


















MOVING LIGHTS

	GLP Impression S350	4
	Martin MAC TW1	4
	Elation Fuze Profile	2

LED		
	ETC Source4 LED2LS 50deg	2
	ETC Source4WRD Colour ii 19deg	3
	ETC Source4WRD Colour ii 26deg	4
	ETC Source4WRD Colour ii 36deg	2
	ETC Source4WRD Colour ii 50deg	4
	Chauvet DJ EVE P-160	4

CONVENTIONALS		
	Beam Light	1
	ADB F101	11
	ADB F201	6
	ADB Lighting C103	4
	Robert Juliat 614 SX	12
	Robert Juliat 613 SX	6
	ETC Source 4 PAR NSP	8
	Selecon LUI Groundrow 1	6

ACCESSORIES		
	Rainbow 8in Pro Scroller	6

SFX		
	MDG Atmosphere	1
	Look Solutions Viper NT	1

MISC CHANNELS:
801 - HOUSE LIGHTS
802 - WORK LIGHTS
803 - SHOW BLUES/RUNNING

<u>Revision History</u>			
No.	Revision	Date	By
A01	PRELIM	20/08	RG
A02	Set LX and tweaks	12/09	RG
A03	OH/Ladder Changes	19/09	RG
B01	Changes to reflect stock	27/09	RG
B02	LADDERS CHANGES	2/10	RG

No Particular Order

Production Staff

Lighting Designer - Rohan Green
Sound Designer - Jan Robotycki
Video Designer - Jay Culmer
Prod LX - Shannon Parker
Programmer - Toby Ison

MC STUDIO

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1 - OVERHEAD

1 - OVERHEAD

- all fixtures to be hung with colour frame
- all Fresnels and PARs with Barn Doors
- special frost (R119 & R120) on glass windows

