LIGHTING FOCUS SHEET

Company: Hand Me Down
Show: Take Me By The Tongue
Date of Performance: Thursday 29th May 2014

Director: Stephanie Alcock

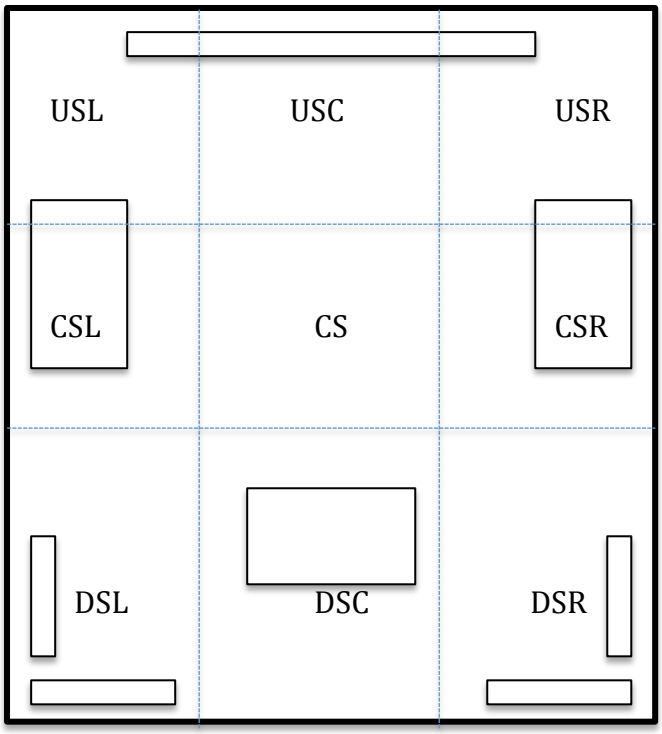
Production/SM: Andrew Tinley

Lighting Designer: Andrew Tinley

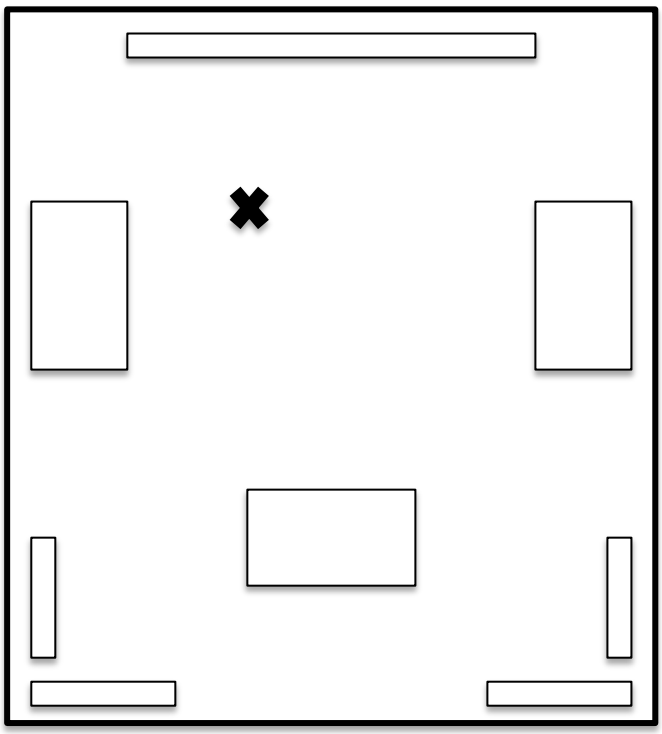
Key:

See set diagrams for more in depth description.

Station 1: Down Stage Centre.
Station 2: Centre Stage Left.
Costume Station: Down Stage Right.
Props Station: Down Stage Left.
Chair Station: Centre Stage Right.
Cyclorama: Up Stage Centre.



Channel 1:



PURPOSE: Area one wash

COLOUR: o/w

UNIT:

FLOOD: floods ¼ of area one

USL: n/a

USC: n/a

USR: n/a

CSL: light focussed from above.

CS: Fills centre space/area one.

CSR: n/a

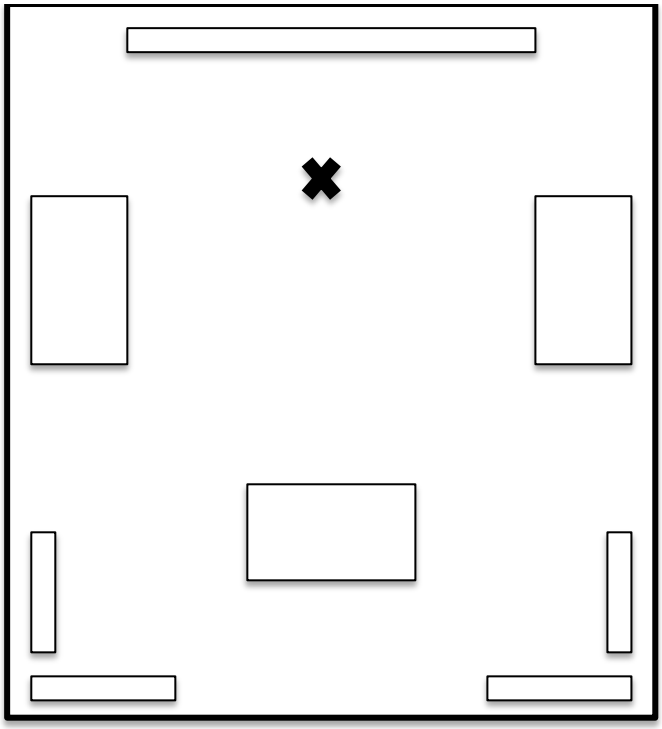
DSL: n/a

DSC: n/a

DSR: n/a

NOTE: In the round section of show

Channel 2:



PURPOSE: Area one wash

COLOUR: o/w

UNIT: Par

FLOOD: floor ¼ of area one

USL: n/a

USC: light focussed above here

USR: n/a

CSL: n/a

CS: fills centre space/area one

CSR: n/a

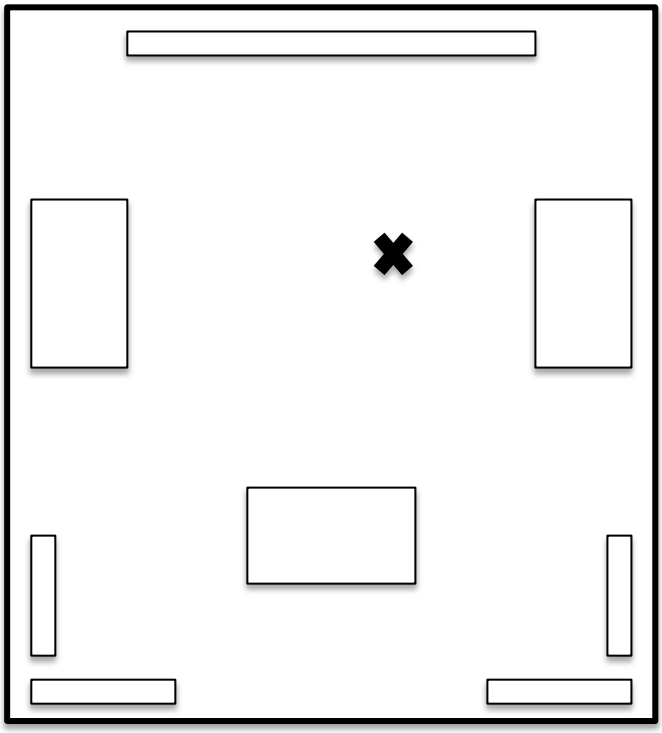
DSL: n/a

DSC: n/a

DSR: n/a

NOTE: in the round section of show

Channel 3:



PURPOSE: Area one wash

COLOUR: o/w

UNIT: Fresnel

FLOOD: Flood ¼ of area one

USL: n/a

USC: n/a

USR:n/a

CSL: light focussed above here

CS: fills centre space/area one

CSR: n/a

DSL: n/a

DSC: n/a

DSR: n/a

NOTE: in the round section of show

Channel 4:

PURPOSE: Area one wash

COLOUR: o/w

UNIT: Fresnel

FLOOD: flood ¼ of area one

USL: n/a

USC: n/a

USR: n/a

CSL: n/a

CS: fill centre space/area one

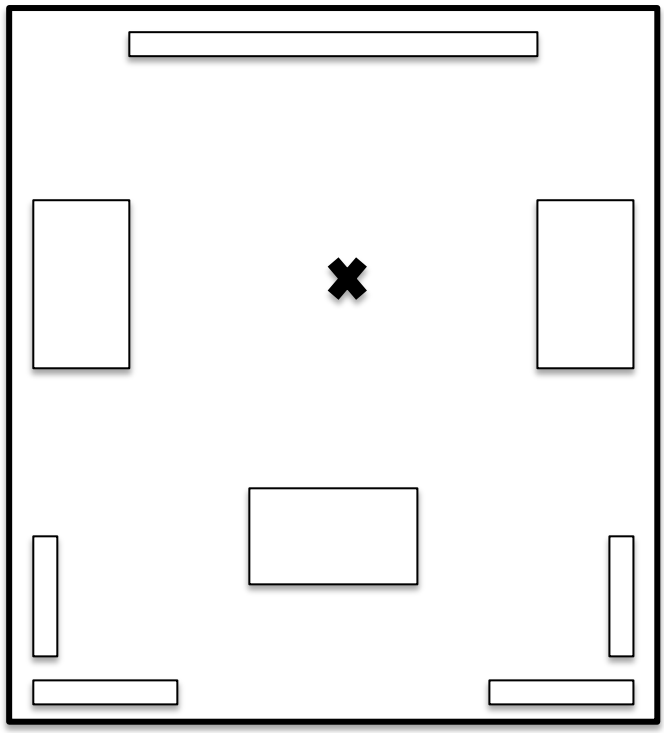
CSR: n/a

DSL: n/a

DSC: Light focussed above here

DSR: n/a

NOTE: in the round section of show



Channel 5:

PURPOSE: Lighting area two

COLOUR: ORANGE

UNIT: LED

FLOOD: assisting channels 6,7,8

USL: n/a

USC: n/a

USR: n/a

CSL: n/a

CS: n/a

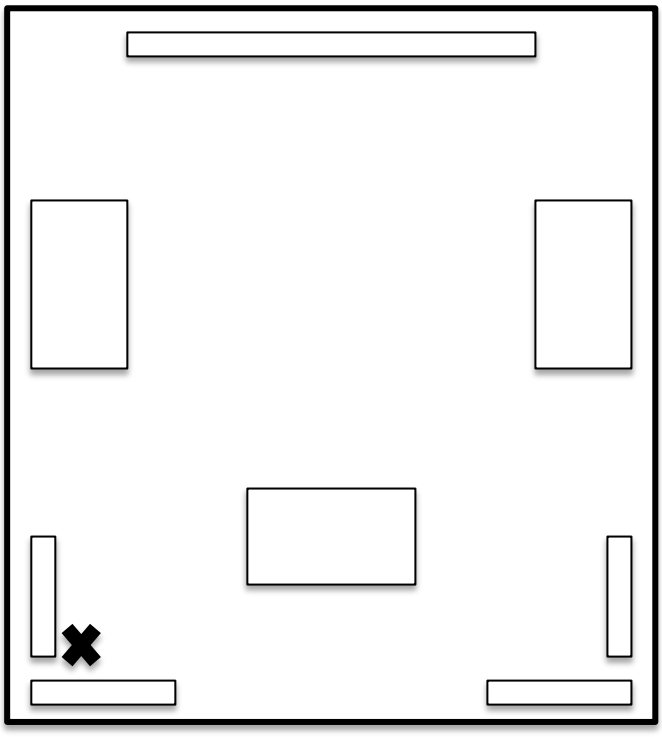
CSR: n/a

DSL: fill area two/add colour. Focussed here

DSC: n/a

DSR: n/a

NOTE: behind the action focussing light down on to scene. Proscenium scene



Channel 6:

PURPOSE: face light on area two

COLOUR: white/warm

UNIT: Fresnel

FLOOD: flood ¾ of the area two

USL: n/a

USC: n/a

USR: n/a

CSL: n/a

CS: n/a

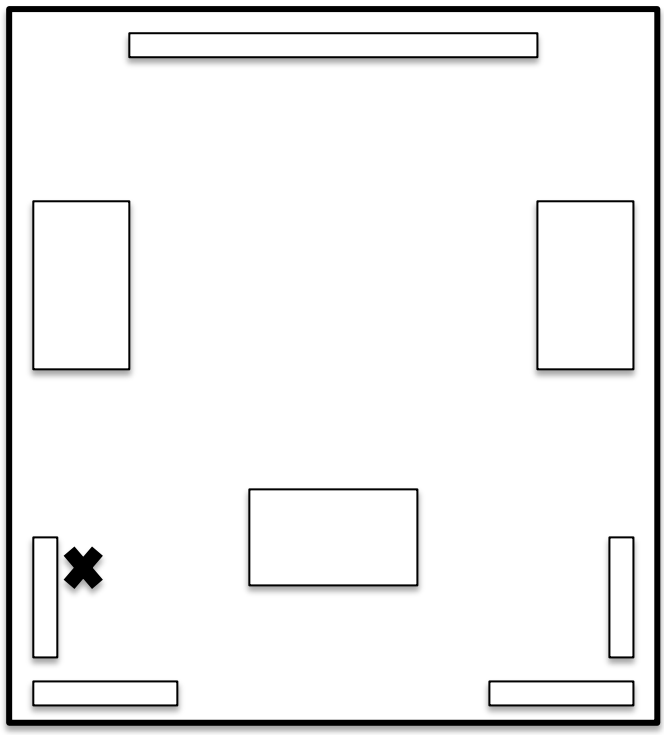
CSR: n/a

DSL: light focussed above here

DSC: n/a

DSR: n/a

NOTE: assisting lights 5,7 and 8



Channel 7:

PURPOSE: face light on area two

COLOUR: white/warm

UNIT: Fresnel

FLOOD: ¾ flood of area two

USL: n/a

USC: n/a

USR: n/a

CSL: n/a

CS: light focussed above here

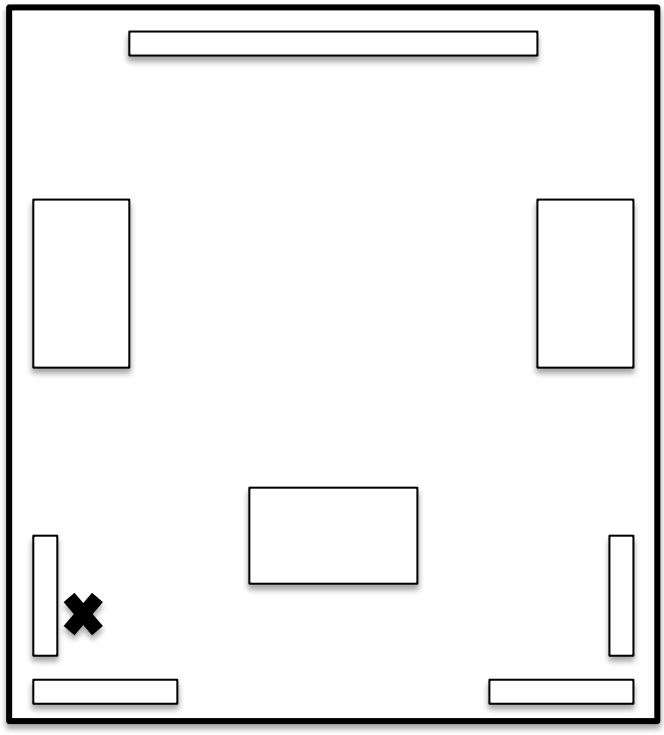
CSR: n/a

DSL: lighting area two

DSC: n/a

DSR: n/a

NOTE: assisting lights 5,6 and 8



Channel 8:

PURPOSE: face light on area two

COLOUR: white/warm

UNIT: Fresnel

FLOOD: flood ¾ of area two

USL: n/a

USC: n/a

USR: n/a

CSL: n/a

CS: n/a

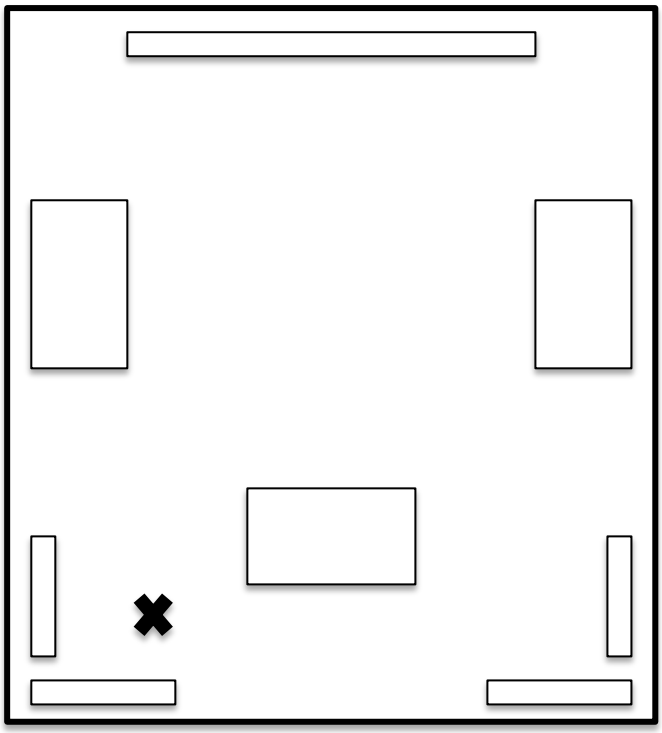
CSR: n/a

DSL: light on area two

DSC: n/a

DSR: light focussed here

NOTE: assisting lights 5,6 and 7



Channel 9:

