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by Justin A. Morris

August: Osage County



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Mark Williamson



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Betta Knapp / EyeEm

Oklahoma
Dusty
Hazy
Troubled



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Joel Sartore

75225026



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Alessandro Lista / EyeEm



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Jay VanBoebber / EyeEm

838280296



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Jose A. Bemat Bacote



Decayed
Yellowed
Fading





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Andrea Decker / FOAP

643591200



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Jeff R Clow

*Steely gray
Stormy
Desaturated*



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N.Z.P. Chasers

689902266



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Ryan McGinnis

102927455



*Range of
saturation*



Lamps as key and fill





*Lamps as source,
cutting darkness*





136591772



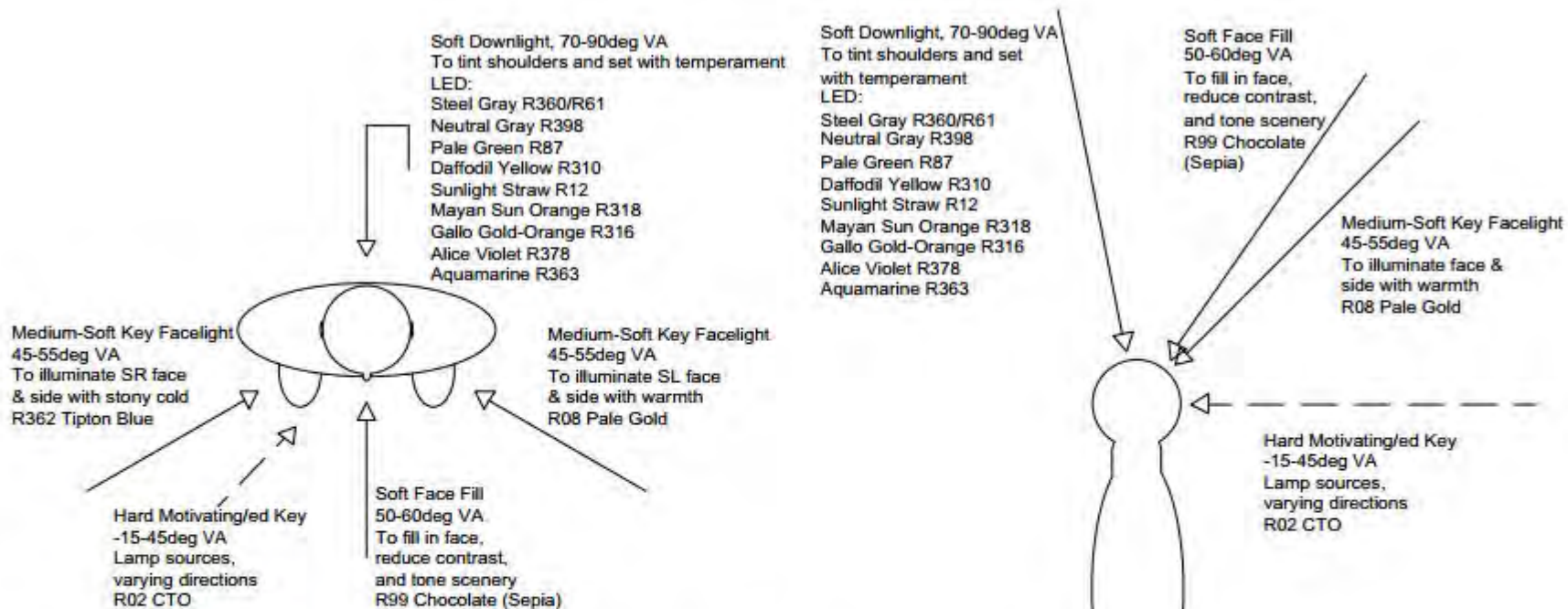
542691764

*Selective Visibility
Emphasis
Bumpy*



*Chaotic lines
Messy angles*

*Rough,
splintery,
branches*



		University of Alabama Department of Theatre & Dance Marian Gallaway Theatre	
		<h3>Lighting Key</h3>	
Director: Stacy Alley Lighting Design: Matt Reynolds Scene Design: Cliff Simon Costume Design: Ryan Rankin		<h1>1</h1>	Scale: None
Sound Design: Mae Seay Stage Manager: Amanda Harris Asst. Director: Naomi Amboise			