Please use black hard hardware on ladders and booms

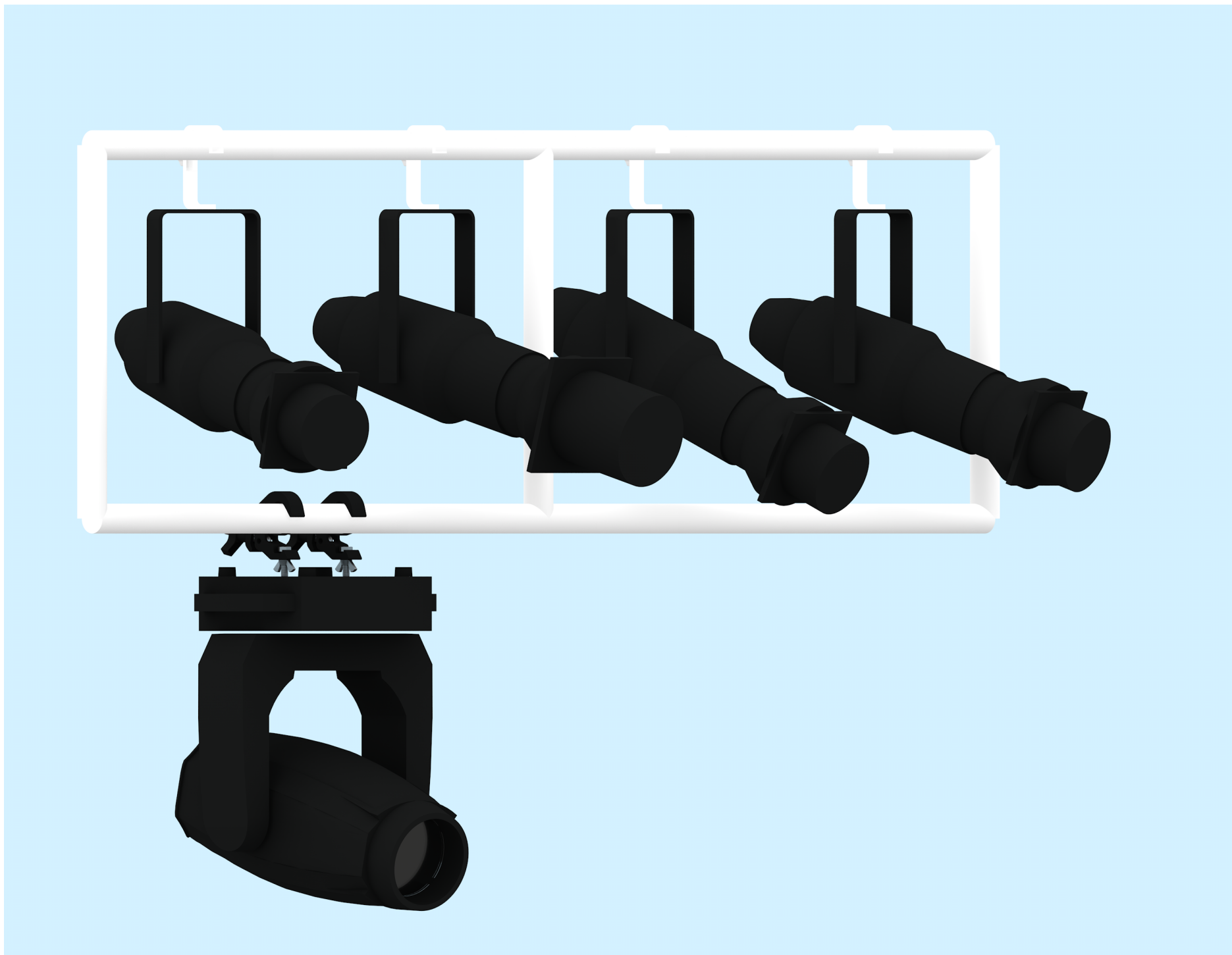
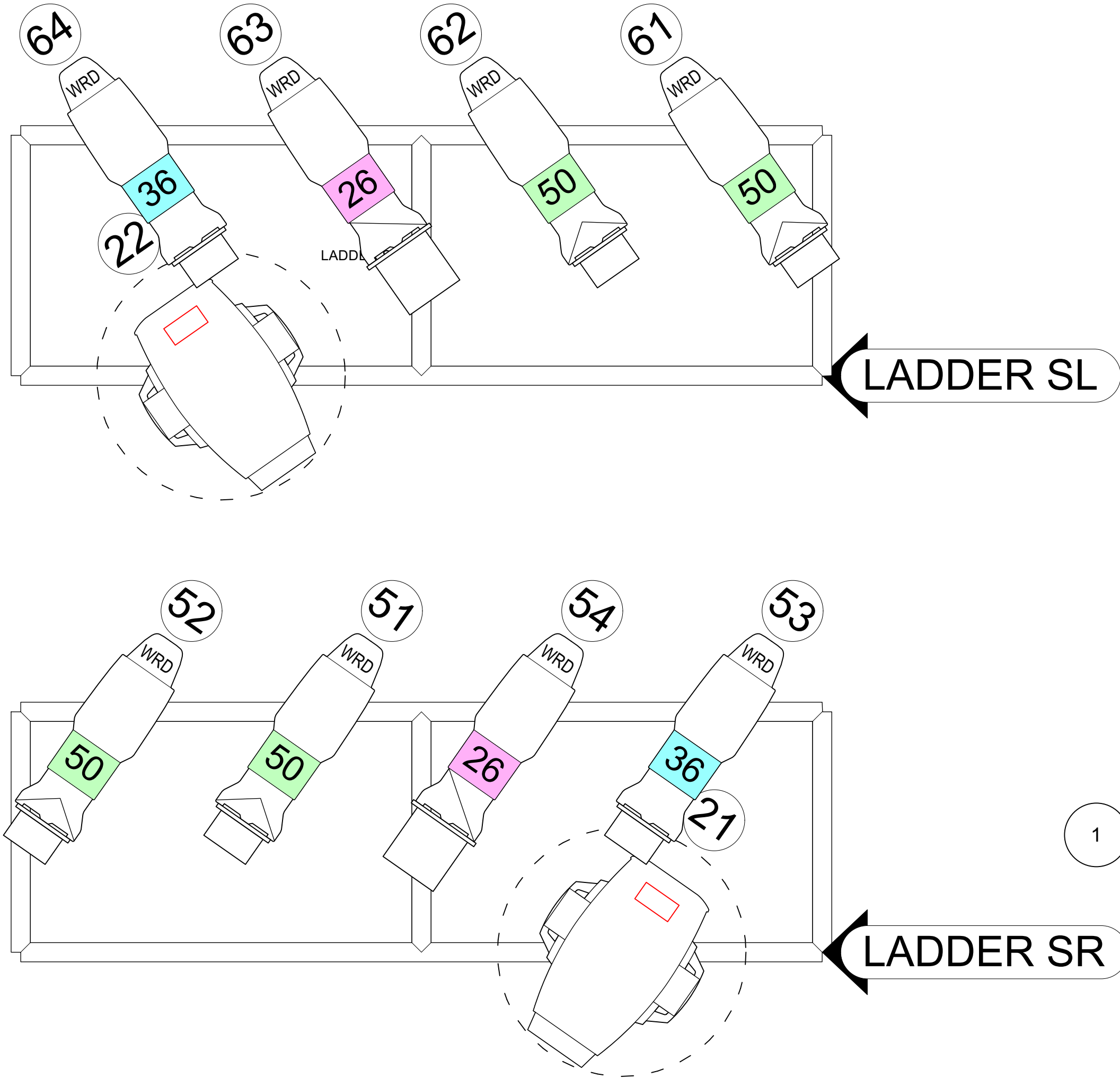
- All under rigged positions to have minimum of scarf
under the grid
- Ladder 4wrds to have top hats
- any changes please consult the designer

