

## *A Gothic Tale* Lighting Synopsis

Page	Cue Number	Lighting FX	Description
1	0.5	House Lights	
<b>Scene One – Opening</b>			
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	
<b>Scene Two – Housekeeper</b>			
1	10	Lights up to general wash	Bright, snap
2	11	B/O	Fade
<b>Scene Three – Pre-wedding</b>			
2	12	Spot DSC	Large, bright
3	13	Door shape	Silhouette for Count, SR
3	14	Door shape fade	
<b>Scene Four – Post-wedding</b>			
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	19	<del>Door shape</del> <del>USR</del> and dim bed	Same as LX3
5	20	B/O	Slow fade
<b>Scene Five – Forest</b>			
5	21	Lights up to forest wash	Green, with gobos
12	22	B/O	3 second fade
<b>Scene Six – Countess’ Dream</b>			
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.
<b>Scene Seven – Piano Tuner and Housekeeper</b>			
13	26	Lights up in piano room	Slow fade, natural, located SL
16	27	Piano room fade to dim <b>with</b> lights up on bedroom	Piano room dark but not black, bedroom as in LX11.
<b>Scene Eight – Piano Tuner and Countess</b>			
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
<b>Scene Nine – Piano Tuner Dream</b>			
19	30.5	Dim DSC spot	2 seconds then fade to B/O
19	31	1 second flash of light	Directed at audience
<b>Scene Ten – Snow Child and Count</b>			

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
<b>Scene Eleven – Snow Child Dream</b>			
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	
<b>Scene Twelve</b>			
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
<b>Scene Thirteen – Forest Reprise</b>			
23	45	Fade up to forest light	Same as LX25

25	46	Fade to B/O	Slow fade
<b>Scene Fourteen – Piano Tuner and Countess</b>			
25	47	Piano room light	Fade up
<b>Scene Fifteen – Count and Housekeeper/Countess</b>			
26	48	Cross fade to bedroom	
28	49	Dim wash CS	During housekeeper and Countess crossing
28	50	Wash fade	
<b>Scene Sixteen – Finale</b>			
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

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