

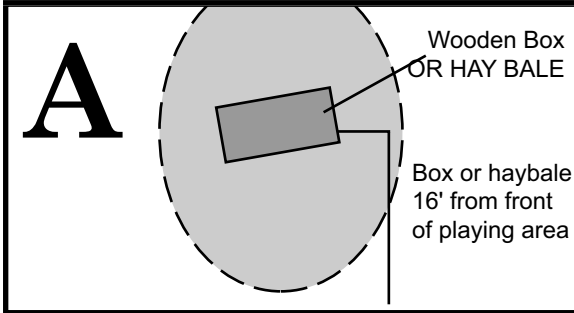


ANIMAL FARM - Technical Specifications - (updated 16/05/07)

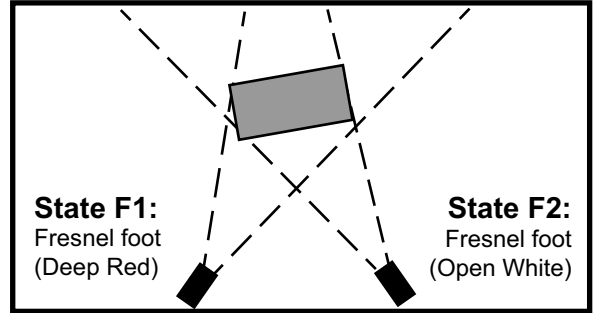
Please note:

This production may require 2 in-house lighting technicians for running of show LX & SFX (if sound and

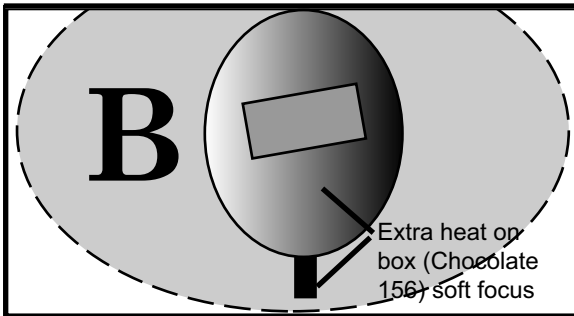
State A: 10' wide Steel Blue pool from centre front (approx 40° from horizontal) Profile (soft focus)



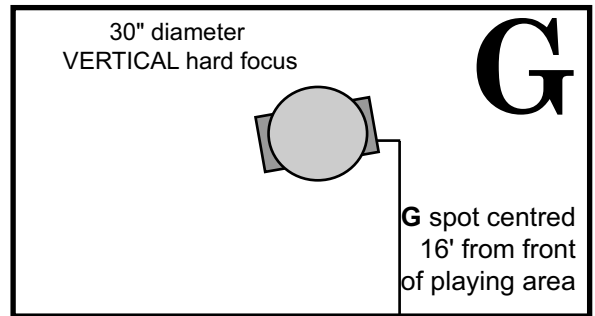
States F1 & F2: 2 small fresnel footlights set centrally downstage on brackets (clamps removed)



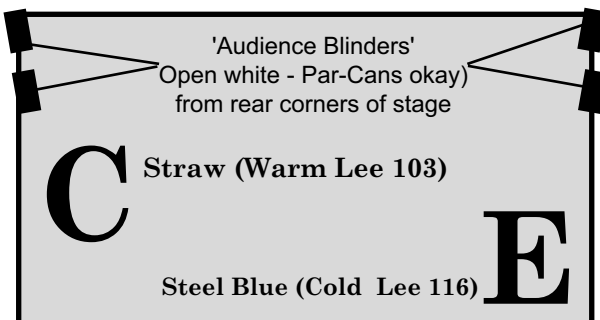
State B: Chocolate (Lee 156) Middle state - Lit to 3' of sides of playing area. w/back light & centre fill



State G: Profile 30 inch diameter open white perfectly vertical shaft preferably circular with iris



States C & E: 2 General Washes
C = Straw, E = Steel blue (D = a mix of C+E)



Lighting should be hung and gelled as far as possible INADVANCE. Fine focusing can be completed upon arrival of company and will take approximately 1 hour.

Programming will consist of 8 main states - (A, B, C, D (D is a mix of C @ 50% & E @ 100%), E, F1, F2 & G) and combinations of these states in 96 cues. All states will be pre-programmed from submasters. Timings can be taken from cue list (downloadable) or from disc. We travel with discs for Strand, ETC and Zero 88.

Unless otherwise arranged we will require one technician to run either lights only IF we travel with a stage manager OR IF NOT, BOTH lights and sound.

Sound Effects are on Minidisc and CD. (A Minidisc player (with autopause) can be provided with mini-jack to mono-jack or phono outputs. PLEASE ADVISE) Good STEREO amplification & desk is required.

Running the show involves following script with explicitly numbered and described lighting and sound cues. Script provided on day. Rehearsal time for lights and sound 1 hour.

The Set consists of a wooden box. (38w"x18d"x16h"). Clean black tabs and backdrop (or cyclorama) is required.