THIS DRAWING REPRESENTS DESIGN INTENT AND CONCEPT ONLY. The Designer and his associates shall be responsible for the visual aspects of this production, and all specifications provided relate solely to the appearance of the Lighting and not matters of electrical and structural soundness and/or safety. The implementation of this design must comply with the most stringent applicable electrical safety and fire codes. The designer is not qualified to determine the electrical or structural appropriateness of the design and will not assume responsibility for any damages or injuries resulting from misreading or implementation in the handling of the lighting design. The designer agrees to make prompt correcting alterations to any specification found to be incompatible with proper fire and safety

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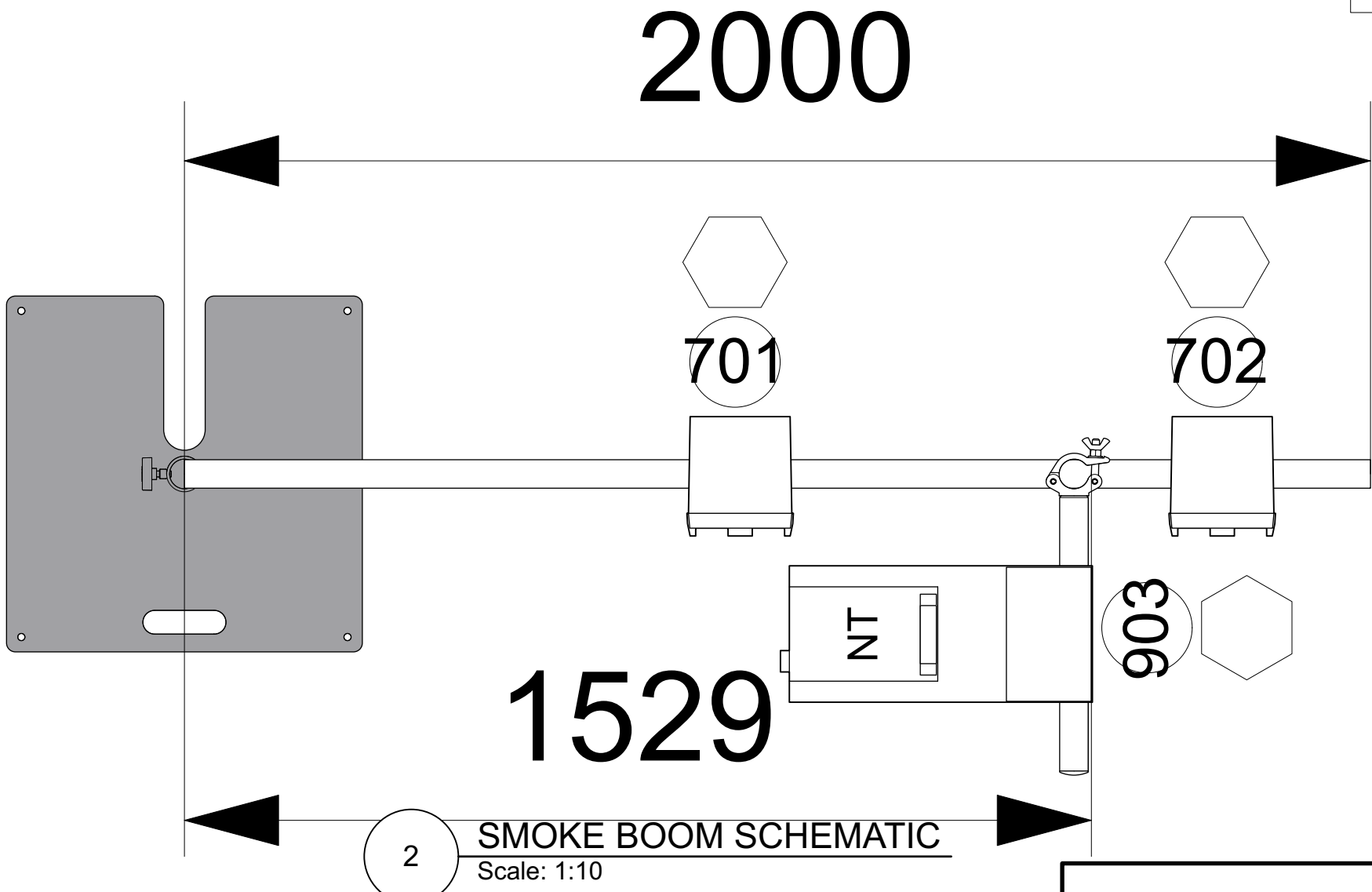
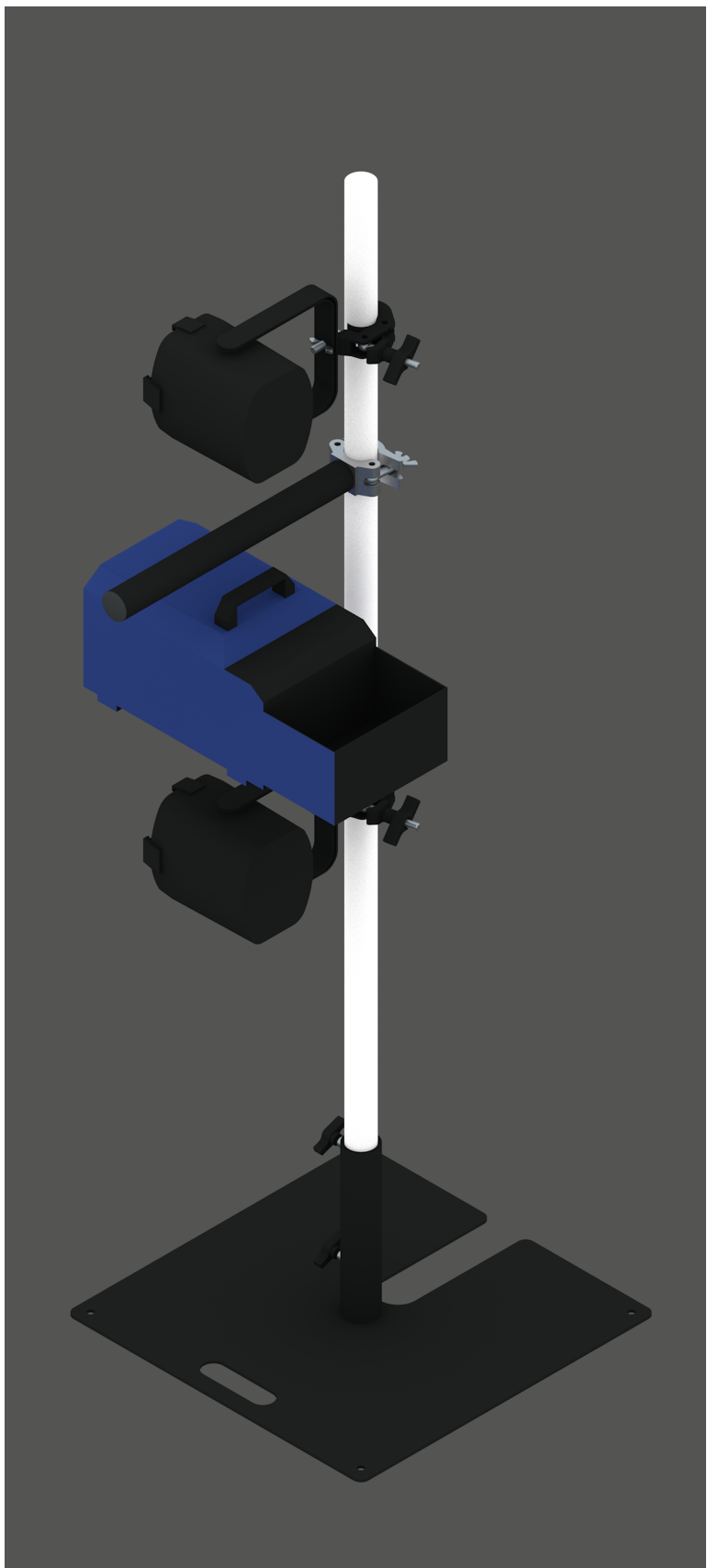
1 - OVERHEAD

