

Emily Brown And The Thing - US Tour 2019 Lighting Notes

These lighting notes should be used in conjunction with the lighting plan to recreate the lighting design. The easiest way to plot the show is to create each of the following states in order, plotting them as the cues given and then 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'.

Lighting States

State A1 – Preset Night State – Q 1

houelights @full
dark blue toplights @full
cool backlights @medium
gobos @low
house cool @medium
tree toplights @medium
main and foley windows @low
cyc dim greeny blue: green @25, blue @50

State A1.5 – Houselights Out – Q 1.5

as above but:
houelights @out
gobos @out

State A2 – Build – Q 2

as above but:
crosslight @low
pipe-end pars @medium
front general @low

State A3 – Restored Night State, a little less bright – Q 4, 6

as above but:
pipe-end pars @medium/low
gobos @out
cyc a bit darker and bluer: green @15, blue @35

State A4 – Opening Night State with Window – Q 5

as above but:
main window @high

State B1 – Curtain Call – Q 50

warm backlight @full
cool backlights @medium
pipe-end pars @high
front general @high
house warm @high
tree toplights @high
cyc amber: red@50, green @50

State B2 – Postset – Q 51

as above but:
houelights @full
front general @out
pipe-end pars @out
warm backlights @out

State C1 – Emily Brown’s House Warm State – Q 7, 15, 16, 17, 17.7 19, 25, 35, 44

warm backlight @high
house warm @high
crosslight @low
pipe-end pars @medium
front general @medium
tree toplights @full
cyc dim amber: red @20, green @22

State C2 – Slo-Mo State – Q 17.3

as above but:
front general @out
pipe-end pars @out
crosslight @low

Detail for State C – having plotted this state go to these cues and make the following alterations

Q16 – Thing’s First Song : add lavender backlights @medium, add red sides @medium
cyc redder, so green down @15

Q17.7 – include main window : add main window @low

Q19 – include main window : add main window @high

Q25 – with only windows : lose front general and pipe-end pars, except ch 12, 14 (*and 16*) @low,
add both windows @ high, also warm backlight @medium

Q44 – with both windows : add both windows @ high

State D1 – Bedtime State Centre – Q 10

dark blue toplights @full
house warm @low
tree toplights @medium
centre special @medium
crosslight @low
cyc dark blue: blue @50

State D2 – Bedtime State Left – Q 12, 13.5, 26, 36, 36.7

as above but:
centre special @out
stage left special @medium

State D3 – Bedtime State Left with Foley – Q 13, 27, 36.5

as above but:
foley window @medium

State D4 – Final Bedtime State Centre with Main Window – Q 45, 47

as above but:
stage left special @out
centre special @medium
foley window @out
main window @low
upstage pipe-end pars @medium

State D5 – Final Bedtime State Broader – Q 46

as above but:
downstage pipe-end pars @medium

Detail for State D – having plotted this state go to these cues and make the following alterations

Q26 – for EB crossing from USR to DSL : add ch 12, 14 (*and 16*) @low

State E – Disturbed Sleep Cool State – Q 11, 14, 28, 29, 30, 30.7, 37

cool backlights @ medium
crosslight@ high
pipe-end pars @high
front general @medium
house cool @medium
tree toplights @high
cyc greeny blue: green @25, blue @60

Detail for State E – having plotted this state go to these cues and make the following alterations

Q11 – focus only downstage : US pipe-end pars & US front general @out
Q29 – Thing’s Second Song : add lavender backlights @medium
Q37 – cupboard below stairs : add stairs lighbox @high

State F1 – Monsters – Q 8

dark blue backlights @full
cool backlights @high
crosslight @high
green toplight @medium
house cool @medium
tree toplights @medium
cyc greeny blue: green @25, blue @60

State F2 – Second Adventure – Q 30.2

as above but:
foley window @medium
red sides @medium
green toplight @out
cyc just blue: so green @out, blue @60

State G1 – Flying – Q 48

blue toplights @full
lavender backlights @medium
upstage red sidelights @medium
crosslight @high
cool house @medium
tree toplights @medium
cyc lavender: red @15, blue @70

State G2 – Wonder Woman – Q 18

as above but:
red sidelights @full
pipe-end pars @low
foley window @low
cyc pink: red @30, blue @60

