



Show:
Sorcerer's Apprentice

Director:
Peter Glanville

Designer:
Damon Hoskin/ Sue Dacre

Lighting Designer:
Matthew Haskins

Assistant/Programmer:
N/A

Revision: 3.1 Date: 25/01/07

Scale: N/A Drawn By: MH

Notes:
-All Fresnels to be fitted with Barndoors.
- Gobos supplied are B Size Goboland No. 2 260 000 xxx
- Colour is toured.
- '+F' denotes Rosco 132 frost.

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Cuts for Smaller Venues
Following units/channels can be cut in the following order for smaller venues/ tight fitups:
Ch 2 (and/or DS units Chs 2/3)
Ch 1, Ch12, Ch 19, Ch 22, Ch21

Profile Swaps
Following profile/channels can be swapped for 1kw Fresnels/PCs.
Ch 8, Ch 23, Ch 12(650w), Ch 9

Dimmer/ Circuiting:
Overhead Dimmers: 19
Floor Circuits:
1 DSL/R + Hot for Ripple Units.
1 US for OHP.
1 MSC for Underwater BD.
1 NonDim DSL/R to be controlled from lighting box/ SM desk.

Please take note that this lighting design represents a visual concept only and construction suggestions. The designer is unqualified to determine structural appropriateness of the design and will not be responsible for improper engineering, construction, rigging, handling or use of designed structures and equipment. All construction MUST comply with local fire and safety regulations.

Instruments		Num In Inventory	Used	Remaining
	1kw Profile Narrow (or S4/SL Equiv)	4	4	0
	1kw Profile Wide (or S4/SL Equiv)	10	10	0
	1kw/1.2kw Fresnel/PC	5	5	0
	650w Fresnel/PC	10	10	0
	Effect/Prac (Toured)	6	6	0
Accessories		Num In Inventory	Used	Remaining
	B sized Gobo Holder for House Profile	4	4	4



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UK Tour '07

Submaster List

Release: 1

Stage Manager Relights: Lucie Harvey

(07811629240)

<i>Sub No.</i>	<i>Description</i>	<i>Cue Basis</i>
1	Preset	Cue 0.5 (Inc HL)
2	Scene 1	Cue 3
3	Mountains	Cue 4
4	Boy in Tank	Cue 7.5
5	Underwater Lamp	Cue 10
6	OHP Bubbles + Stone	Cue 12
7	Sorcerer & Boy in tank	Cue 14
8	Tank Post UV Sequence	Cue 19
9	OHP Mountain Reveal	Cue 20
10	Sorcerer Exits (Boys Journey) Just OHP	Cue 21 (Use also for Boat & Boy at end of storm seq.)
11	Lake Village Reveal	Cue 22
12	Lake Village Scene (Close to house)	Cue 23
13	Fountains	Cue 24
14	Storm	Cue 27
15	Storm Flash 1	Channel 4
16	Storm Flash 2	Channel 1
17	Boy Swimming Underwater	Cue 32
18	Boy at Island	Cue 33 (Add sub 11 for OHP)

<i>Sub No.</i>	<i>Description</i>	<i>Cue Basis</i>
19	Water Drains	Cue 36..5
20	Island Fades	Cue 38
21	Temple	Cue 40
22	Mother Journey	Cue 44
23	Mother DSL	Cue 45
24	Call	Cue 47

Use Subs 11 + 12 for reprise of lake village scene after temple. Use Sub 3 for reprise of first scene + Sub 1 for HL Post set.



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Cues

Release: 1

Stage Manager Relights: Lucie Harvey

(07811629240)

The following cues were printed in blocking mode, each cue should therefore be programmed from a black out.