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Ladders Hung as close to Grid as possible

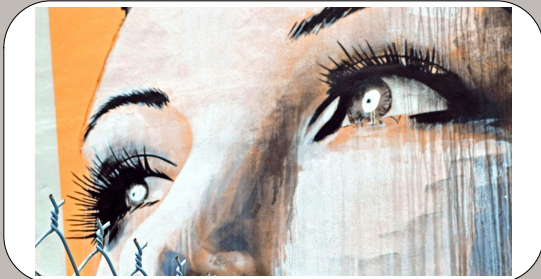
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ACCESSORIES		
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SFX		
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Boom on wheels
Needs to be moved into position by stage managment for riot scene
May also need to be able to be disconnected as may be stored in corridor
Positioned in USL "wing"

- all fixtures to be hung with colour frame
- all fresnels and COBs with Barn Doors
- spare frost (R119 & R132) available at focus
- Please use matt black hardware on ladders and booms
- All under rigged positions to have minimum of scaff under the grid
- Ladder 4wrds to have top hats
- any changes please consult the designer

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No Particular Order

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Sound Designer - Jan Robotycki
Video Designer - Jay Culmer
Prod LX - Shannon Parker
Programmer - Toby Ison
MC STUDIO
21st to 26th October 2024

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2 - LADDERS & Booms



SET ELECTRICS INFO

Hoarding Top:
RGB pixel Tape 10 pixels per panel. channel control per panel with multicell fixtures. arrows indicate pixel direction

Side Bulkheads
4 Tungsten Bulkheads with cages painted yellow. Placed at the gaps in the paneling aprox 1.8m up
Do not secure until aproved by designer
Need to be easily removable by cast. Struck after Part 1.

