”	B red
34	0	“four”	B yellow

cue	time	on / for	state
35	0	“five”	B orange
36	3	end of fox song	B amber
38	8	mouse reprise	B orange
39	6	end of mouse reprise	B amber +
40	6	tree spins	B amber
41	10	owl song	B green
42	3	end of owl song	B amber
43	8	mouse reprise	B orange
44	6	end of mouse reprise	B amber
45	6	snake song	B pink 2
46	2	end of snake song	B amber
49	4/8	G-g-g Gruffalo	C2
50	1.5/2.5	Gruffalo enters	B green
51	5	end of song	B amber
52	3/5	Gruffalo’s Do opening	D
53	2/4	music picks up	B orange
54	4/6	middle eight	D
55	2/4	music picks up	B orange
56	3	end of song	B amber
57	6	snake reprise	B pink 1
58	8	snake exits	B amber
59	6	owl reprise	B green
60	8	owl exits	B amber
61	6	fox reprise	B orange
62	10	fox exits	B amber
63	5	into auditorium	B amber +
64	6	onto stage	B amber
65	15	music for close show	C3
66	0	end of show	BLACKOUT
67	3	Curtain Call	B orange
68	0	Button of curtain call	BLACKOUT
69	3	Final bows	B orange
70	5	postset	A0

Q 68 should have a Part 2, time 0.5, delay 1, containing the lightbox red channel and channels 13, 14,15 and 16