State H1 – Dark And Scary Wood General State – Q 20, 24, 24.5, 24.6

green toplights @full
gobos @medium
crosslight @high
pipe-end pars @high
tree toplights @high
cyc green: green @35

State H2 – Dark And Scary Wood Slo-Mo and Scary State – Q 21, 23

as above but:
pipe-end @out
gobos @out
tree toplights @medium

Detail for State H – having plotted this state go to these cues and make the following alterations

Q20 – add foley window : foley window @ medium
Q21 – add foley window : foley window @ medium
Q24.5 – add foley window, build US : foley window @ medium, US front general @medium

State J – Stanley’s First Monologue State – Q 22

green toplights @full
centre special @medium
cyc dim green: green @25

State K1 – Whirling Wastes Initial and Slo-Mo States – Q 31, 32.2

blue toplight @full
cool backlight @full
crosslight @high
pipe-end pars @low
front general @low
cyc white: red @20, green @50, blue @full

State K2 – Whirling Wastes Main State – Q 32, 32.7, 34

as above but:
pipe-end pars @high
front general @medium/low
cyc white with a touch of pink: so build red to 30

State K3 – Stanley’s Second Monologue State – Q 33

as above but:
front general @out
pipe-end pars @out
crosslight @medium
centre special @high
cool backlight @high
cyc dimmer and blue: red @out, green@30, blue @full

Detail for State K – having plotted this state go to these cues and make the following alterations

Q31 – add foley window : foley window @ low/medium
Q32 – add foley window : foley window @ low/medium

State L – Under Stairs Torchlight State including Foley Window – Q 38

warm backlight @low
house warm @low
stairs lightbox @medium
cyc very dim warm: red @09, green @09

State M1 – Whiney Witches Cavern – Q 39, 41, 43

lavender backlights @full
red sidelights @full
pipe-end pars @medium
front general @high
house warm @medium
main window @low
stairs lightbox @full
cyc red, red @40

State M2 – Whiney Witches Cavern Audience Participation – Q 42

as above but:
houelights @low

State M3 – Stanley’s Third Monologue – Q 40

as above but:
houelights @out
front general @out
pipe-end pars @out
lavender backlight @out
house warm @medium
main window @out
centre special @high

Blackout – Q 3, 49

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

Lighting cues

Q	time	with / for	state
1	5	preset and house lights	A1
1.5	8	voiceovers, house lights out	A1.5
2	5	build	A2
3	0	turn it down a bit	BLACKOUT
4	3	night state	A3
5	2	Emily Brown at the window	A4
6	4	window closes	A3
7	2/3	Emily Brown's house	C1
8	1/3	monsters!	F1
10	15/25	bedtime CS	D1
11	1/2	sleep disturbed	E (focused DS)
12	4/7	bedtime SL	D2
13	4	add foley window	D3
13.5	5	lose foley window	D2
14	2/4	sleep disturbed	E
15	3/4	window turned	C1
16	4	Thing sings	C1 (with lavender)
17	2	restore	C1
17.3	5	slo-mo	C2
17.7	0	restore	C1
18	4/8	Wonderwoman	G2
19	4/6	restore including main window	C1 (with main window)
20	8/10	dark and scary wood	H1 (with foley window)
21	2	wolves, scary	H2 (with foley window)
22	2/4	Stanley's first monologue	J
23	0	restore, scary	H2
24	1/2	end of music, with sharp sound	H1
24.5	3	add foley window	H1 (with foley window)
24.6	3	lose foley window	H1
25	3	Emily Brown's house	C1 (only windows)
26	7	bedtime SL	D2