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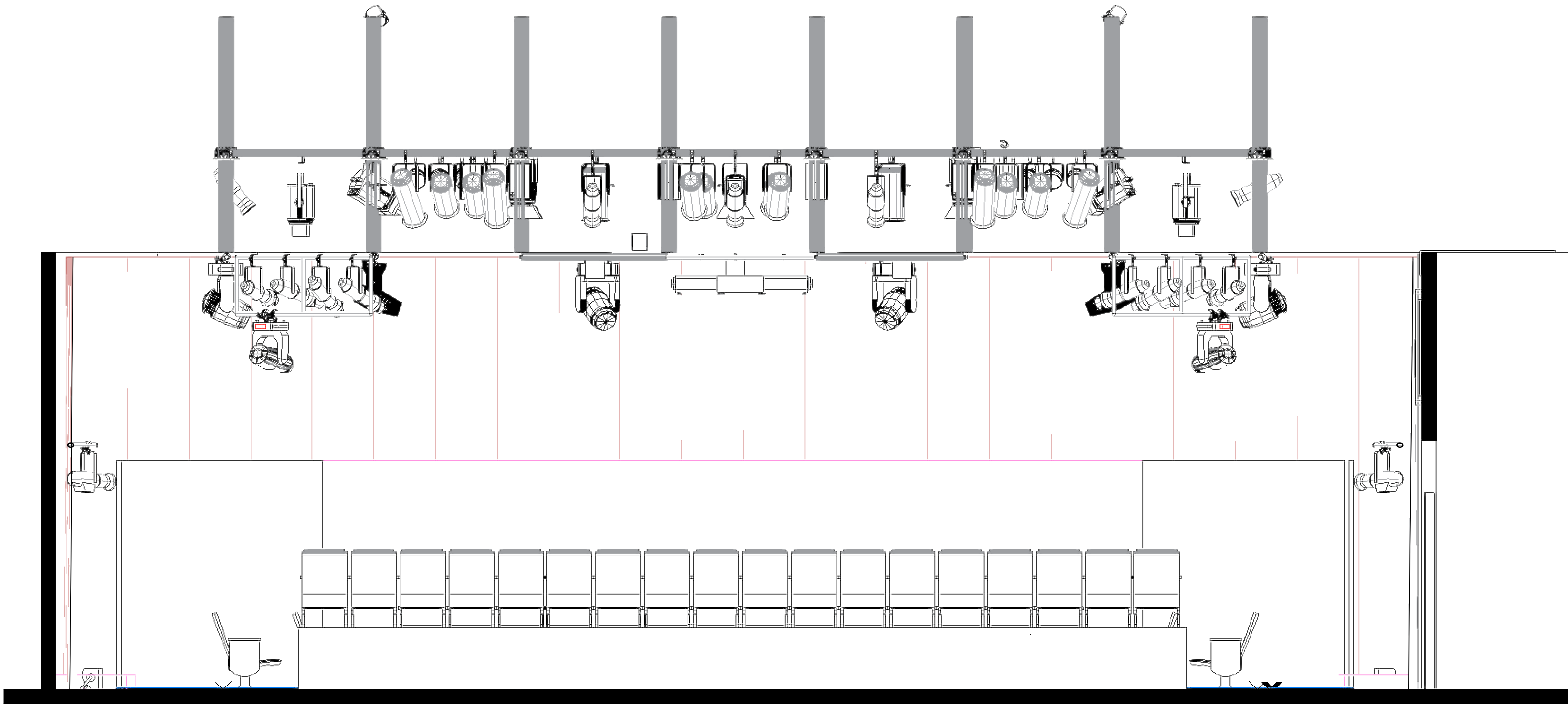
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3 - SLX