College of
Arts & Sciences
Department of Theatre and Dance

AUGUST: OSAGE COUNTY by Tracy Letts

Director: Stacy Alley
Lighting Design: Matt Reynolds
Scene Design: Cliff Simon
Costume Design: Ryan Rankin
Sound Design: Mae Seay
Stage Manager: Amanda Harris



Lighting Cue Descriptions

Date: 10/30/2017

Cue	Time	Page	GO!	Description	Area	Notes
1-9		N/A		Intelligent light test		
10	5	N/A	Before house open	Preshow: dim, splinter-textured set		
15	3	N/A	Ready for Act I	House to half (curtain speech)		
20	3	N/A	Curtain speech complete	Blackout	B/O	
21	4	10	Actors in place	Dim throughout house, light outside, focus on study, motivated by desk lamp: brooding, bumpy, isolated	1,2	
22	7	12	"does it mean young <u>bird</u> "	Gently add in sitting room	1,2,13	
23	7	12	Vi moves to stair	Gently add stairs, 6; dim sitting room	1,2,6,10	
24	12	14	Vi moves to stair	Gently back to Q21	1,2	
25	1	15	2nd "round the prickly pear"	Blackout	B/O	
26	5	16	Actors in place	Another day, worn, sepia, malaise; Ivy, MF, Ch @C; Johnna in kitchen	C	Ivy/Ch on couch, MF wandering behind/to desk
27	8	19	"put your hand here"	Add 12	Dnstrs	Wander to window in 12
28	8	19	"haven't <u>been</u> here..."	Cool off, more melancholy	Dnstrs	Vi enters
29	3	21	"news about that boat__"	Texture-out, 5 sec		
30	3	21	After 1 beat	Back up, focus on sitting room (Vi, Ivy), dim/texture elsewhere	13,14	
31	8	24	Pair moves to stair	Back to Q26	Dnstrs	
32	4	25	"I'm not old you know"	Dim in house, focus outside on Bill&Barb	16,17	
33	5	26	"here goes"	Illuminate house, dim outside; pleasant and warm, but uneasy	Dnstrs	
34	1	28	"I'm Johnna. Welcome home"	Texture-out, 10 sec		





Cue	Time	Page	GO!	Description	Area	Notes
35	5	29	Actors in place	Lights up downstairs, dim upstairs; focus at table	Dnstrs	
36	8	34	"because of your mouth"	Subtle shift; a little cooler, more melancholy		
37	5	34	"through that door, anytime"	Shift focus to attic. Pleasant, lav/pink highlights; twilight		
38	3	37	"kind of low-key"	Shift focus to pullout; night		
39	3	40	"my father's dead, Bill"	Shift to late night (lights out); texture, but different from transitions; police flashers on porch		
40	0	40	Johnna turns on desk lamp	Add motivated light downstairs; stark, harsh, low-angle, uncomfortable		
41	3	43	"choose not to swim"	Shift to sitting room; still motivated light, cold, harsh, uncomfortable		
42	4	43	"outlive me please"	Add downstairs again		
43	5	43	Vi descends stairs	Take out upstairs		
44	8	44	8th "and then you're here"	Fade to black		
45	5	44	Actors clear	Intermission		
46	3	45	Ready for Act II	House to half		
47	5	45	95% of patrons seated	Fade to black		
48	5	45	Vi in place	Focus on desk; copy Q21		
49	3	46	"this is not mine"	Shift to table; day, lighthearted		
50	3	49	"he's family"	Shift to sitting room, lighthearted		
51	4	52	Ivy flees sitting room	Shift to outside, late afternoon, but add downstairs at medium brightness		
52	3	52	Group enters house	Shift to downstairs, but don't lose kitchen and outside		
53	3	53	"I've got it"	Slight emphasis on couch		
54	3	56	"hook you up later"	Shift to outside; copy Q51		
55	3	57	"love you too son"	Shift to table; day, lighthearted; copy Q49		
56	3	59	"dinner's ready"	Bright, energetic, warm, pleasant all over: downstairs, sitting room, outside; focus on table		
57	2	62	"I don't mind"	Boost outside, but don't lose inside		





