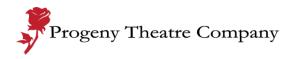
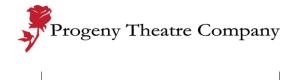


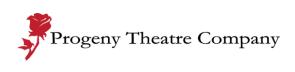
Page	Cue	Lighting FX	Description		
	Number				
1	0.5	House Lights			
	Scene One – Opening				
1	1	B/O	Slow fade		
1	2	Strobe	Timed with music, should be cued with music		
1	3	Strobe + Silhouette	'Door shape' makes silhouette USR		
1	4	Strobe			
1	5	Strobe			
1	6	Strobe			
1	7	Strobe			
	8	Strobe – continuous			
1	9	B/O			
	Scene Two – Housekeeper				
1	10	Lights up to general wash	Bright, snap		
2	11	B/O	Fade		
Scene Three – Pre-wedding					
2	12	Spot DSC	Large, bright		
3	13	Door shape	Silhouette for Count, SR		
3	14	Door shape fade			
Scene Four – Post–wedding					
3	15	Cross fade to bedroom	Natural light, located SR		
4	16	Door shape USR	Same as LX3		



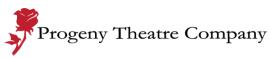
4	17	Door shape fade			
5	18	B/O	Slow fade		
5	<u>19</u>	Door shape USR and dim- bed	Same as LX3		
5	20	B/O	Slow fade		
		Scene Five – Forest	1		
5	21	Lights up to forest wash	Green, with gobos		
12	22	B/O	3 second fade		
		Scene Six – Countess' Dr	ream		
12	23	Bright lights, wash	Pink, Green		
12	24	Glitter Ball			
13	25	Lights fade	Glitter ball is cut, each gel fades		
			individually, to a B/O.		
	Scene Seven – Piano Tuner and Housekeeper				
13	26	Lights up in piano room	Slow fade, natural, located SL		
16	27	Piano room fade to dim	Piano room dark but not black,		
		with lights up on bedroom	bedroom as in LX11.		
	Scei	1e Eight – Piano Tuner and	d Countess		
16	28	Lights up in 'corridor'	Strip of light CS to make corridor shape		
16	29	Cross fade – bedroom down and piano room up	Slow cross fade		
16	30	Corridor fade down	Slow fade		
	S	Scene Nine – Piano Tuner	Dream		
19	30.5	Dim DSC spot	2 seconds then fade to B/O		
19	31	1 second flash of light	Directed at audience		
Scene Ten – Snow Child and Count					



20	32	Bedroom light and dim wash USC	As actors move across stage, fade out
20	33	USC fade	
21	34	Fade to B/O	Slow fade
		Scene Eleven – Snow Child	Dream
21	35	Fade up on spot DSC	Same as LX10
21	35	Fade up to dim wash on bedroom	Fade out as actor reaches DSC spot, will be timed with track.
21	35	Top light on angel and general wash of CS area	
21	36	'Through angel' light and door shape Bedroom fade	Angel will lift to reveal blinding light shining behind. Door shape will also be created on the floor in front of the steps.
21	37	Spot fades DSC	Slow fade
21	38	General wash fade	
21	39	'Through angel' light, door shape fades	Slow fade
21	40	Top light fade	
		Scene Twelve	
21	41	DSC Spot	Quick fade
22	42	2 Spots CS	Fade up 3 seconds
22	43	3 Spots USC	Fade up over 1.48 secs (to link with track)
22	44	Fade to B/O	Over 5 seconds
	1	Scene Thirteen – Forest R	eprise
23	45	Fade up to forest light	Same as LX25



25	46	Fade to B/O	Slow fade		
	Scene Fourteen – Piano Tuner and Countess				
25	47	Piano room light	Fade up		
	Scene Fifteen – Count and Housekeeper/Countess				
26	48	Cross fade to bedroom			
28	49	Dim wash CS	During housekeeper and Countess crossing		
28	50	Wash fade			
	Scene Sixteen – Finale				
30	51	Bright wash and angel lights			
30	52	Fade to B/O			
30	53	CS spot, wash and top light on angel fades up			
30	54	'Through angel' light and silhouette fades up	As Countess enters		
30	55	'Through angel' light and silhouette fades down			
31	56	'Through angel' light and silhouette fades up	As Piano Tuner enters		
31	57	'Through angel' light and silhouette fades down			
31	58	'Through angel' light and silhouette fades up	As Count enters		
31	59	'Through angel' light and silhouette fades down			
32	60	Spot comes on SL and fades after 5 seconds	Quick fade on, slow fade off. Same as LX17		



33	61	CS spot fade, DSC fade up and USR fade up	Slow fade
34	62	'Through angel' light and silhouette fades up, DSC spot fades	Slow fade
34	63	Fade to B/O	Slow fade
34	63.5	Bright lights	For the bows
34	63.6	B/O	
34	64	House lights	