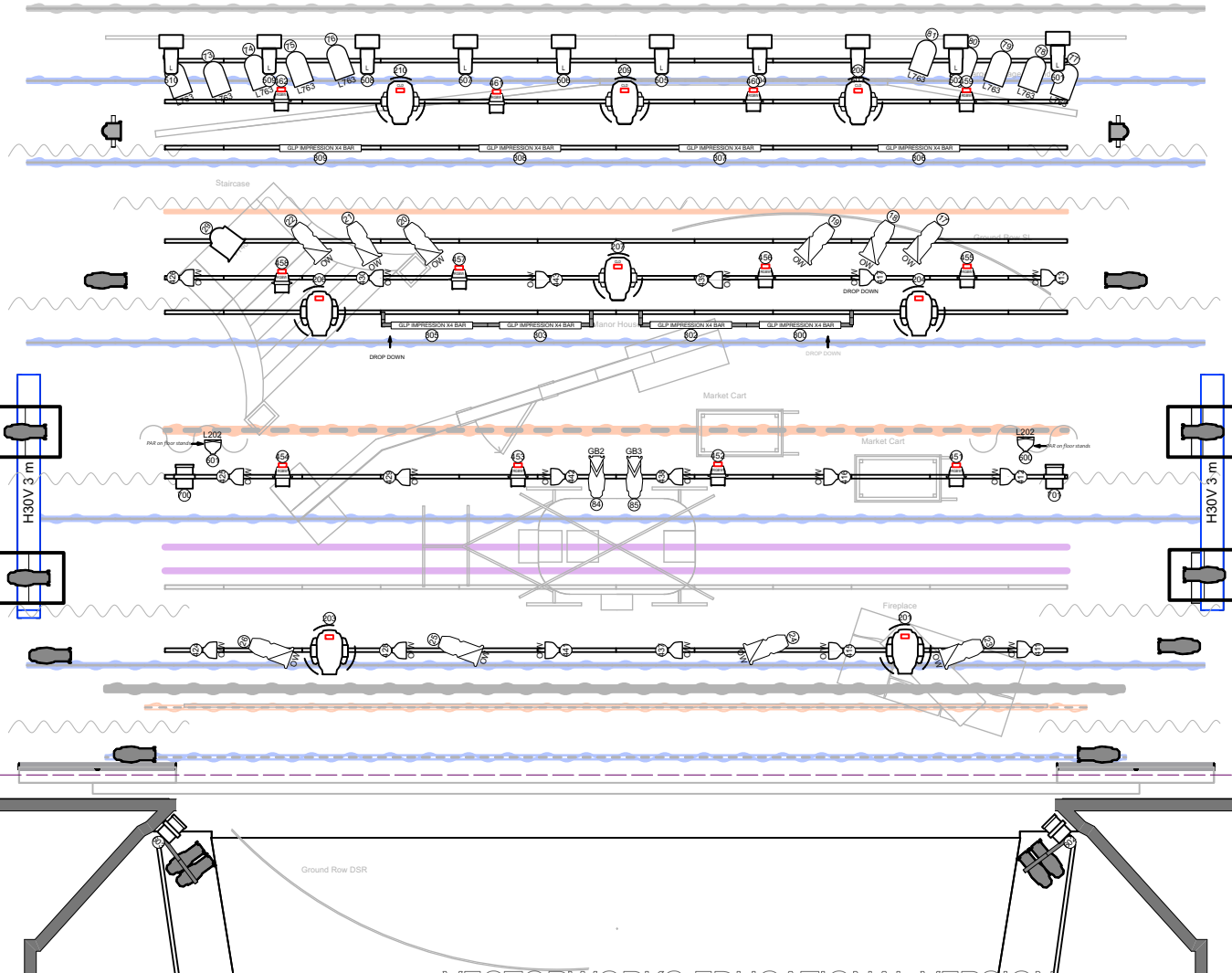


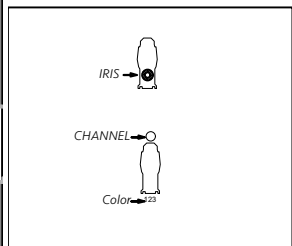
TSD Masking Key

- Border
- Legs
- box Flying Set
- Flying Cloth

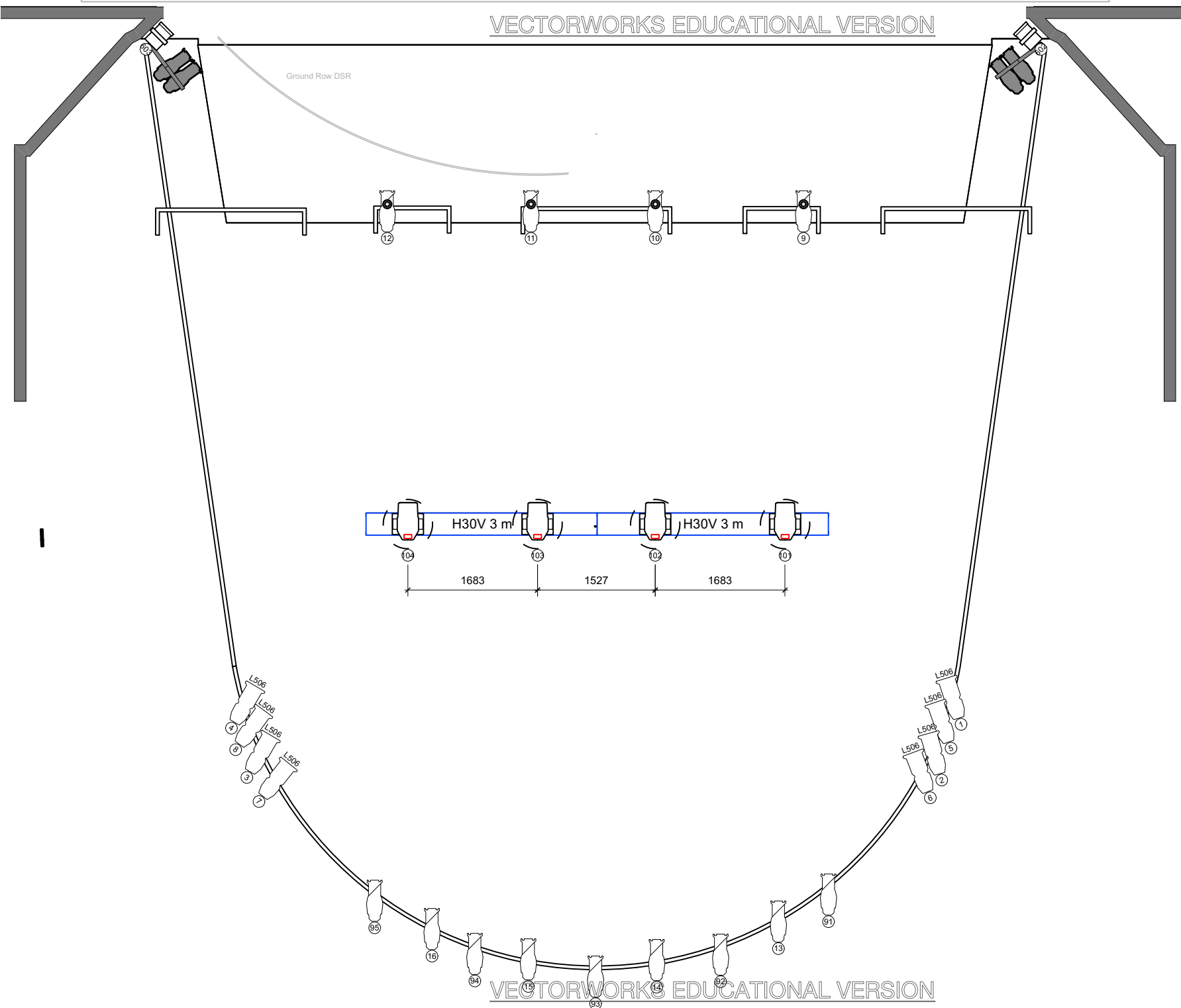


NOTES  
 \* All heights of Booms and Ladders are to center of lens.  
 \* Two 54 PARs are on the floor to highlight cove for police.  
 \* Two 54 Fresnels also on Stage in front of Pro.  
 \* CIC units to be in Direct mode or new update which is Direct Mode 2.  
 \* All moving lights in extended mode if possible.  