Cue	Time	Page	GO!	Description	Area	Notes
58	2	62	"I adore you"	Back to Q56		
59	45	70	"or you divorced already"	Very slow shift, adding texture, warmth turns cold, sour, blue-green/aquamarine		
60	45	72	"you're a drug addict"	Very slow shift, more texture, cold turns acrid, pale green, diseased		
61	0	73	"I'm running things now"	Blackout		
62	5	73	Actors clear	Intermission 2		Remove window shades
63	3	74	Ready for Act III	House to half		
64	5	74	95% of patrons seated	Fade to black		
65	5	74	Actors in place	Downstairs, focus on couch; night, but chill, pleasant, wine-colored; gentle light elsewhere		Window shades removed
66	8	80	Ivy & K exit	Subtle shift; a little cooler, more melancholy, indigo, slight texture		
67	5	81	Vi/Barb move to stairs	Add stairs/sitting room		
68	5	81	"I'll manage. I get by"	Pull down stairs/sitting room; focus to couch/piano; romantic, sweet, no texture, orange or pink highlights		
69	8	82	MF enters	Subtle shift. Dowse the romance. Worn, brown, sepia or maybe cool blue		
70	8	83	Charlie exits	Subtle shift to cyan or blue-green or pale green		
71	3	85	"you were running things"	Quick shift to transition light: texture		
72	5	85	Actors in place	Night throughout. Focus on porch. Kitchen light on.		
73	0	86	Switch off light	Kitchen light off. Dim throughout, but silhouettes visible.		
74	0	87	Switch on light	Kitchen light on. Shadowy, but clearly visible. Conflict, anger, disgust. Blood red highlights, heavy texture		
75	8	89	"excuse me"	Things calm down a little; less texture, dimmer highlights or pure white ('harsh light of day,' though it's the middle of the night)		
76	8	90	"doesn't that sound nice"	Subtle shift. Cold again. Alone, bumpy, isolated		



Cue	Time	Page	GO!	Description	Area	Notes
77	2	91	Bill exits	Transition light		
78	5	91	Actors in place	Back to desk (copy Q21)		
79	2	92	"I'm still here, goddammit"	Transition light		
80	5	92	Actors in place	Lights up downstairs, dim upstairs; focus at table; worn, washed out, The Plains, day		
81	.5	94	"what I look like"	Quick shift to transition light: texture		
82	5	95	Actors in place	Lights up downstairs, dim upstairs; focus at table; worn, washed out, The Plains, night		
83	8	98	"you are brother and sister"	Subtle shift. Pale green highlights		
84	3	99	"injured party here"	Shift focus to porch		
85	4	99	Barb enters house	Back to Q83, focus on couch, a little more acrid, splintery		
86	12	101	Barb exits	Heavy texture, bumpy, isolated, acrid, poisoned; attic more lavender (refuge)		
87	6	101	Vi moves to stair	Add path up stairs to attic, take out all but texture and color downstairs		
88	6	101	Vi reaches attic door	Take out path and sitting room and outside; all focus on attic		
89	7	101	Johnna sings 2 lines	Slow fade to black		
90	5	N/A	Actors in place	Curtain call: bright white, but heavy texture and color on set		
91	5	N/A	Actors exit	Back to preshow look		