Special notes: From experience it is best to set the vertical G spot in place first approx 3m from front of playing space. Then the A state (steel blue centre) should be focused to light an area at least 2m in front of G and to encompass a 1.8m tall man standing on a chair, and should not be so steep as to create shadows under the eyes. The B state should light an area to the lip of the stage 7m in diameter (but not too much of the back wall or the sides) so as to create a "pool" of chocolate coloured light. The general washes (C (Straw), E (Steel Blue) and D (mix of C & E)) are self explanatory. Audience blinders from rear of stage are used only once in the play.

The Artiste will require a clean dressing room with ironing & tea making facilities. Please provide sandwiches (Ham, cheese, pickle, chicken are fine) and biscuits for 4pm. Please ensure the shower (if available) is clean and a towel is available.

NB: Lighting SHOULD BE PREPARED IN ADVANCE, after which, maximum programming/rehearsal time should take 3 hours
Any queries, please contact TTI on 020 8807 5770

LIGHTING PROGRAMMING SHEET FOR ANIMAL FARM															
All states should be programmed at 100% unless otherwise indicated (eg: Sub D: 3 @ 65% means: "crossfade to Sub D in 3 seconds to the state at 65%")															
Added Subs (or more than one sub) are indicated by a + sign (ie 50% +)															
Timings in seconds															
Cue #	A	B	C	D	E	F1	F2	G	B (70%) + F2	X	B/O	HL	Delay	Follow/Wait	Cue #
	Steel Spot	Choc Wash	Straw Wash	Steel/Straw	Steel Wash	Red Floor	White Floor	Vertical Spot	Mix	Blinders					
Subs	Sub 1	Sub 2	Sub 3	Sub 4	Sub 5	Sub 6	Sub 7	Sub 8	Sub 9	Sub 10					Subs
1								5 +				5			1
2		7 +										7	50		2
3	5														3
4		10													4
5	0												32		5
6			6 @ 70%												6
7		6													7
8			6												8
9		4 @ 70%													9
10			6												10
11		6 @ 60%													11
12		6 @ 60% +				6									12
13		8 @ 60%													13
14		2 @ 15%												2	14
15		1.5													15
16			20												16
17		8 @ 60%													17
18			20												18
19		10													19
20									8						20
21		5													21
22		2 @ 15%												2	22
23		1.5													23
24			10												24
25		6													25
26		2 @ 15%												2	26
27			2												27
28		6													28

Lighting Cue Sheets
ANIMAL FARM
Revised 16/05/07

Cue #	A	B	C	D	E	F1	F2	G	B (70%) + F2	X	B/O	HL	Delay	Follow/Wait	Cue #
	Steel Spot	Choc Wash	Straw Wash	Steel/Straw	Steel Wash	Red Floor	White Floor	Vertical Spot	Mix	Blinders					
Subs	Sub 1	Sub 2	Sub 3	Sub 4	Sub 5	Sub 6	Sub 7	Sub 8	Sub 9	Sub 10					Subs
29			10												29
30				15											30
31					6										31
32		6													32
33	6														33
34		4												21 ?	34
35			10												35
36		7													36
37				8											37
38		12													38
39				6											39
40		4													40
41				6											41
42		6													42
43				6											43
43.1	INTERVAL							7 +				7 +			43.1
43.2	END OF INTERVAL			7									10		43.2
44									5						44
45		5													45
46				20											46
47											0			1	47
47.1	Lightning Flash				0.2								0.2		47.1
47.2	B/O										0.2		0.1		47.2
47.3	Lightning Flash				0.5								0.5		47.3
47.4	B/O										0		4		47.4
48				7											48
49					7										49
50		6													50
51					2										51
52		6 @ 70%													52
53				10											53
54		5													54
55				9											55
56						15u / 60d									56
57				10 @ 50%											57
58				6 @ 75%											58
59									7						59
60		5													60
61				7 @ 75%											61
62									4						62

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Cue #	A	B	C	D	E	F1	F2	G	B (70%) + F2	X	B/O	HL	Delay	Follow/Wait	Cue #
	Steel Spot	Choc Wash	Straw Wash	Steel/Straw	Steel Wash	Red Floor	White Floor	Vertical Spot	Mix	Blinders					
Subs	Sub 1	Sub 2	Sub 3	Sub 4	Sub 5	Sub 6	Sub 7	Sub 8	Sub 9	Sub 10					Subs
63		4													63
64	3														64
65				7 @ 75%											65
66		7 @ 60%													66
67	EXPLOSION - EVERYTHING UP + SUB 10 (BLINDERS)										0			1	67
68		7 @ 60%													68
69				5 @ 75%											69
70				5 @ 75% +		5 +									70
71				5 @ 75%											71
72					15 @ 15%										72
73				4 @ 50%											73
74				5 @ 75%											74
75									4						75
76				5 @ 75%											76
77		10 @ 75%													77
78				5 @ 75%											78
79		10 @ 75%													79
80	5 @ 60% +				5 @ 65% +										80
81	120 @ 60%														81
82	5 @ 40% +						5 @ 60% +								82
83							60%								83
84	5 @ 40% +						5 @ 60% +								84
85	5 @ 50%														85
86											0		10	25	86
87								50						67	87
88	3 @ 60%														88
89	35 @ 10%													40	89
90											0			2	90
91								0						2	91
92											0			6	92
93	Curtain Call 1		6												93
94											6			7	94
95	Curtain Call 2		6												95
96								6				6			96