PURPOSE: add colour to washes

COLOUR: BLUE/ORANGE

UNIT: LED

FLOOD: assist in colouring scenes

USL: will not flood here

USC: will cover ¾ of area 3

USR: will not flood here

CSL: light will be focussed above here

CS: n/a

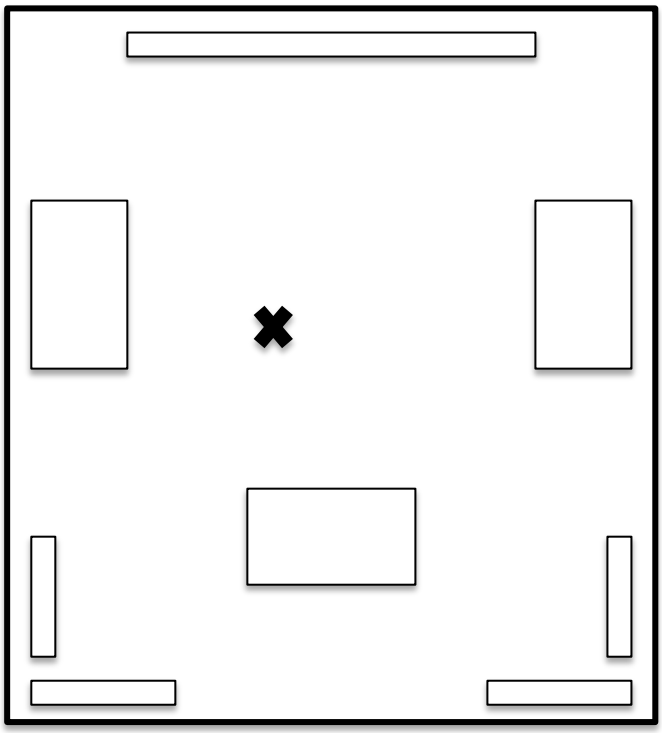
CSR: n/a

DSL: n/a

DSC: n/a

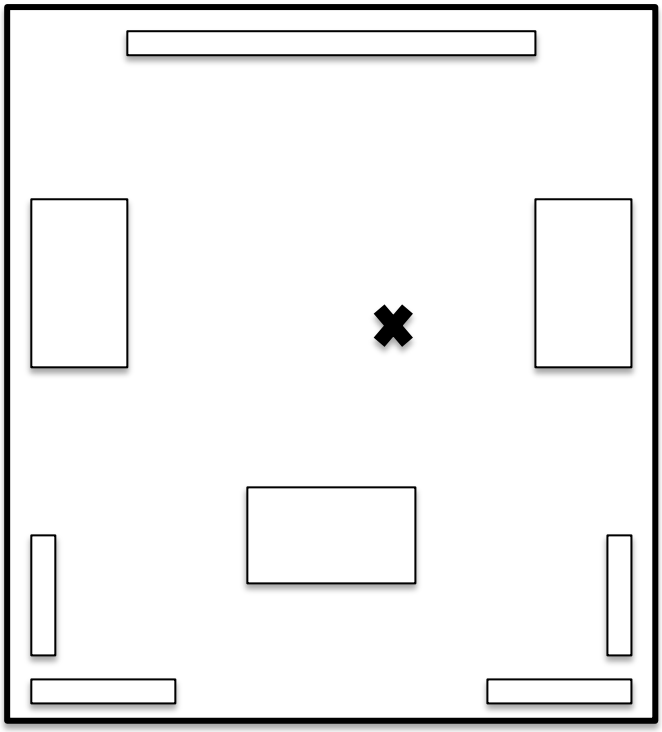
DSR: n/a

NOTE: assist light 10 in providing even exposure



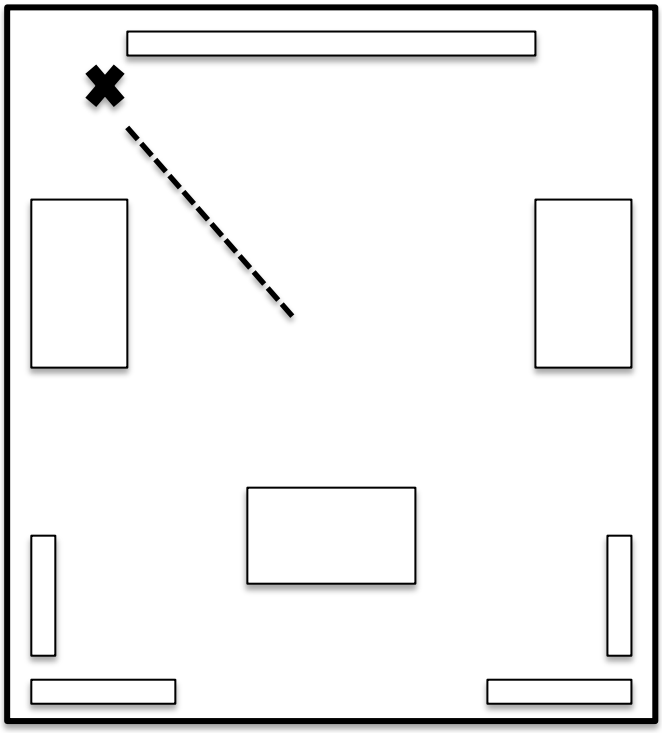
Channel 10:

PURPOSE: add colour to washes
COLOUR: BLUE/ORANGE
UNIT: LED
FLOOD: assist in colouring scenes
USL: will not flood this area
USC: flood ¾ of area 3
USR: will not flood this area
CSL: n/a
CS: n/a
CSR: light will be focussed above here
DSL: n/a
DSC: n/a
DSR: n/a
NOTE: assist light 9 in providing even exposure



Channel 11:

PURPOSE: back light from USL
COLOUR: BLUE/WHITE
UNIT: LED
FLOOD: see diagram for direction
USL: focussed under cyclorama
USC: n/a
USR: n/a
CSL: will flood ¼ of this area
CS: will flood ¼ of this space
CSR: n/a
DSL: n/a
DSC: n/a
DSR: n/a
NOTE: assist back light 12 to provide even exposure



Channel 12:

PURPOSE: Backlight from USR

COLOUR: WHITE/BLUE

UNIT: LED

FLOOD: see diagram for direction

USL: n/a

USC: n/a

USR: focussed under cyclorama

CSL: n/a

CS: will flood ¾ of this space

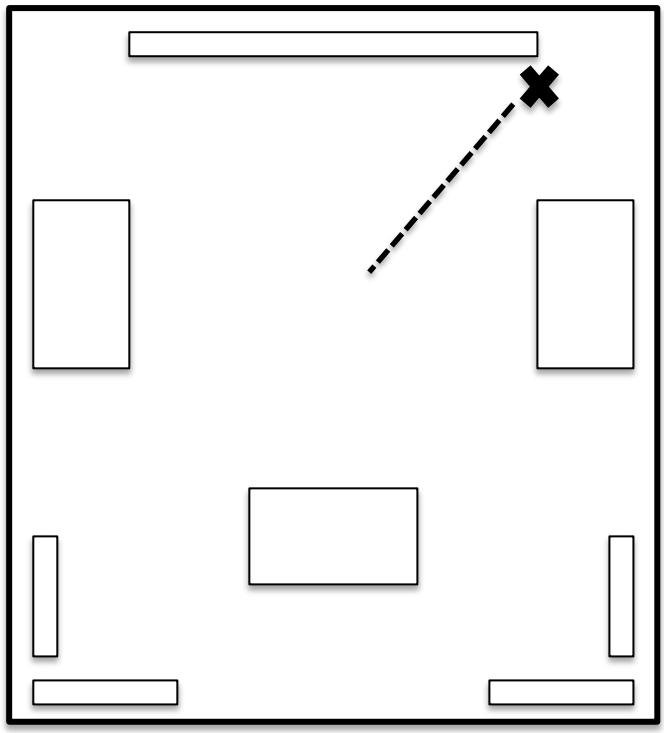
CSR: will flood ¼ of this space

DSL: n/a

DSC: n/a

DSR: n/a

NOTE: Will assist light 11 to provide even exposure



Channel 13:

PURPOSE: use to light space

COLOUR: white

UNIT: par

FLOOD: will flood area 3

USL: n/a

USC: will flood ¾ of this space

USR: n/a

CSL: n/a

CS: will flood ¼ of this space

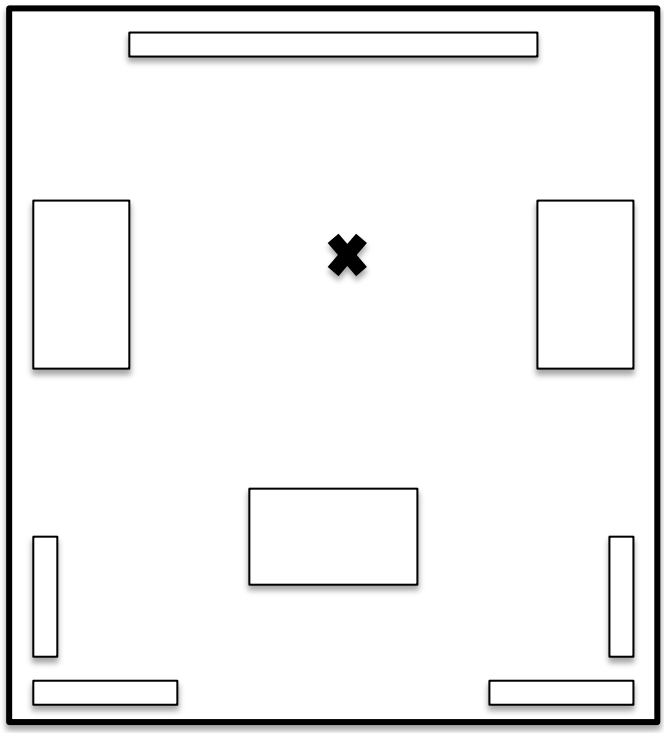
CSR: n/a

DSL: n/a

DSC: n/a

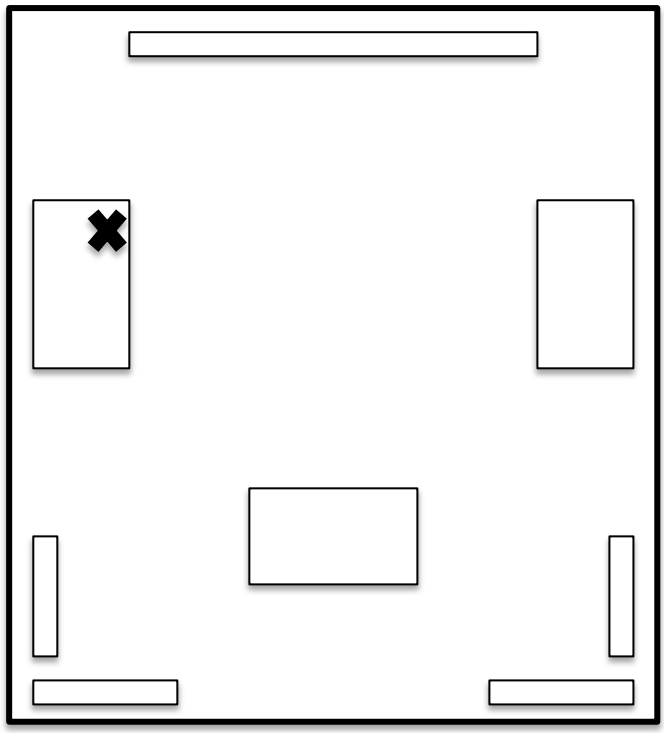
DSR: n/a

NOTE: Low intensity light due to projection



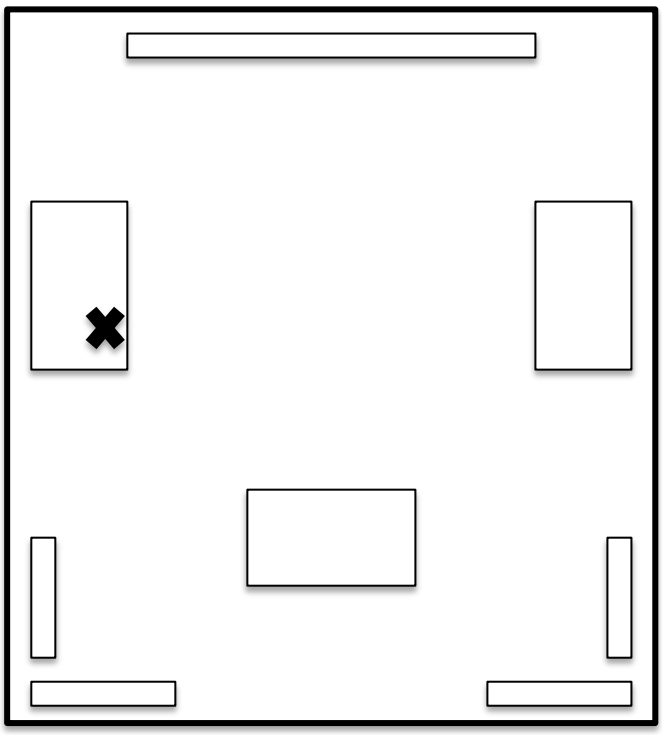
Channel 14:

PURPOSE: Lighting wash
COLOUR: white
UNIT: Fresnel
FLOOD: will flood ½ of station 2
USL: n/a
USC: n/a
USR: n/a
CSL: Focussed light on area four
CS: light will be focussed here
CSR: n/a
DSL: n/a
DSC: n/a
DSR: n/a
NOTE: Will be used with light 15 to provide even exposure



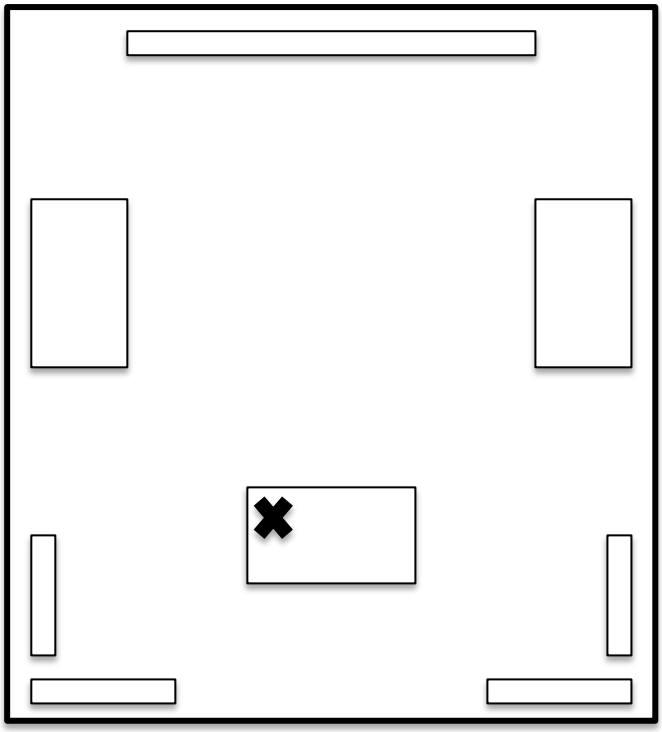
Channel 15:

PURPOSE: lighting wash
COLOUR: white
UNIT: Fresnel
FLOOD: will flood ½ of station 2
USL: n/a
USC: n/a
USR: n/a
CSL: focussed light on area 4
CS: light will be focussed here
CSR: n/a
DSL: n/a
DSC: n/a
DSR: n/a
NOTE: will be used with light 14 to provide even exposure



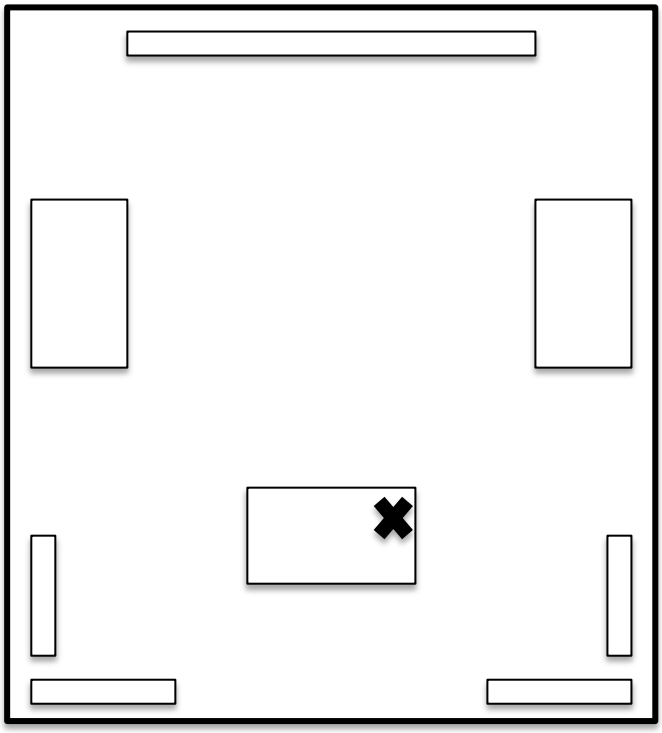
Channel 16:

PURPOSE: lighting wash
COLOUR: white
UNIT: Fresnel
FLOOD: will flood ½ of area 5
USL: n/a
USC: light will be focussed here
USR: n/a
CSL: n/a
CS: n/a
CSR: n/a
DSL:n/a
DSC: Light on area 4
DSR: n/a
NOTE: will be used with light 17 to provide even exposure



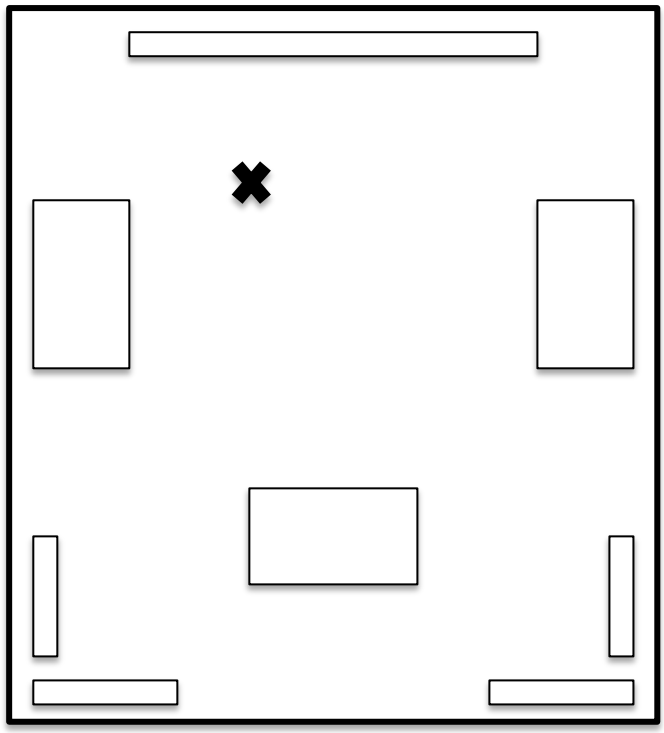
Channel 17:

PURPOSE: lighting wash
COLOUR: white
UNIT: Fresnel
FLOOD: will flood ½ of area 4
USL: n/a
USC: light will be focussed here
USR: n/a
CSL: n/a
CS: n/a
CSR: n/a
DSL: n/a
DSC: light on area 4
DSR: n/a
NOTE: Will be used with light 16 to provide even exposure



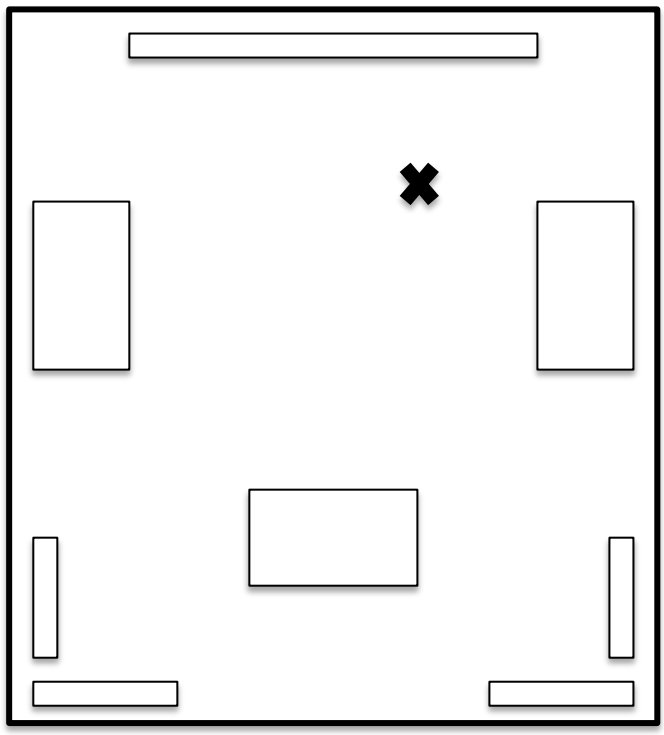
Channel 18:

PURPOSE: To colour scenes
COLOUR: PINK/PURPLE/BLUE
UNIT: LED
FLOOD: Will provide colour DS
USL: n/a
USC: Light will be focussed here
USR: n/a
CSL: n/a
CS: n/a
CSR: n/a
DSL: will provide light DS
DSC: will provide light DS
DSR: will provide light DS
NOTE: Will be used with light 19 to provide even exposure



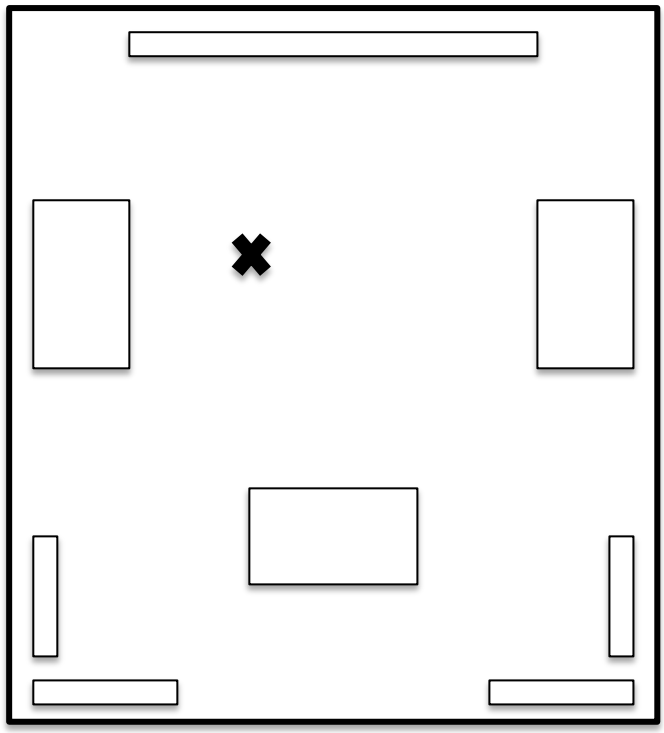
Channel 19:

PURPOSE: to add colour to scenes
COLOUR: PINK/PURPLE/RED
UNIT: LED
FLOOD: will provide colour DS
USL: n/a
USC: light will be focussed here
USR: n/a
CSL: n/a
CS: n/a
CSR: n/a
DSL: will provide light DS
DSC: will provide light DS
DSR: will provide light DS
NOTE: Will be used with light 18 to provide even exposure



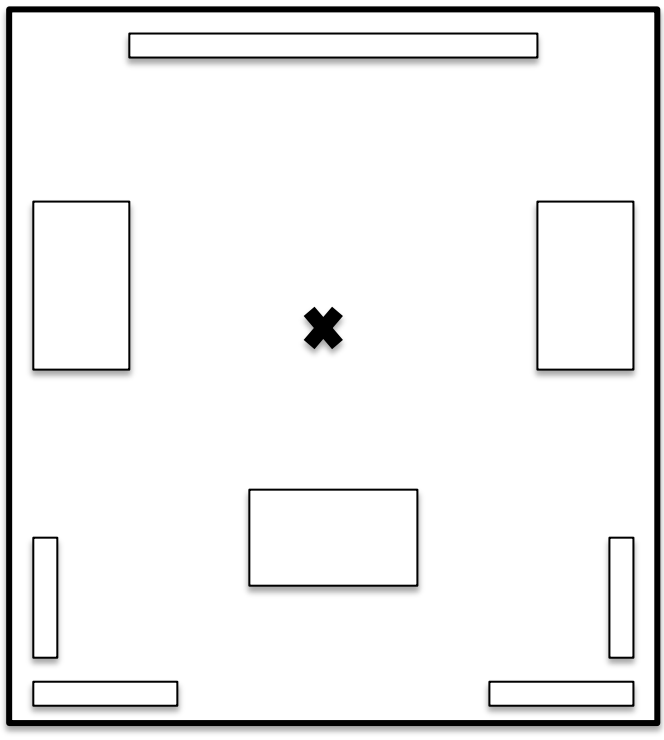
Channel 20:

PURPOSE: spot on chair
COLOUR: white
UNIT: profile
FLOOD: focussed ¾ flood of area 6
USL: n/a
USC: n/a
USR: n/a
CSL: n/a
CS: light will be focussed on area 6
CSR: n/a
DSL: n/a
DSC: light will be focussed here
DSR: n/a
NOTE: will be used with light 21 and 22



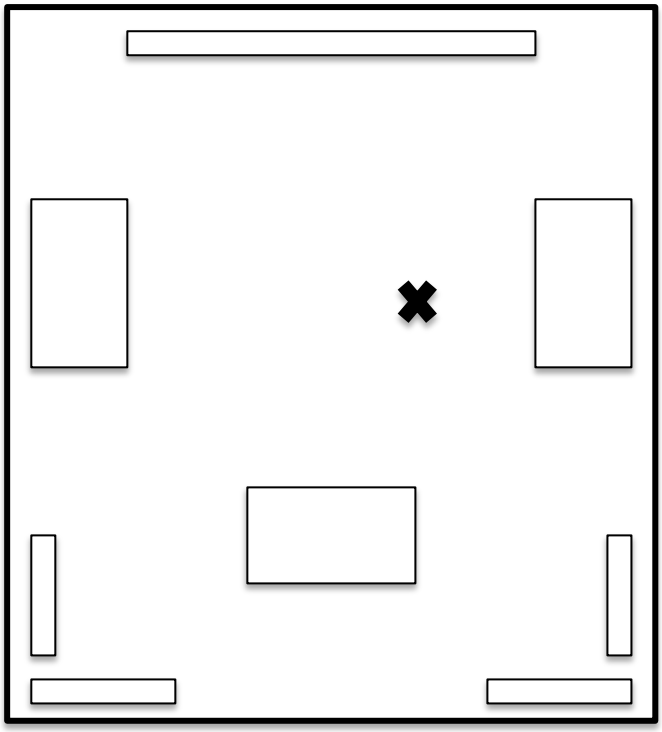
Channel 21:

PURPOSE: produce spot
COLOUR: white
UNIT: profile
FLOOD: unfocussed spot
USL: n/a
USC: n/a
USR: n/a
CSL: n/a
CS: light will be on area 6
CSR: n/a
DSL: n/a
DSC: light will be focussed here
DSR: n/a
NOTE:
Will be used with light 20 and 22