LD: Matt Reynolds

August: Osage County

Friday, November 11, 2017

ALD/ME: Jonathan Harder

Channel Hookup

Chan	Dim	Addr	Instrument Type	Watts	Purpose	Color	Position	Unit
1	89		ETC Source4 50deg	575W	1	R08	BoomHR1	1
2	30		ETC Source4 26deg	575W	2	R08	CAT_1	1
3	29		ETC Source4 26deg	575W	3	R08	CAT_1	2
4	3/228		ETC Source4 26deg	575W	4	R08	CAT_1	7
5	25		ETC Source4 26deg	575W	5	R08	CAT_1	10
6	68		ETC Source4 26deg	575W	6	R08	COVE_HR1	1
7	69		ETC Source4 26deg	575W	7	R08	COVE_HR1	2
8	70		ETC Source4 26deg	575W	8	R08	COVE_HR1	3
9	225		ETC Source4 26deg	575W	9	R08	CAT_1	4
10	33		ETC Source4 36deg	575W	10	R08	LX_1	4
11	34		ETC Source4 36deg	575W	11	R08	LX_1	8
12	3/216		ETC Source4 36deg	575W	12	R08	LX_1	11
13	36		ETC Source4 36deg	575W	13	R08	LX_2	8
14	37		ETC Source4 36deg	575W	14	R08	LX_2	7
15	38		ETC Source4 36deg	575W	15	R08	LX_2	3
16		3/291	ETC Source4 LED 26deg	140	16	LED	TAB_SL	3
16		3/281	ETC Source4 LED 26deg	140	16	LED	TAB_SL	1
17		3/271	ETC Source4 LED 26deg	140	17	LED	TAB_SL	7
17		3/261	ETC Source4 LED 26deg	140	17	LED	TAB_SL	6
21	3/227		ETC Source4 26deg	575W	1	R362	CAT_1	6
22	3/230		ETC Source4 26deg	575W	2	R362	CAT_1	9
23	27		ETC Source4 26deg	575W	3	R362	CAT_1	13
24	16		ETC Source4 26deg	575W	4	R362	CAT_1	14
25	85		ETC Source4 50deg	575W	5	R362	COVE_HL1	5
26	84		ETC Source4 26deg	575W	6	R362	COVE_HL1	3
27	233		ETC Source4 26deg	575W	7	R362	COVE_HL1	2
28	83		ETC Source4 26deg	575W	8	R362	COVE_HL1	1
29	60		ETC Source4 26deg	575W	9	R362	LX_1	25
30	63		ETC Source4 36deg	575W	10	R362	LX_1	17
31	61		ETC Source4 36deg	575W	11	R362	LX_1	22
32	211		ETC Source4 36deg	575W	12	R362	LX_2	20
33	212		ETC Source4 36deg	575W	13	R362	LX_2	21
34	210		ETC Source4 36deg	575W	14	R362	LX_2	19
35	39		ETC Source4 36deg	575W	15	R362	LX_2	11
41	19		ETC Source4 26deg	575W	1	R99	CAT_2	1
42	17		ETC Source4 26deg	575W	2	R99	CAT_2	2
43	11		ETC Source4 26deg	575W	3	R99	CAT_2	3
44	5		ETC Source4 26deg	575W	4	R99	CAT_2	4
45	4		ETC Source4 26deg	575W	5	R99	CAT_2	5
46	226		ETC Source4 26deg	575W	6	R99	CAT_1	5
47	229		ETC Source4 26deg	575W	7	R99	CAT_1	8
48	26		ETC Source4 26deg	575W	8	R99	CAT_1	11
49	20		ETC Source4 26deg	575W	9	R99	CAT_1	12

