

RCS | INTERSECTIONS | LX CUE SHEET

DIRECTOR	Jo Ronan	DESIGNER	N/A	LIGHTING DESIGN	Jamie A Burke	SOUND DESIGNER	Nathan Farndale	DATES	March 2024	VENUE	Chandler Studio Theatre
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CUE	PG.	CUE LINE / BAR NO.	DESCRIPTION	GO/TIME	UP/DOWN	NOTES
PRESET						
0.1	N/A	Blackout Check	<i>Blackout Check</i>	0	1/2	
0.2	N/A	MIDI/TC Check	<i>MIDI Check with sound.</i>	0	SNAP	Run chase on preset types to verify
0.5	N/A	House Open	<i>House lights dim, gobo from encores in air, moment?</i>	GO	1/2	
PROLOGUE						
1		House clear	<i>House lights out.</i>	GO	0.5	
1.01		First hum	<i>Lift the loop station for loop building.</i>	FOLLOW	1	
1.1		"Then beggars would ride"	Spot DSL	GO	1	*Could change
1.2		"Scratching to fill my lungs"	Spot CSR	GO	1	
1.3		"See myself there in the sunshine"	Spot USL	GO	1	
1.4		"I am rippling in the sky"	Spot DSR	GO	1	
2		Cast move into space	<i>Stage dimly light.</i>	GO	7/3	General wash, top light
3		First eye moment	<i>Slight lift</i>	GO		
4		First encounter	<i>Highlight DSL during the encounter</i>	GO	2	Part 1 movers' part 2 FL (P2 over 1.5)
4.1		RESTORE	<i>Return to pre encounter state</i>	GO	4/10	
6		Second encounter	<i>Highlight CSR</i>	GO	2	Part 1 movers' part 2 FL (P2 over 1.5)
6.1		RESTORE	<i>Return to pre encounter state</i>	GO	4/10	
8		Third encounter	<i>Highlight USC FIX FACE LIGHT</i>	GO	2	Part 1 movers' part 2 FL (P2 over 1.5)
8.1		RESTORE	<i>Return to pre encounter state</i>	GO	4/10	
10		FOLLOW	<i>Build intensity and tension</i>	FOLLOW	20	
10.5		FOLLOW	<i>Build up chaotic effects</i>	FOLLOW	120	
12		Forth encounter	<i>Highlight CS</i>	GO	2	Part 1 movers' part 2 FL (P2 over 1.5)
12.1		RESTORE	<i>Return to pre encounter state</i>	GO	4/10	
14		Fifth encounter	<i>Highlight USC</i>	GO	2	Part 1 movers' part 2 FL (P2 over 1.5)
14.1		RESTORE	<i>Return to pre encounter state</i>	GO	4/10	
16		Sixth encounter	<i>Highlight DSR</i>	GO	2	Part 1 movers' part 2 FL (P2 over 1.5)
16.1		RESTORE	<i>Return to pre encounter state</i>	GO	2	
18		Seventh encounter	<i>Highlight DSC</i>	GO	2	Part 1 movers' part 2 FL (P2 over 1.5)
18.1		RESTORE	<i>Return to pre encounter state</i>	GO	4/10	
20		Group 1 special	<i>Crossfade special on group 1 USC</i>	GO	2/3	
22		Group 2 special	<i>Crossfade special on group 2 SR</i>	GO	2/3	
24		Group 4 special	<i>Crossfade special on group 4 DSL</i>	GO	2/3	
26		Group 3 special	<i>Crossfade special on group 3 USL</i>	GO	2/3	
28		End of prologue	<i>BLACKOUT</i>	GO	5	
GROUP 3						
101		Anticipation	<i>Fire on chest</i>	GO	10	
102			<i>Fire spreads</i>	GO	1m	

104		When others join		GO	20	*Will need to expand to fit more people in
106		Start of Joy	<i>Into bright daylight state</i>	GO	10	
108		Lift downstage	<i>Up on spotlight state and down on daylight</i>	GO	8	
108.5		Build	<i>Building brightness</i>	GO	10	
109		Moving US	<i>Lift upstage right boom</i>	GO	5	
110		Pissing on the Matchstick	<i>Dramatic white</i>	GO	SNAP	Potentially filling SR
112		Sadness	<i>Change to deep saturated blues (spotlights???)</i>	GO	5	Change to centre stage
113		Sadness Zoom	<i>Zoom out the spot</i>	GO	10	
114		On the lift	<i>Build Distortion</i>	GO	2	
116		Back to before	<i>Restore to previous state</i>	GO		
117		Big Big Distortion	<i>Build huge pulse effect</i>	GO		
117.5		Tattie joins	<i>Build reds and backlight to full</i>	GO		
118		Trying	<i>Up on the loopstation, bring in diagonal light</i>	GO	3/5	
119		Stage right spot		GO	5/8	
119.5		I can't reach you	<i>Lose SR spots</i>	GO	3/5	
119.7		Tattie stands	<i>Life light on loop station</i>	GO	3	
120		Anger	<i>Pulsing effects as the music begins, Reds / pulsing loghts?</i>	GO	3/5	
122		Anger pt1	<i>Lift down stage</i>	GO	5/8	ADD MORE IN
122.5		Anger pt2	<i>Lift upstage</i>	GO		
123		Anger pt3	<i>Add effect</i>	GO		
124		Burnout	<i>Effect stomped and dramatic top light</i>	GO		
125		FOLLOW	<i>Shaft of light on floor</i>	GO		
126		Once on the floor	<i>Up on loop station</i>	GO		
127		Lauren at loop station	<i>Small fire</i>	GO		
127.5		Others join	<i>Grow fire</i>	GO		
128		End of text	<i>B/O</i>	GO		
GROUP 1						
201		Start of group 1	<i>Warm summers day, whole stage and bright light faces.</i>	GO	4	
202		Performers look audience	<i>Lighting on audience</i>	GO		
203		"What a nice day"	<i>Snap to rain and thunder and lightning effect.</i>	GO	0.5	
204		Out rain effect	<i>Less stroby rain vibe</i>	HANG	2	
205		Umbrellas	<i>Specials on Umbrellas</i>	GO	0.5	
205.5		Standing in paddeling pools	<i>Umbrella specials out</i>	GO		
206		"It's so appropriate"	<i>Cut to duller nice day. More light on blanket</i>	GO	SNAP	
207		"What makes a home homey	<i>Homey state</i>	GO		
208		"Makes me think of my Gran"	<i>Close down to pool.</i>	GO	SNAP	
209			<i>Tab sits on box at back????</i>	GO		
210		Points at stairs	<i>Spots on stairs</i>	GO		
211		Gem standing at top of stairs	<i>Light change</i>	GO		
212		"No, I'd go to France"	<i>Purple/Pink - Red state. Cool tones in audience</i>	GO		Change Colour of Lustrs
213		"In the warmth"	<i>Spot of sun DSR</i>	GO		
214		When she arrives at spot"	<i>Sun spot fades out</i>	GO		
215		"As a tree"	<i>Green slowly fades over stage</i>	GO		
216		"In Glasgow for all your life?"	<i>Slowly fade SB Spot with blue in audience</i>	GO		Adjust Facelight
217		Gem comes back to stage	<i>Summer day fades in slowly</i>	GO		
218		"I like daydreaming"	<i>Dreamy movement fades in</i>	GO		