 \* All LX bars - bottom of lenses of units to be visible under borders  
 \* House lights to be on channel 4000  
 \* Hazer to be on prompt fly (if possible two Smoke Machines would be good).  
 \* DPM is a Moving Bar.  
 \* All FCM units on 2nd circle except channel 91 thru 95 which is on LX1

- Light
- ETC Source4 19deg 13
  - ETC Source4 26deg 18
  - ETC Source4 36deg 19
  - ETC Source4 Zoom 15-30deg 10
  - ETC Source4 Zoom 25-50deg 8
  - ETC Source4 70deg 2
  - ETC Source4 Fresnel 14
  - Salecon Arena High Performance Fresnel 3
  - ETC Source4 PAR VNSP 4
  - ETC Source4 PAR MFL 18
  - Altman PAR 64 MFL 10
  - ETC Source4 LED2LS Cyclight 20
  - RUSH PAR 2 16
  - RGBW Zoom
- Moving Light
- Impression X4 Bar 20 (20ch) 8
  - Martin MAC Encore Performance CLD 4
  - Martin MAC Viper Profile 4
  - Robe Robin DL4F Wash 4



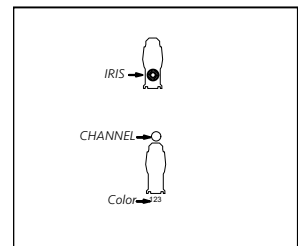
Director	Douglas Irvine
Designer	Clare Halleran
Lighting Designer	Oliver McNally
PLX	Pierce Brown
Drawing Title	
Cinderella LX Design	
DRAWN BY OM	Scale except where noted 1:25
File name LX Cinderella 2021	Date 23/10/21
Sheet No.	1