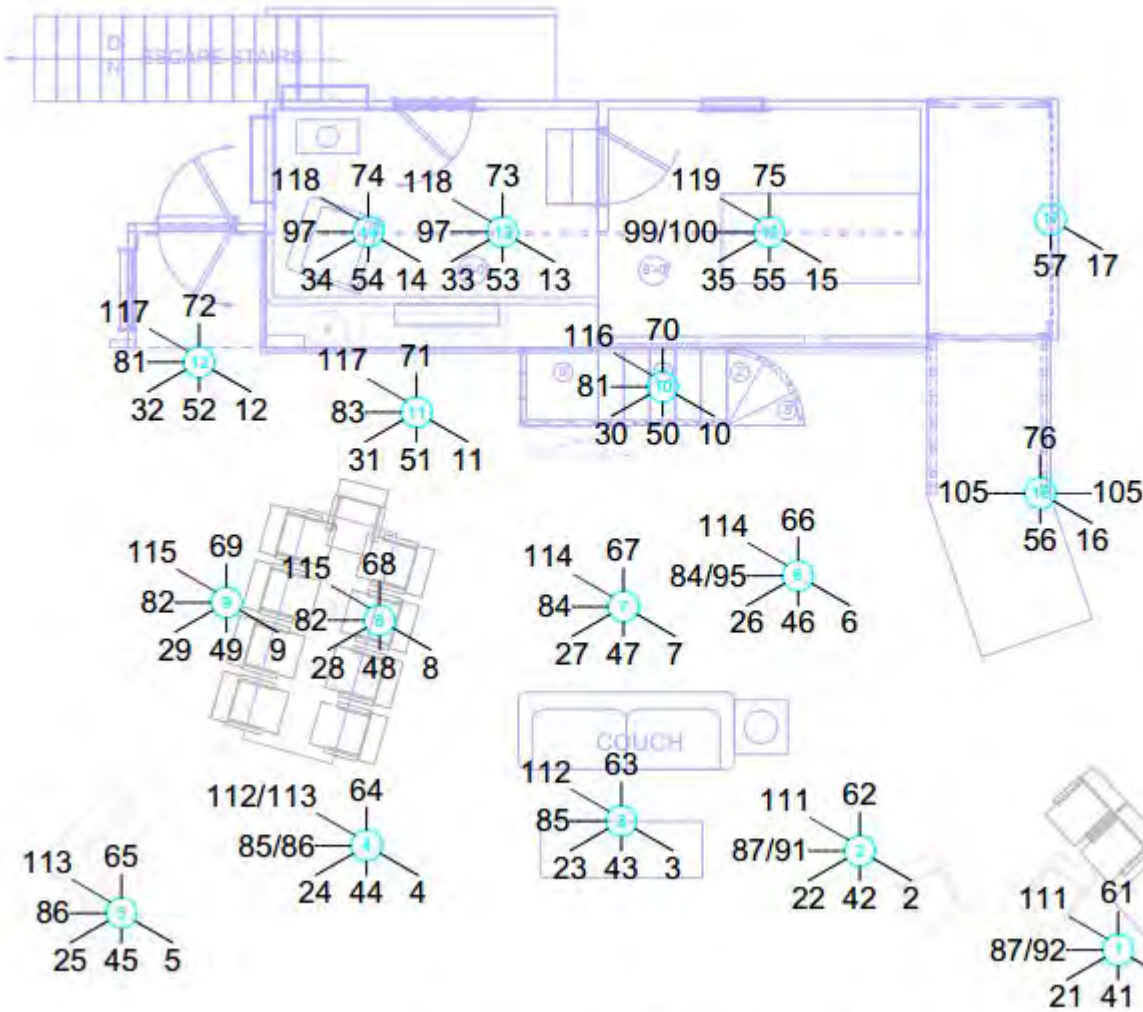


Chan	Dim	Addr	Instrument Type	Watts	Purpose	Color	Position	Unit
50	31		ETC Source4 50deg	575W	10	R99	LX_1	9
51	64		ETC Source4 50deg	575W	11	R99	LX_1	16
52	62		ETC Source4 50deg	575W	12	R99	LX_1	20
53	214		ETC Source4 26deg	575W	13	R99	LX_1	14
54	213		ETC Source4 26deg	575W	14	R99	LX_1	15
55	35		ETC Source4 36deg	575W	15	R99	LX_1	7
56	28		ETC Source4 26deg	575W	16	R99	CAT_1	3
57	32		ETC Source4 26deg	575W	17	R99	LX_1	3
61		3/91	ETC D60 Lustr SELR35	161	1	LED	COVE_HR1	4
62		3/11	ETC D60 Lustr SELR35	161	2	LED	LX_1	5
63		3/21	ETC D60 Lustr SELR35	161	3	LED	LX_1	10
64		3/31	ETC D60 Lustr SELR35	161	4	LED	LX_1	19
65		3/41	ETC D60 Lustr SELR35	161	5	LED	COVE_HL1	4
66		3/51	ETC D60 Lustr SELR35	161	6	LED	LX_2	6
67		3/61	ETC D60 Lustr SELR35	161	7	LED	LX_2	9
68		3/71	ETC D60 Lustr SELR35	161	8	LED	LX_2	13
69		3/81	ETC D60 Lustr SELR45	161	9	LED	LX_2	18
70		3/91	ETC D60 Lustr SELR45	161	10	LED	LX_3	4
71		3/101	ETC D60 Lustr SELR45	161	11	LED	LX_3	8
72		3/111	ETC D60 Lustr SELR25	161	12	LED	LX_3	11
73		3/121	ETC D60 Lustr SELR45	161	13	LED	LX_3	6
74		3/131	ETC D60 Lustr SELR45	161	14	LED	LX_3	9
75		3/141	ETC D60 Lustr SELR45	161	15	LED	LX_3	3
76		3/151	ETC D60 Lustr SELR35	161	16	LED	LX_2	4
80	78		USITT Practical	TBD	ChndlrP			
81	50		Altman 6in Fres	750W	12-P	R02	LX_3	10
82	51		Altman 6in Fres	750W	9/8-P	R02	LX_3	12
83	52		Altman 6in Fres	750W	11-P	R02	LX_3	13
84	207		Altman 6in Fres	750W	7/6-P	R02	LX_2	15
85	208		Altman 6in Fres	750W	3/4-P	R02	LX_2	16
86	209		Altman 6in Fres	750W	5/4-P	R02	LX_2	17
87	215		Altman 6in Fres	750W	2/1-P	R02	LX_1	13
90	223		USITT Practical	TBD	DeskP			
91	90		ETC Source4 50deg	575W	1-P	R02	BoomHR1	2
92	53		ETC Source4 19deg	575W	1-P	R02	LX_3	5