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Q	time	with / for	state
27	3	add foley window	D3
28	1.5/2.5	sleep disturbed	E
29	4	Thing sings	E (with lavender)
30	6	restore	E
30.2	1.5/2.5	adventure	F2
30.7	1	restore	E
31	7	whirling wastes	K1
32	5	ski sunday	K2
32.2	1.5	slo-mo	K1
32.7	1	restore	K2
33	2/3	Stanley's second monologue	K3
34	0	restore	K2
35	4	Emily Brown's house	C1
36	8	bedtime SL	D2
36.5	3	add foley window	D3
36.7	3	lose foley window	D2
37	3/5	sleep disturbed with lightbox	E3
38	4	under stairs torchlit scene	L
39	3	Whiney Witches cavern	M1
40	1/2	Stanley's third monologue	M3
41	0	restore	M1
42	6	audience participation	M2
43	6	restore, losing houselights	M1
44	4/6	Emily Brown's house	C1 (with both window)
45	12	bedtime centre with narrators US	D4
46	5	Emily Brown out of bed, broaden	D5
47	5	bedtime centre with narrators US	D4
48	6	flying	G1
49	3	blackout	BLACKOUT
50	5	curtain call	B1
51	6	postset and houselights	B2

Lantern Descriptions

Front Light channels 1-6(8), Open White

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

Pipe-end Pars channels 11-14(16), L725 Old Steel 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.

Crosslight channels 21-22, L196 True Blue

These four lanterns are rigged on bench bases on the deck or as crosslight on booms, in pairs on either side of the stage. They are focused wide, just off the floor and to head height at centre, to cover the entire playing area.

Red Sidelight channels 23-24, L164 Flame Red

Four fresnels to side light the entire playing area, the lamps point straight across stage to the opposite side.

Gobo Sidelight channels 25-26, Open White

Four profile with gobos to cover the entire playing area. The gobos should be focused wide with the gobos just on the brown side of sharp. All point to the opposite side of the stage with the onstage units pointing downstage and the offstage straight across or upstage. The offstage units should just skim across the front of the set.

Warm Backlight channel 31, Open White

A single fresnel focused fairly wide to just cover the playing area, with the corners of the playing area just outside the beam.

Cool Backlight channels 33-34, L196 True Blue

Two pairs of pars to backlight the entire playing area. The pairs should be crossed to the opposite side of the stage with the onstage unit doing the furthest offstage shot and the onstage unit doing the shot just the other side of centre. The beams should be upstage, downstage.

Lavender Backlight channels 35-36, L194 Surprise Pink

Two pairs of pars to backlight the entire playing area. The pairs should be pairs should be focused straight downstage, fanning out to cover the entire playing area, favouring downstage if necessary. The beams should be upstage, downstage.

Dark Blue Toplight channels 37-38, L716 Mikkel Blue

These two pairs of fresnels are focused straight down to toplight the entire playing area.

Green Toplight channels 39, L124 Dark Green

This pair of fresnels is focused straight down to toplight the entire playing area.

Centre Special channel 41, Open White and Frost

This lantern is focused to centre stage, fairly wide (~2m across). It should have a soft edge with frost. The lantern covers the Stanley monologues and centre bedtime states.

Stage Left Special channel 42, Open White and Frost

This lantern is focused to stage left, fairly wide (~2m across). It should have a soft edge with frost. The lantern covers the stage left bedtime states, including the narrator.

Foley Window Special channel 43, Open White

This lantern is focused and shuttered to the foley window, around the outside of the frame. It should be focused to the brown side of soft.

Main Window Special channel 44, Open White

This lantern is focused and shuttered to the main window, around the outside of the frame. It should be focused to the brown side of soft.

House Warm Skim channels 51, Open White

This lantern is focused fairly wide to skim across the front of the scenic house flat. A long downstage barn door should be used to cut just downstage of the house and an upstage door to lose any unnecessary spill upstage.

House Cool Skim channels 52, L196 True Blue

This lantern is focused fairly wide to skim across the front of the scenic house flat. A long downstage barn door should be used to cut just downstage of the house and an upstage door to lose any unnecessary spill upstage.

Tree Toplights channels 53-54, Open White

These two lanterns are focused straight down and doored in around the top of each tree in it's starting position.

US Tree Toplights channels 55-56, Open White

These two lanterns are focused straight down and doored in around the top of each US static tree.

Set Lightbox Practical channel 61

A practical lightbox with a single 40W light bulb inside. This is integral to the set and toured by the company. A single circuit on the deck upstage centre will be required

Cyc Floods channel 71, L164 Flame Red; channel 72, L124 Dark Green; channel 73, L716 Mikkel Blue
Cyc Floods to light the cyc. Ideally as a groundrow backlighting the cyc, but a front top-lit cyc would also work.