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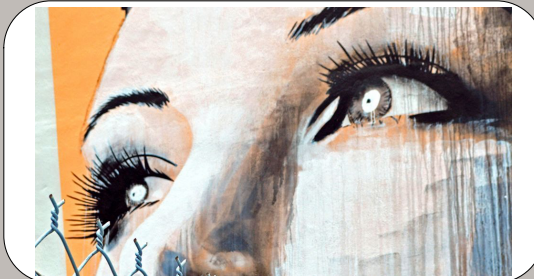
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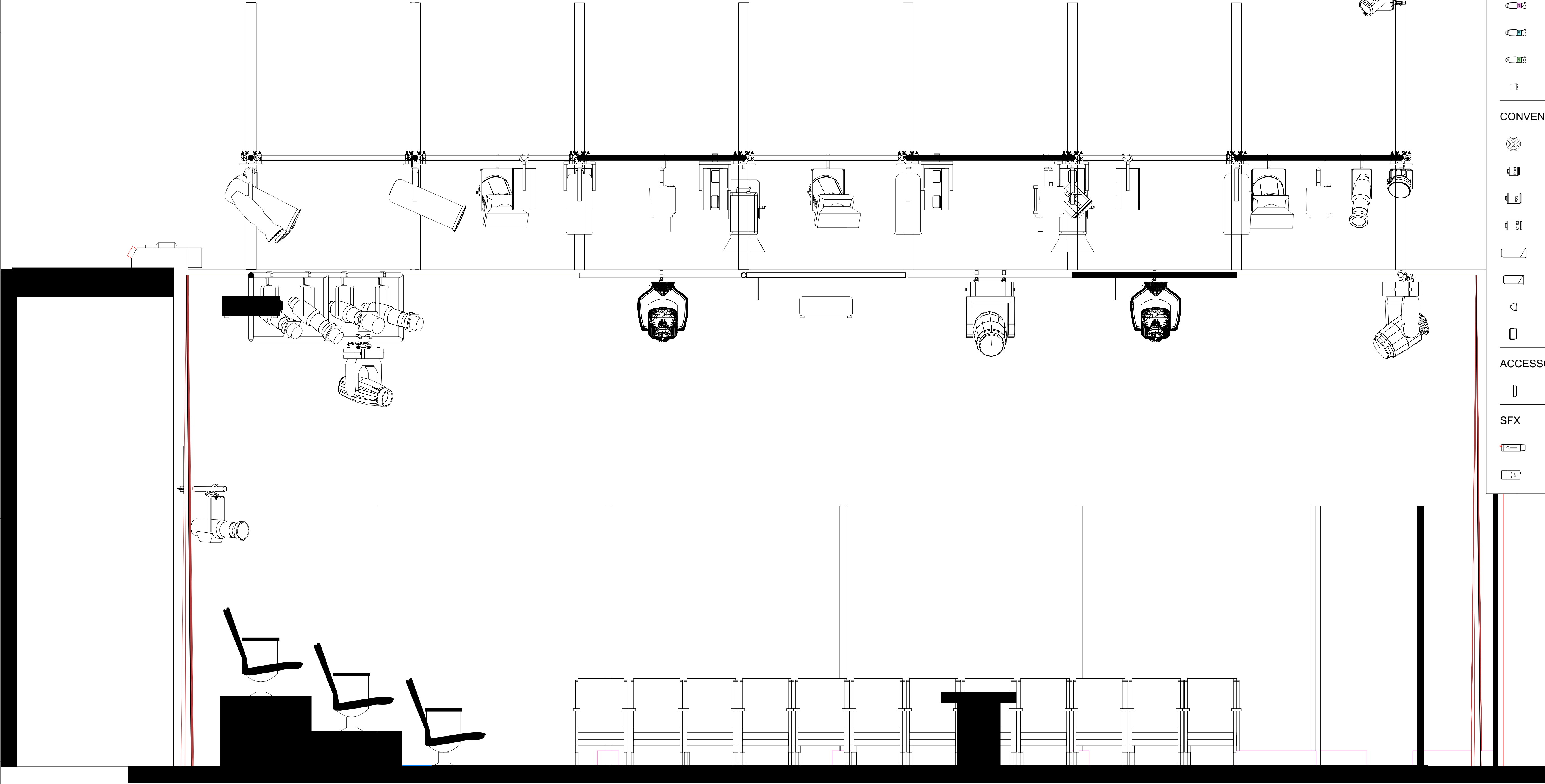
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4 - ELEVATION



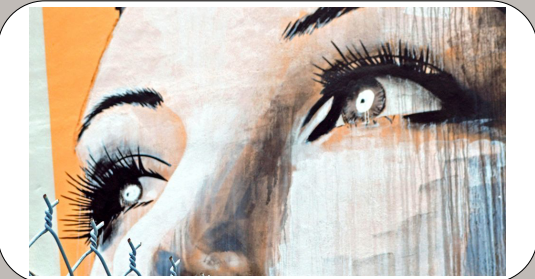


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Member 3253

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5 - SECTION