93	76		USITT Practical	TBD	KitchenP		Kitchen	
94	95		MR-16 Birdie-XWFL	50W	Kitchen	R02	Kitchen	
95	94		MR-16 Birdie-XWFL	50W	6-P	R02	Kitchen	
96	92		USITT Practical	TBD	SittingRmP		SittingRm	
97	54		Altman 6in Fres	750W	13/14-P	R02	LX_3	7
98	75		USITT Practical	TBD	AtticP	R02	Attic	
99	221		ETC Source4 19deg	575W	15-P	R02	COVE_HR2	1
100	202		ETC Source4 36deg	575W	15-P	R02	LX_3	2
101		3/301	ETC Source4 LED 26deg	140	Roof	LED	TAB_SL	8
101		3/311	ETC Source4 LED 36deg	140	Roof	LED	TAB_SL	5



Chan	Dim	Addr	Instrument Type	Watts	Purpose	Color	Position	Unit
103		3/321	ETC Source4 LED 26deg	140	Roof	LED	LX_3	14
105		3/331	ETC Source4 LED 36deg	140	16-Tx	LED	TAB_SL	2
105		3/291	ETC Source4 LED 36deg	140	16-Tx	LED	TAB_SL	4
106	ND55	3/351	ETC Source4 LED 26deg	140	Window	LED	LX_5	1
107		3/361	ETC Source4 LED 26deg	140	Window	LED	LX_3	15
108		3/461	ETC Source4 LED 26deg	140	Window	LED	LX_5	0.5
111		3/371	ETC Source4 LED 36deg	140	1/2-Tx	LED	LX_1	12
112		3/381	ETC Source4 LED 36deg	140	3/4-Tx	LED	LX_1	21
113		3/391	ETC Source4 LED 36deg	140	4/5-Tx	LED	LX_1	18
114		3/401	ETC Source4 LED 36deg	140	6/7-Tx	LED	LX_1	23
115		3/411	ETC Source4 LED 36deg	140	8/9-Tx	LED	LX_1	24
116		3/421	ETC Source4 LED 36deg	140	10-Tx	LED	LX_2	12
117		3/431	ETC Source4 LED 36deg	140	11-Tx	LED	LX_2	22
118		3/441	ETC Source4 LED 36deg	140	13/14-Tx	LED	LX_2	14
119		3/451	ETC Source4 LED 36deg	140	15-Tx	LED	LX_2	10
120	22		ETC Source4 26deg	575W	10-SP	R362		
121	59		ETC Source4 36deg	575W	Stair	R02	LX_5	2
122	58		ETC Source4 36deg	575W	Door	R02	LX_5	3
123	93		Practical		Piano			
124	91		Practical		Console			
125	74		Practical		Porch			
131		3/476	High-End Studio Spot 250	375W	CYA	CMY	LX_1	6
132		3/494	Elation Design Spot 250	250W	CYA	CMY	LX_2	5