219	"Always wanted to do"	<i>Cyc colours in</i>	GO		
220	Sound out	<i>Cyc colours out</i>	GO		
221	Guitar Entrance	<i>Special on Guitar</i>	GO		
222	Tab asks Gem about dream house	<i>Different dreamy lights</i>	GO		Add Side Light
223	"Dancing in the rain"	<i>LX change</i>	GO		Needs a wee bit of work
224	"Will you dance with me?"	<i>Dace light</i>	GO		
225	FOLLOW	<i>RGB Shadows</i>	FOLLOW		
226	Wave away the rain	<i>Lose rain light</i>	GO		
227	They slowly leave the space	<i>Fade to B/O</i>	GO		FIX CHAN 4 IN 128
GROUP 2					
301	Start of group 2	<i>Red up on stage</i>	GO	3/5	
302	Looks in mirror	<i>Disco fun with mirrors</i>	GO	3/5	
304	First chorus	<i>Bump and pan effect</i>	GO		UPDATE 17
304.5	8 bars later	<i>Take out mirror effect</i>	TIME		
305	Second chorus	<i>Effect</i>	GO		
305.5	8 bars later	<i>Restore</i>	GO		
306	Third chorus	<i>Effect</i>	GO		
306.5	8 bars later	<i>Restore</i>	GO		
307	Change of song	<i>CSL and CSR W/O Table</i>	GO		
308	Movement spreads	<i>Lift floor</i>	GO		
310	FOLLOW	<i>Brighten</i>	FOLLOW		
311	Moved away from spots	<i>Lose side spots</i>	GO		
312	Standing together side by side	<i>Dramatic White backlight</i>	GO	5	
316	Button visual	<i>Stage all white</i>	MIDI		
317	Paper throwing	<i>Table effect, lose downstage</i>	GO		
318	Button visual	<i>Restore mirrors</i>	MIDI	SNAP	
319	When they go to mirrors	<i>Add mirror face light</i>	GO		
320	Face audience	<i>Lift audience and add front light</i>	GO	5	
322	Eye contact	<i>Cross white beams</i>	GO	90/5	
324	Walking away	<i>Zoom out white beams</i>	GO	5	
326	Emily in front of table	<i>Red beam</i>	GO	7/10	
328	WAIT 5s	<i>B/O</i>	GO	7	
GROUP 4					
402	Start of the voice	<i>Painting frame</i>			
403	Luise standing at frame	<i>Lift DSL</i>			
404	We see a new work of art developing	<i>Lift state</i>			
406	Breakfast with insomniacs	<i>kitchen</i>			
408	More wine	<i>Therapist transition</i>			
410	Sit in the chair	<i>Therapist scene</i>			
412	I love the new couch	<i>Kitchen</i>			
413	Hey KK	<i>Lift SR</i>			
414	I see myself in Art	<i>Therapist and Kitchen</i>			
416	I am pure	<i>Therapist</i>			
418	*Handshake*	<i>Club Scene</i>			
419	"spotlights"	<i>Spots in</i>			
420	*On the snap*	<i>Red dramatic scene</i>		Snap	
420	Explain yourself monologue	<i>SR Spot out</i>			

422	We'll be back	Therapist			Check tracking
424	Leave	Kitchen			
425	Yeah ?	Square gets smaller			
426	You hate this song				
427	Matthew goes to door	Lift door and add par from behind door			
428		Therapist Office			
432		Kitchen			
434	End of piece	B/O			
EPILUGE					
501	Start of ending	Low level			
504	Group 4 cross CS	Group 4 specials			
506	Group 2 cross stage	Group 2 special			
508	Group 1 cross	Group 1 special			
510	Group 3 cross	Group 3 special			
512	Clicking starts	Slowly warm stage			
514	Gem starts to move	Lift the sizes			
516	In line	Lift line DSC			
518	Line breaks and moves US	Lift whole stage in amber			
520	Stage clear	Balckout			
525	After singing stops	House lights and post show state			