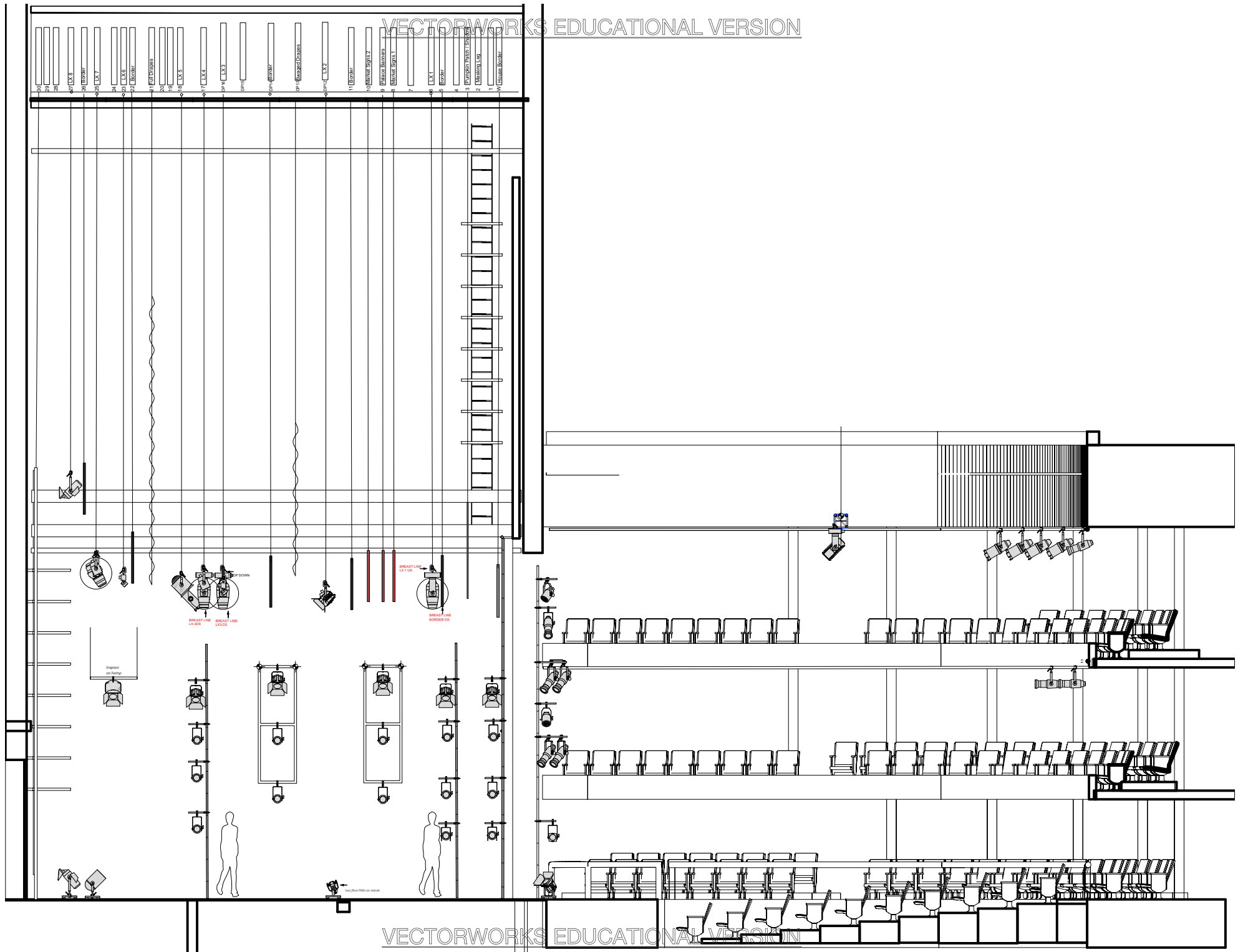
**NOTES**

- \* All height of Booms and Ladders are to center of lens.
- \* Two S4 Bars are on the floor to uplight cloths for palace
- \* Two S4 Fresnels also on Stage in front of Prosc.
- \* CYC units to be in Direct mode or new update which is Direct Mode 2.
- \* All moving lights in extended mode if possible.
- \* All LX bars - bottom of lenses of units to be visible under borders
- \* House lights to be on channel 4000
- \* Hazer to be on preset Fly (if possible) two Smoke Machines would be good.
- \* DSR is a Moving Bar.
- \* All FCM units on 2nd circle except channel 91 thru 95 which is on LX1

Light		
	ETC Source4 19deg	13
	ETC Source4 26deg	18
	ETC Source4 36deg	19
	ETC Source4 Zoom 15-30deg	10
	ETC Source4 Zoom 25-50deg	8
	ETC Source4 70deg	2
	ETC Source4 Fresnel	14
	Selecon Arena High Performance Fresnel	3
	ETC Source4 PAR VNSP	4
	ETC Source4 PAR MFL	18
	Altman PAR 64 MFL	10
	ETC Source4 LED2LS Cyclight	20
	RUSH PAR 2	16
	RGBW Zoom	16
Moving Light		
	Impression X4 Bar 20 (20ch)	8
	Martin MAC Encore Performance CLD	4
	Martin MAC Viper Profile	4
	Robe Robin DL4F Wash	4



Director	Douglas Irvine
Designer	Clare Halleran
Lighting Designer	Oliver McNally
PLX	Pierce Brown
Drawing Title	
Cinderella LX Design	
DRAWN BY OM	Scale except where noted 1:25
Title name LX Cinderella 2021	Date 22/10/21
Sheet No.	2