!===== CUES =====

Cue 0.5
Text Preset
Up 5
\$\$Blocked
Chan 20=50 21=40 24=50

Cue 1
Text HL Out
Up 20
Down 15
\$\$Blocked
Chan 7=15 20=15 21=15

Cue 2
Up 6
\$\$Blocked
Chan 6=15 7=45 20=50 21=45

Cue 3
Up 9
\$\$Blocked
Chan 6=60 7=45 20=70 21=50

Cue 4
Up 9, 4
Down 8
\$\$Blocked
Chan 1=60 7=80 20=50

Cue 6
Up 9
Down 4
\$\$Blocked
Chan 15=15 21=60

Cue 7
Up 6
FollowOn 6
\$\$Blocked
Chan 15=70 20=50 21=60

Cue 7.5
Up 12
\$\$Blocked
Chan 1=60 2=60 3=60 4=80 15=70 20=70 21=70

Cue 8
Up 6
Down 9
\$\$Blocked
Chan 1=80 2=40 3=40 4=90 20=60 21=70

Cue 9
Up 6
Down 20
\$\$Blocked
Chan 1=50 4=60 15=70 16=15 20=50 21=70

Cue 10
Up 6
Down 9
FollowOn 7
\$\$Blocked
Chan 15=45 16=100

Cue 10.5
Up 5
Down 8
\$\$Blocked
Chan 16=100

Cue 11
Up 10, 6
Down 22
\$\$Blocked
Chan 18=80 19=85 20=40

Cue 12
Up 12, 0.5
Down 5
\$\$Blocked
Chan 15=50 16=100

Cue 14
Up 10
\$\$Blocked
Chan 1=60 4=70 5=100 15=50 16=100 19=70 20=60

Cue 15
Up 8, 2
Down 14
\$\$Blocked
Chan 1=70 4=70 5=100 19=70 20=60

Cue 18
Up 3
Down 6

Cue 19
Up 8
\$\$Blocked
Chan 1=60 4=70 5=100 15=50 18=20 19=60 20=60

Cue 20
Up 12, 2
\$\$Blocked
Chan 15=50 18=100 22=35

Cue 20.5
Up 12
\$\$Blocked
Chan 15=15 18=100 22=35

Cue 21
Up 4, 1
Down 2
\$\$Blocked
Chan 18=100 22=35

Cue 22
Up 8, 1
\$\$Blocked
Chan 3=50 4=70 19=50 20=45 22=40

Cue 23
Up 4
Down 10
\$\$Blocked
Chan 3=50 4=70 13=100 19=50 20=45 22=40

Cue 24
Up 2
Down 4
\$\$Blocked
Chan 1=50 2=40 3=60 4=70 13=60 19=70 20=60

Cue 27
Up 5
\$\$Blocked
Chan 19=70 20=70

Cue 28
Up 5
\$\$Blocked
Chan 19=70 20=50

Cue 29
Up 4
\$\$Blocked
Chan 18=100

Cue 32
Up 12
Down 4
\$\$Blocked
Chan 5=100 11=45 17=100 18=80

Cue 33
Up 9, 4
Down 4
\$\$Blocked
Chan 5=66 11=80 12=70 17=100 20=55

Cue 34
Up 9
Down 18
\$\$Blocked
Chan 11=80 20=50

Cue 35
Up 6
Down 9
\$\$Blocked
Chan 10=15 11=80 18=100 20=60

Cue 36
Up 7
Down 12
FollowOn 7
\$\$Blocked
Chan 9=50 10=80 18=100 20=60

Cue 36.5
Up 9
Down 13
\$\$Blocked
Chan 9=50 10=100 21=60

Cue 37
Up 12
\$\$Blocked
Chan 9=70 10=100 20=60 21=60

Cue 38
Up 7
Down 11
\$\$Blocked
Chan 9=70 20=60 21=60 23=15

Cue 39
Up 9
Down 13
FollowOn 6
\$\$Blocked
Chan 20=60 21=60 23=100

Cue 39.5
Up 13
Down 20
\$\$Blocked
Chan 2=70 4=70 23=100

Cue 40
Up 8
Down 16
\$\$Blocked
Chan 4=80 8=60 20=50 22=40

Cue 41
Up 9
\$\$Blocked
Chan 1=60 2=40 3=60 4=80 8=60 15=45 20=50 21=45 22=40
Chan 23=60

Cue 43
Up 4
Down 6
\$\$Blocked
Chan 4=60 8=60 13=100 20=50 21=45 22=40 23=60

Cue 44
Up 4
Down 6
\$\$Blocked
Chan 4=45 8=80 14=15 19=60 20=45

Cue 45
Up 8
Down 9
\$\$Blocked
Chan 4=40 8=60 14=60 20=45 21=35

Cue 45.5
Up 16, 6
Down 32
\$\$Blocked
Chan 1=40 6=60 8=60 21=50 22=40

Cue 46
Up 7

Cue 47
Up 4
\$\$Blocked
Chan 1=60 6=60 8=60 9=60 14=50 20=70 21=60 22=50

Cue 48
Text Postset
Up 5
\$\$Blocked
Chan 8=70 21=45 22=40

Cue 49
Text Houselights
Up 5
\$\$Blocked
Chan 8=70 21=45 22=40 24=60