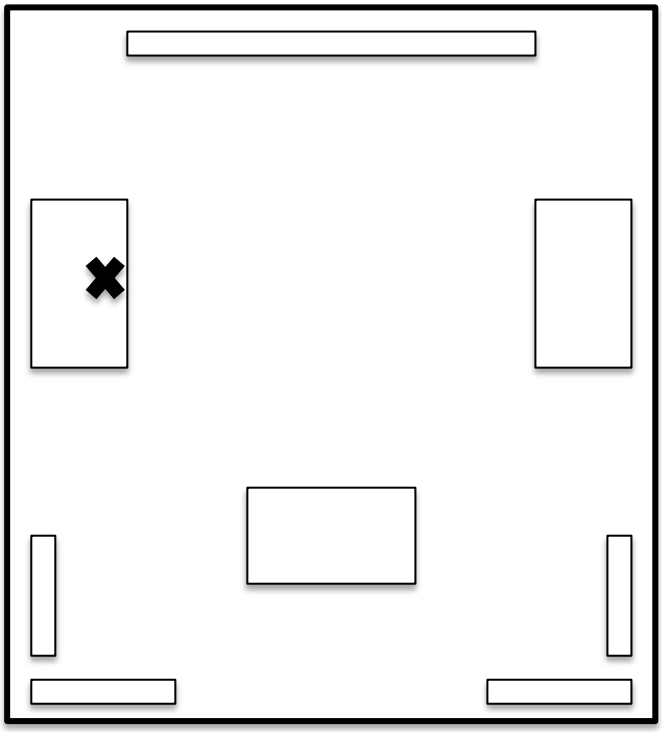
Channel 22:

PURPOSE: produce spot
COLOUR: white
UNIT: profile
FLOOD: will flood ¾ of area 6
USL: n/a
USC: n/a
USR: n/a
CSL: n/a
CS: light will be focussed on area 6
CSR: n/a
DSL: n/a
DSC: light will be focussed here
DSR: n/a
NOTE: will be used with light 20 and 21



Channel 23:

PURPOSE: to spot area 4
COLOUR: white
UNIT: profile
FLOOD: will flood ¾ of spot
USL: n/a
USC: n/a
USR: n/a
CSL: focussed on area 2 spot
CS: light will be focussed here
CSR: n/a
DSL: n/a
DSC: n/a
DSR: n/a
NOTE:



Channel 24:

PURPOSE: spot on area 7

COLOUR: white

UNIT: profile

FLOOD: will flood ¾ of spot

USL: n/a

USC: n/a

USR: n/a

CSL: n/a

CS: light will be focussed here

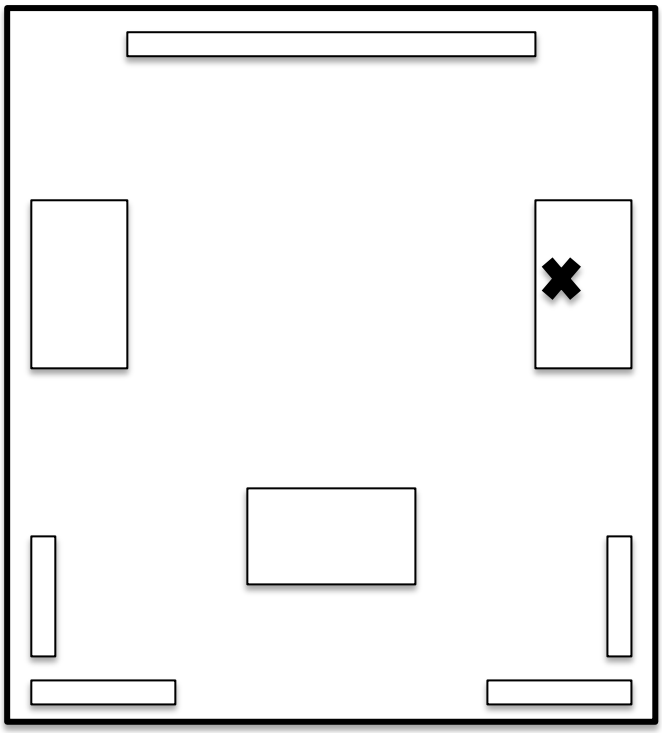
CSR: light will be on area 7

DSL: n/a

DSC: n/a

DSR: n/a

NOTE:



Channel 25:

PURPOSE: spot on area 8

COLOUR: white

UNIT: profile

FLOOD: will flood ¾ of area 8

USL: n/a

USC: n/a

USR: n/a

CSL: n/a

CS: light will be focussed here

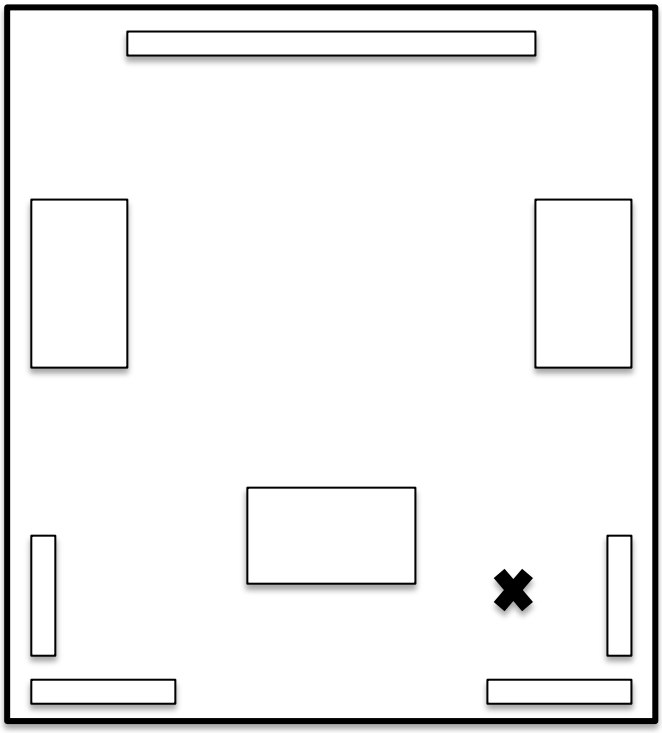
CSR: n/a

DSL: n/a

DSC: n/a

DSR: light will be focussed area 8

NOTE:



Channel 26:

PURPOSE: spot on area 2

COLOUR: white

UNIT: profile

FLOOD: ¾ flood of spot

USL: n/a

USC: n/a

USR: n/a

CSL: n/a

CS: n/a

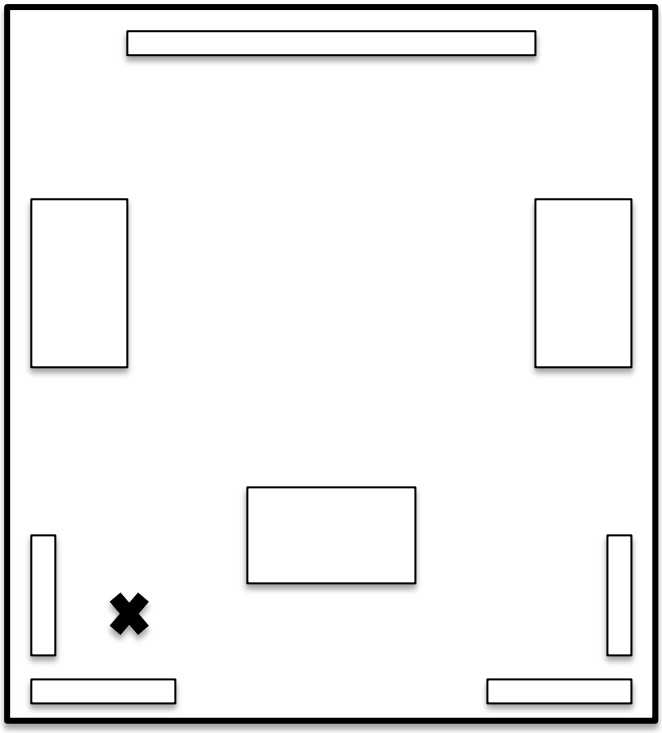
CSR: light will be focussed here

DSL: light spot on area 2

DSC: n/a

DSR: n/a

NOTE:



Channel 27:

PURPOSE: light from above area 5

COLOUR: white

UNIT: Fresnel

FLOOD: ¾ flood from above area 5

USL: n/a

USC: n/a

USR: n/a

CSL: n/a

CS: n/a

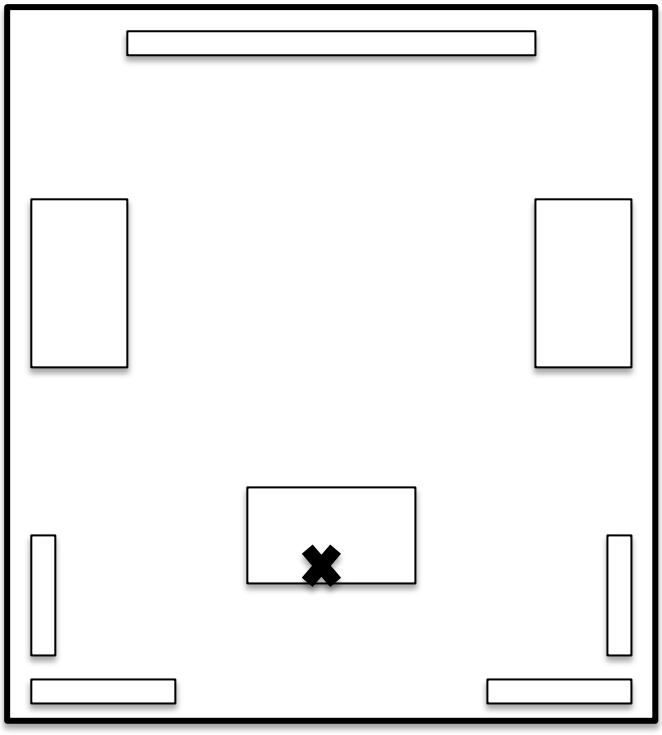
CSR: n/a

DSL: n/a

DSC: focussed and lit from above

DSR: n/a

NOTE: accompanied by face light



Channel 28:

PURPOSE: area 9 wash

COLOUR: white

UNIT: Fresnel

FLOOD: flooding ¾ of area 9

USL: n/a

USC: lighting ¼ of this space

USR: light will be focussed here

CSL: n/a

CS: lighting area 9

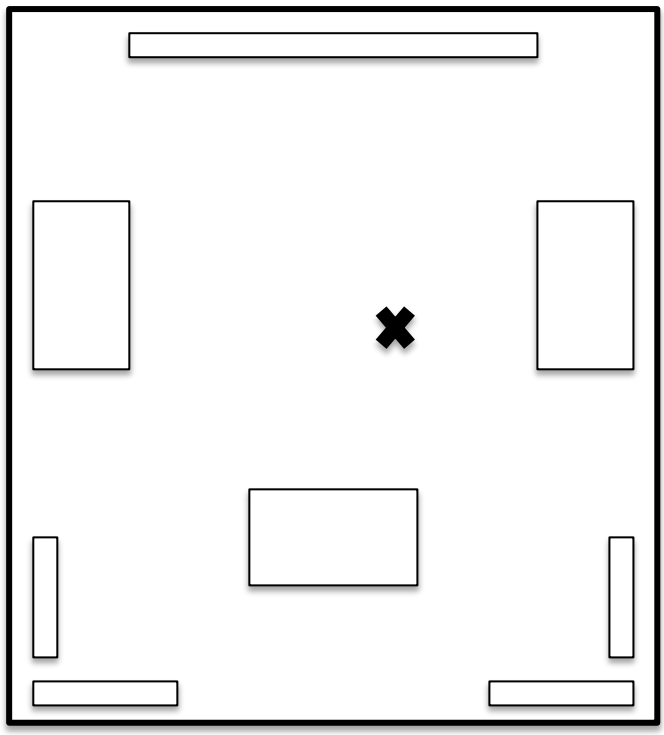
CSR: n/a

DSL: n/a

DSC: n/a

DSR: n/a

NOTE: will be used with light 29, 30 31 to provide even exposure



Channel 29:

PURPOSE: wash of area 9

COLOUR: white

UNIT: Fresnel

FLOOD: flooding ¾ of area 9

USL: light will be focussed here

USC: lighting ¼ of this space

USR: n/a

CSL: n/a

CS: lighting area 9

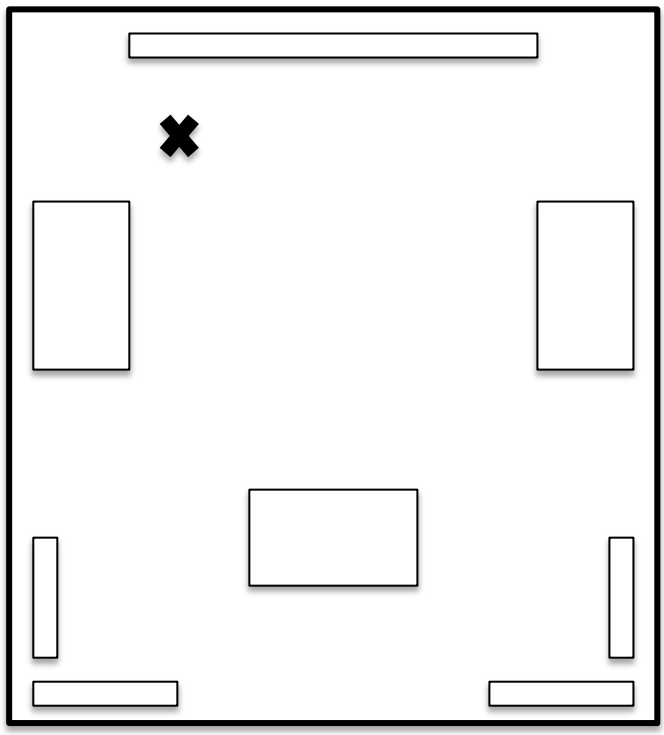
CSR: n/a

DSL: n/a

DSC: n/a

DSR: n/a

NOTE: will be used with lights 28, 30 31 to provide even exposure



Channel 30:

PURPOSE: wash of area 9

COLOUR: white

UNIT: Fresnel

FLOOD: will flood ¾ of area 9

USL: n/a

USC: n/a

USR: n/a

CSL: n/a

CS: will light area 9

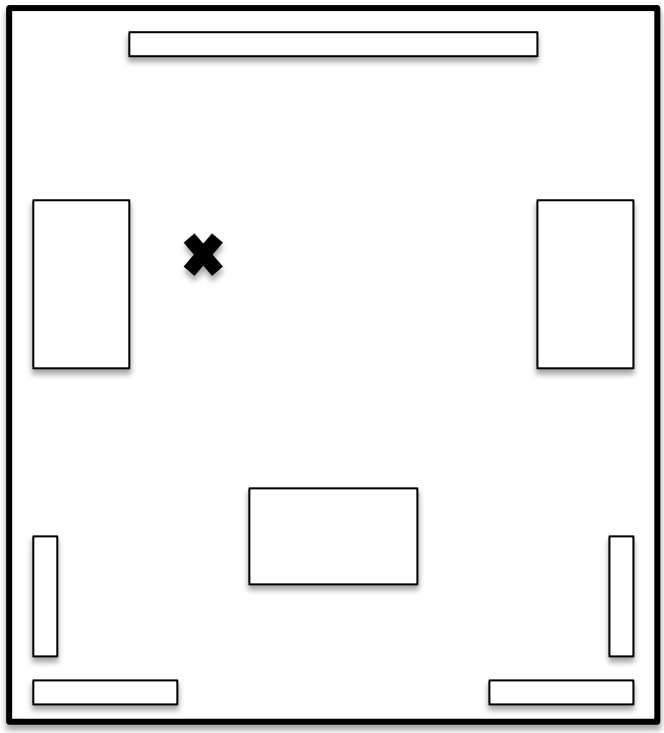
CSR: n/a

DSL: light will be focussed here

DSC: n/a

DSR: n/a

NOTE: will be used with light 28,29,31 to provide even exposure



Channel 31:

PURPOSE: wash of area 9

COLOUR: white

UNIT: Fresnel

FLOOD: will flood ¾ of area 9

USL: n/a

USC: n/a

USR: n/a

CSL: n/a

CS: will light area 9

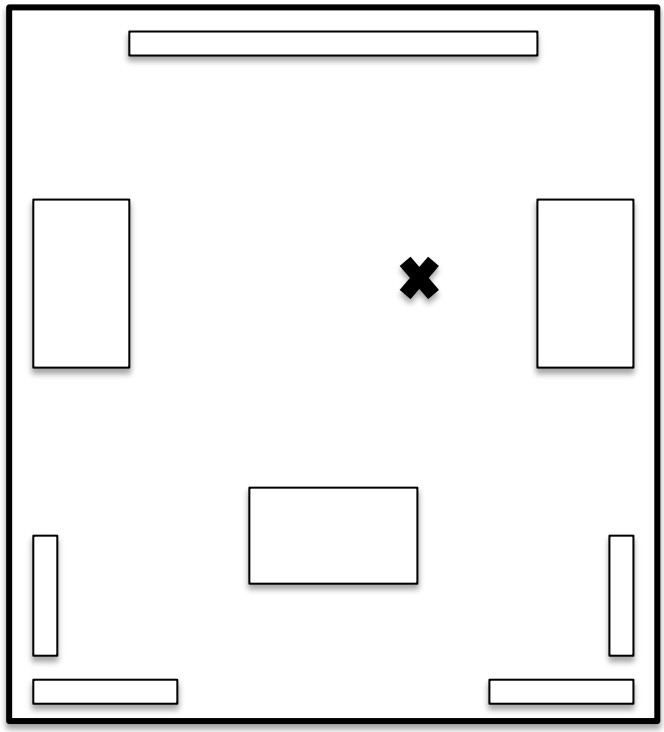
CSR: light will be focussed here

DSL: n/a

DSC: n/a

DSR: n/a

NOTE: will be used with light 28,29,30 to provide even exposure



Channel 32:

PURPOSE: add colour to DS

COLOUR: PINK/RED/BLUE

UNIT: LED

FLOOD: will flood DS area

USL: n/a

USC: light will be focussed here

USR: n/a

CSL: n/a

CS: n/a

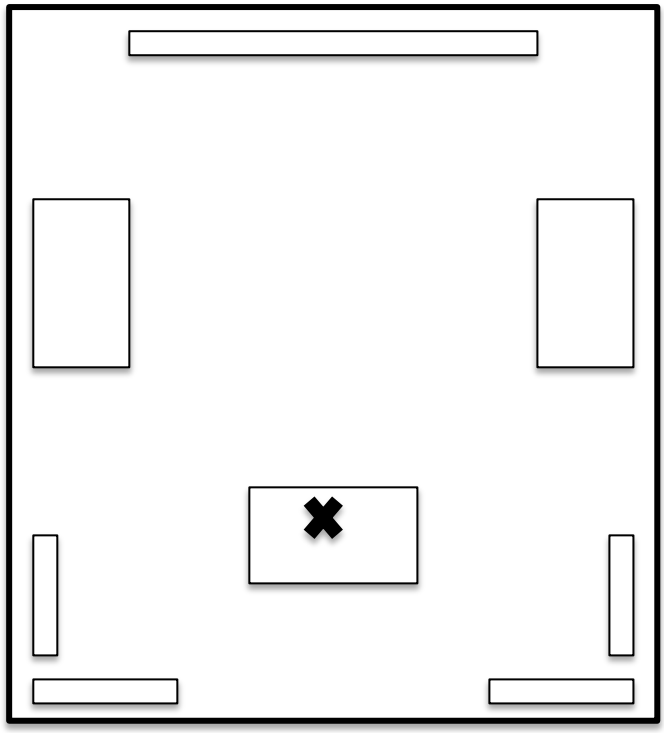
CSR: n/a

DSL: add colour to DS

DSC: add colour to DS

DSR: add colour to DS

NOTE:



Channel 33:

PURPOSE: wash of area 3

COLOUR: WARM

UNIT: Fresnel

FLOOD: fill ¾ of area 3

USL: n/a

USC: fill area 3

USR: n/a

CSL: light will be focussed here

CS: fill area 3

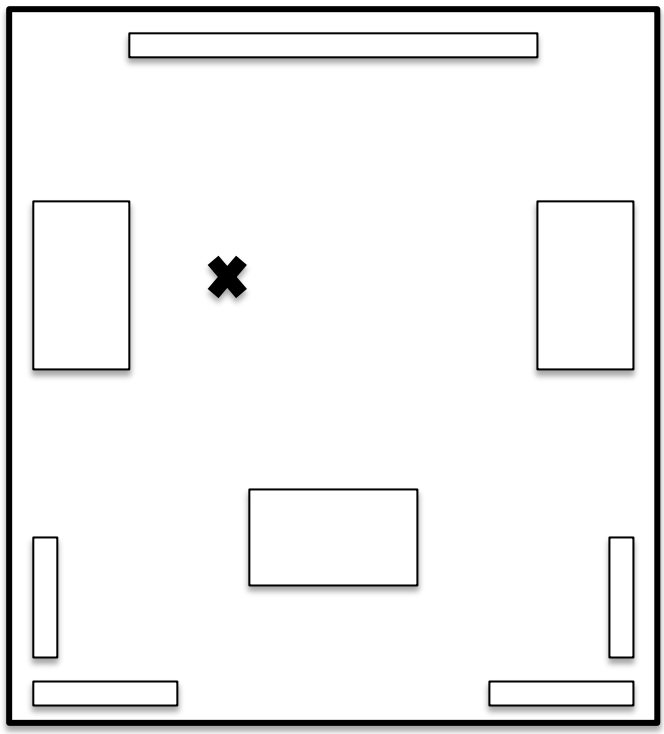
CSR: n/a

DSL: n/a

DSC: n/a

DSR: n/a

NOTE: will be used with light 34



Channel 34:

PURPOSE: wash area 3

COLOUR: WARM

UNIT: Fresnel

FLOOD: flooding ¾ of area 3

USL: n/a

USC: Wash of area 9

USR: n/a

CSL: n/a

CS: wash of area 9

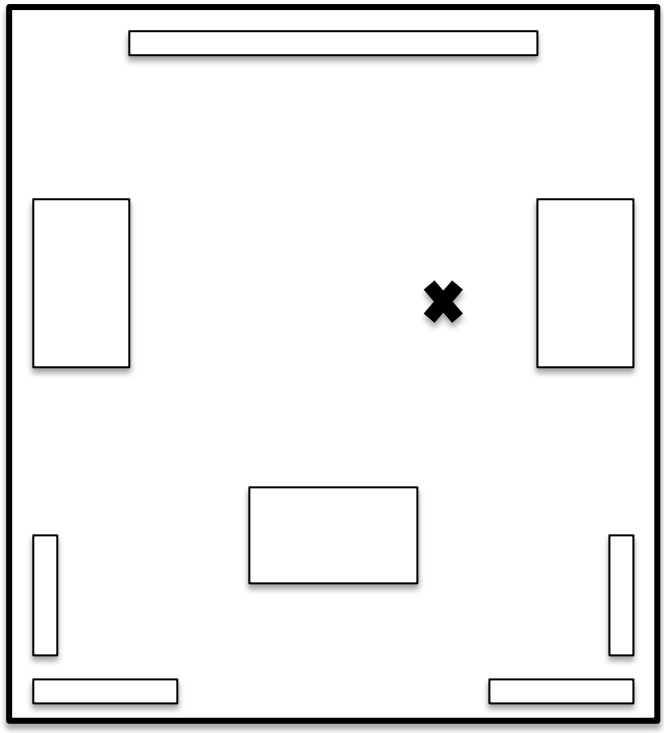
CSR: n/a

DSL: n/a

DSC: n/a

DSR: n/a

NOTE: light will be used with 33



Channel 35:

PURPOSE: wash of beyond area 5

COLOUR: white

UNIT: Fresnel

FLOOD: flood ¾ of space

USL: n/a

USC: n/a

USR: n/a

CSL: n/a

CS: n/a

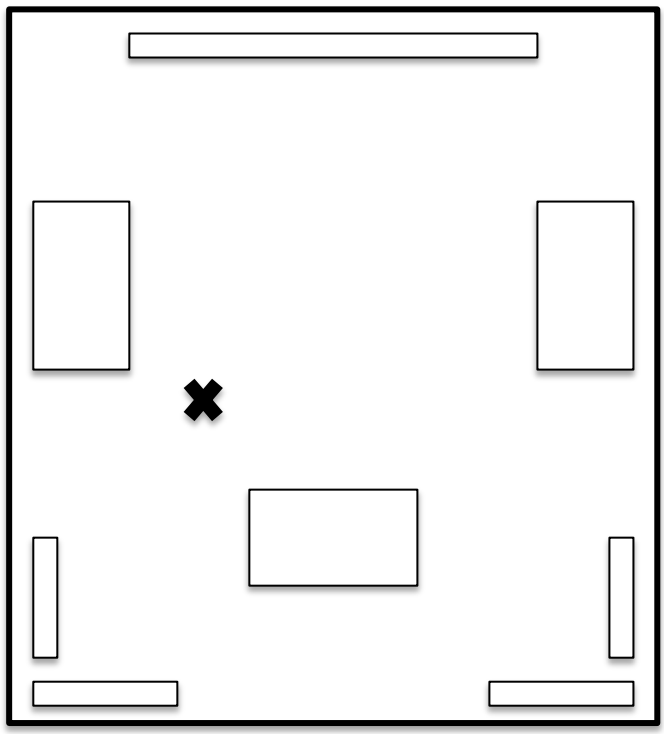
CSR: n/a

DSL: light will be focussed here

DSC: wash of area 5 edges

DSR: n/a

NOTE: will be used with light 36, 37.38



Channel 36:

PURPOSE: wash of area 5 edges

COLOUR: WHITE

UNIT: Fresnel

FLOOD: flooding ¾ of area 5 edges

USL: n/a

USC: n/a

USR: n/a

CSL: n/a

CS: n/a

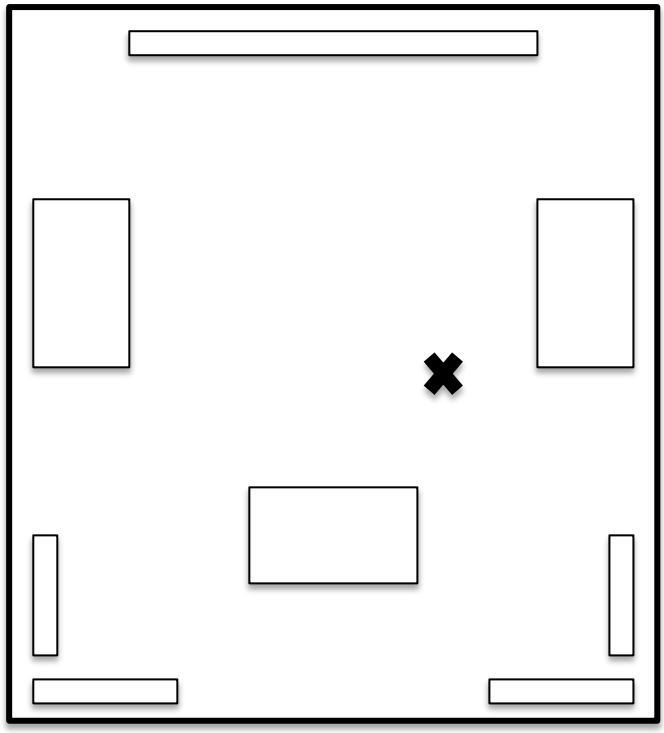
CSR: n/a

DSL: n/a

DSC: wash of area 5 edges

DSR: light will be focussed here

NOTE: will be used with 35 and 37



Channel 37:

PURPOSE: wash of area 5 edges

COLOUR: WHITE

UNIT: Fresnel

FLOOD: flooding ¾ of area 5 edges

USL: n/a

USC: n/a

USR: n/a

CSL: n/a

CS: n/a

CSR: light focussed here

DSL: n/a

DSC: wash of area 5 edges

DSR: n/a

NOTE: will be used with 35 and 36