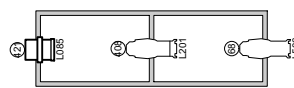
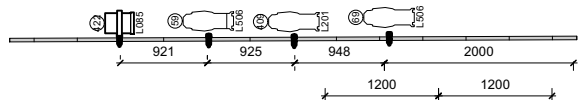




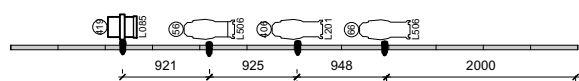
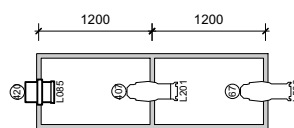
**BOTTOM CYC LIGHTS**



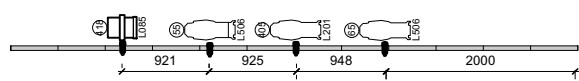
**BOOM RIGHT**



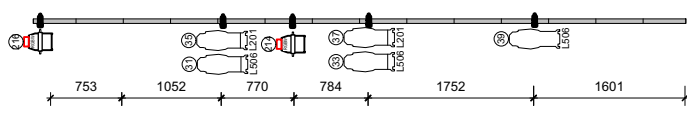
**Ladder RIGHT**



**BOOM RIGHT**



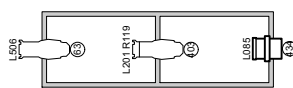
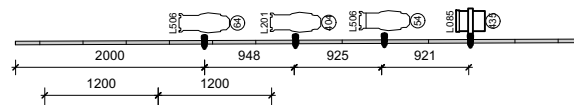
**TORM BOOM RIGHT**



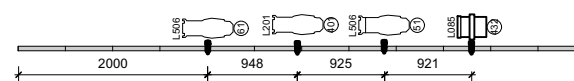
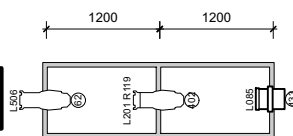
**PROSC. BOOM RIGHT**



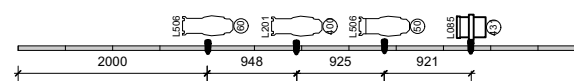
**BOOM LEFT**



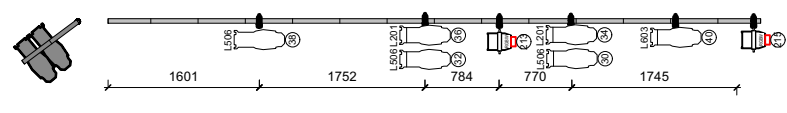
**LADDER LEFT**



**BOOM LEFT**

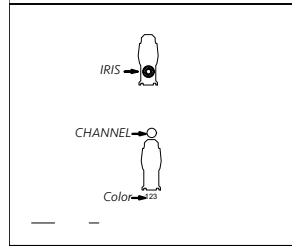


**TORM BOOM LEFT**



**PROSC. BOOM LEFT**

Light	
	ETC Source4 19deg 13
	ETC Source4 26deg 18
	ETC Source4 36deg 19
	ETC Source4 Zoom 15-30deg 10
	ETC Source4 Zoom 25-50deg 8
	ETC Source4 70deg 2
	ETC Source4 Fresnel 14
	Selecon Arena High Performance Fresnel 3
	ETC Source4 PAR VN5P 4
	ETC Source4 PAR MFL 18
	PAR 64 MFL 10
	ETC Source4 LED2LS Cyclight 20
	Martin RUSH PAR 2 RGBW Zoom 16
Moving Light	
	Impression X4 Bar 20 (20ch) 8
	Martin MAC Encore Performance CLD 4
	Martin MAC Viper Profile 4
	Robe Robin DL4F Wash 4



Director	Douglas Irvine
Designer	Clare Halleran
Lighting Designer	Oliver McNally
PLX	Pierce Brown
Drawing Title	
Cinderella LX Design	
DRAWN BY: QM	Scale: excepts where noted 1:25
File name: LX Cinderella 2021	Date: 22/10/21
Sheet No.	4