G1-17 Areas	
G21, 1-17	Amber Mc
G22, 21-37	Blue Mc
G23, 41-57	Sepia Fr
G24, 61-76	LED Dn
80	Chandelier
90	Desk Lamp
93	Kitchen
94	Kitch Birdie
96	Sitting Room
98	Attic
101/103	Roof
106-8	Windows
121	Esc Stair
122	Swing Door
131-2	Movers
Color Palettes:	
1	Red
2	Orange
3	Yellow
4	Green
5	Blue
6	Indigo
7	Violet
8	Cyan
9	Magenta
10	White
11	Steel
12	Gray
13	Pale Green
14	Daffodil
15	Straw
16	Mayan Sun
17	Gallo Gold
18	Alice Violet
19	Aqua



College of
Arts & Sciences
Department of Theatre and Dance

Lighting Startup/Shutdown

Date: 11/9/2017

AUGUST: OSAGE COUNTY by Tracy Letts

Director: Stacy Alley

Lighting Design: Matt Reynolds

Scene Design: Cliff Simon

Costume Design: Ryan Rankin

Sound Design: Mae Seay

Stage Manager: Amanda Harris



STARTUP	
1	Upon arrival to the space, sign in at the callboard. Do not leave the building after signing in.
2	Power up the Ion lighting console by pressing the power button at the top left of the faceplate.
3	Switch on breaker D1 at the stage left breaker panel. This runs non-dim power to the second electric.
4	Turn on all backstage running lights (see appendix).
5	Once the Ion is up and running, click on [Primary], and raise the grandmaster fader to full. Turn off all houselights, fluorescents, and all worklights except MS and US (see appendix).
6	Run a channel check by pressing [1][AT][8][More Softkeys][S5 (ChanCheck)][ENTER]. Then press [NEXT] and [LAST] to go up to Channel 125. Use the Channel Hookup for verification. Troubleshoot problems as necessary. Replace lamps as necessary. Notify the SM of any issues. Press [CLEAR] when finished. Then, hit [GO] twice. This will automatically cue through the LED Ellipsoidals, LED PARs, and Mover. If all goes well, you will end in the Blackout Check cue. Raise the [*] fader back to 50%.
7	When ready for blackout check, call out "Going dark!" and take out the [*] fader. The space should now be dark. Check that there are no light leaks. When finished, hit [GO]; This will bring up the preshow cue.
SHUTDOWN	
1	Once the SM calls "House Clear," go backstage and switch on the three works breakers (US, MS, DS) at the stage left breaker panel and the fluorescent (ghost light) switch on stage right.
2	Turn off all running lights and the D1 breaker at the stage left breaker panel.
3	On the Ion, press [GO TO CUE][0][ENTER] to release the light cue and press [CLEAR][SNEAK][ENTER] to release captured channels. Bring down all submaster faders and the grandmaster fader.
4	To shut down the console, open up the CIA (triangle in bottom right corner of right screen) and double-click [Power down console] below the [File] marker to shutdown. When it asks you "Are you sure?" click [OK]. Cover the board.
5	Request permission to leave from the SM.

