

james whiteside lighting design

The Gruffalo UK Tour - Autumn 2019

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.

Front light can be provided in many other ways – whatever is most suitable for the venue.

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.

In studio spaces or smaller proscenium theatres these lanterns can be cut when time is tight.

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.

In the medium proscenium version the upstage pairs are replaced by single pars. In this case the par should be focused with a horizontal beam to cover both upstage of and downstage of the SL and SR flats

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.

In the medium proscenium version there are five fresnels – again focused to cover the entire playing area but with each lamp covering a slightly larger area as noted on the plan.

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.

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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.

In the medium proscenium version only two fresnel are used and should be focused crossing onto the upstage screens with each lamp covering the opposite screen and half of the centre screen. Again paying particular attention to lighting the tops of 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.

In the medium proscenium version four lanterns are used and should be focused crossed over to the opposite sides of the stage as noted on the plan, ensuring that the bottom of the beam is covering the centre line to give an even cover from centre out. For this version very wide angle profiles should be used.

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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

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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

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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.

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Lighting Cues

cue	time	on / for	state	cue	time	on / for	state
1	5	preset	A1	35	0	"five"	B orange
1.5	6	for announcement	A2	36	3	end of fox song	B amber
2	7	mouse CS	A3	38	8	mouse reprise	B orange
3	5	downstage narration	A4	39	6	end of mouse reprise	B amber +
4	20	slow build	A5	40	6	tree spins	B amber
5	0	scary wood	C1	41	10	owl song	B green
7	8/12	Mouse Song	B orange	42	3	end of owl song	B amber
9	3	end of song	B amber	43	8	mouse reprise	B orange
10	8	fox song	B orange	44	6	end of mouse reprise	B amber
11	0	"one"	B red	45	6	snake song	B pink 2
12	0	"two"	B yellow	46	2	end of snake song	B amber
13	0	"three"	B red	49	4/8	G-g-g Gruffalo	C2
14	0	"four"	B yellow	50	1.5/2.5	Gruffalo enters	B green
15	0	"five"	B orange	51	5	end of song	B amber
16	0	"one"	B red	52	3/5	Gruffalo's Do opening	D
17	0	"two"	B yellow	53	2/4	music picks up	B orange
18	0	"three"	B red	54	4/6	middle eight	D
19	0	"four"	B yellow	55	2/4	music picks up	B orange
20	0	"five"	B orange	56	3	end of song	B amber
21	0	"one"	B red	57	6	snake reprise	B pink 1
22	0	"two"	B yellow	58	8	snake exits	B amber
23	0	"three"	B red	59	6	owl reprise	B green
24	0	"four"	B yellow	60	8	owl exits	B amber
25	0	"five"	B orange	61	6	fox reprise	B orange
26	0	"one"	B red	62	10	fox exits	B amber
27	0	"two"	B yellow	63	5	into auditorium	B amber +
28	0	"three"	B red	64	6	onto stage	B amber
29	0	"four"	B yellow	65	15	music for close show	C3
30	0	"five"	B orange	66	0	end of show	BLACKOUT
31	0	"one"	B red	67	3	Curtain Call	B orange
32	0	"two"	B yellow	68	0	Button of curtain call	BLACKOUT
33	0	"three"	B red	69	3	Final bows	B orange
34	0	"four"	B yellow	70	5	postset	A0

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