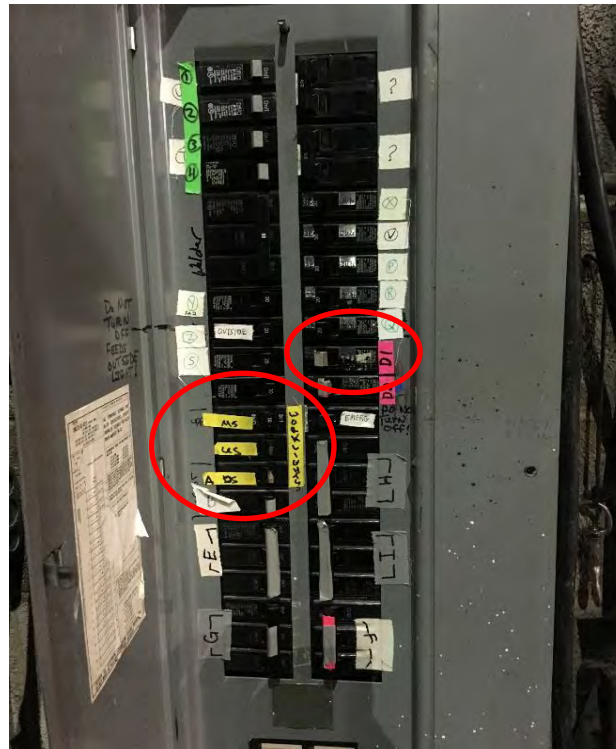


Should you have difficulties, notify the SM and contact Matt Reynolds (770-530-6504) for aid.

This document should not leave the space.

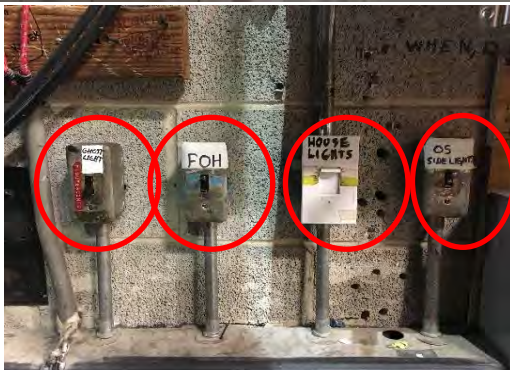
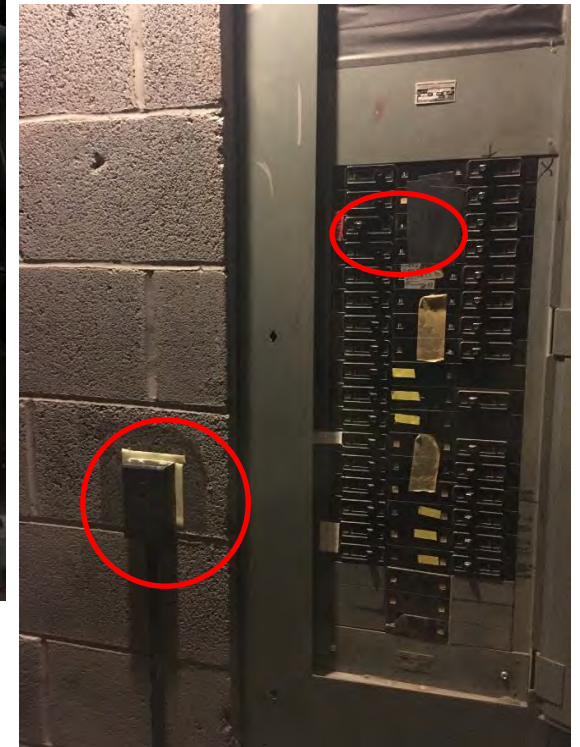
APPENDIX (House Open Conditions)

Stage right shop breaker panel. All should be on (flipped to center) except bottom two. You should never have to touch this panel.



Stage left breaker panel. All should be on except worklights MS, US, & DS (yellow). D1 (pink) gets switched off after the show every night.

Stage right cove breaker panel. All should be on (flipped to center) except Grid (red). Light switch surrounded by glow tape should be off (controls cove works).



In order (left to right) fluorescents (aka ghost light), FOH, House Lights, and OS Side Lights. At house open, fluorescents, FOH, and OS Side Lights should be off. House Lights should be on, and are operated during the show by an ASM.

Worklight switches throughout the space which should be off at house open. From left to right, the top row are stage left shop, flyrail USL, stage left cove works, and light booth works. The bottom row are stage right shop, stage left paint shop, and electric shop (above paint shop).



Running lights should be plugged in by house open. From left to right, the top are upstage wall (3), stage right shop (plug), and stage left shop (plug).
The bottom are stage right shop prop table, stage left paint sink, and stage right changing booth.

