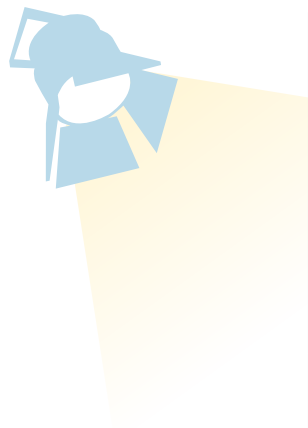




Detailed lighting cue sheet

This example extract is from the beginning of a lighting cue sheet for *Hansel and Gretel*. It is likely to be more detailed than one that you would need to produce, but includes useful information about lantern groupings as well as levels.

It also bases cues on points in the action on stage as well as page numbers from the script.

Lighting cue sheet: <i>Hansel and Gretel</i>															
Cue	Page	When	Cue point	Lighting action	Cue timing	Group									
						1	2	3	4	5	6	7	8	9	10
						General front cover	Warm stage colours	Fire key light	Window key light	Gobo wash	Blue backlight	Warm backlight	Narrator sfx	House area	Moon key light
1	13	Pre-set	As audience assemble			0	0	0	0	50	40	0	0	0	0
2	13	On clearance to start		Fade lights to low as actors enter	5 sec	0	0	0	0	20	0	0	0	0	0
3	13	Actors in position		Build Narrator/Father sfx	4 sec	0	0	0	0	50	40	0	80	0	0
4	13	"Sleep at all"	Father moves to 'room'	Cross to house at night. Fade Narrator sfx	3 sec	0	20	0	30	0	40	50	0	50	0
5	14	"Do as she said"	As Hansel joins action	Build of levels	5 sec	40	30	0	30	0	40	50	0	50	0
6	14	"Midnight hour"	Hansel makes to step out	Cross to exterior moonlight	2 sec	40	0	0	0	80	50	0	0	0	90
7	14	"Pebbles"	On scripted line	Return to previous	2 sec	40	30	0	30	0	40	0	0	50	0
8	14	"Back into bed"	On scripted line	Add down light	5 sec	40	50	0	90	0	40	0	0	60	0
9	15	"To the forest"	As they begin to move	Cross to forest	5 sec	50	0	0	0	90	60	0	0	0	0
10	15	"Onto the path"	Moving onward	Go darker	12 sec	30	0	0	0	80	40	0	0	0	0
11	15	"Collected a big pile"	Collecting wood	Closed down to fire area	20 sec	0	10	60	0	70	40	0	0	0	0
Note: Figures in bold show a change in level.															

Figure outline templates for costume design sketches (1)

You could use these simple templates for your costume design sketches if you are not very confident at drawing figures to start with.

Try to adjust the body proportions to better suit your actors or characters before you begin.

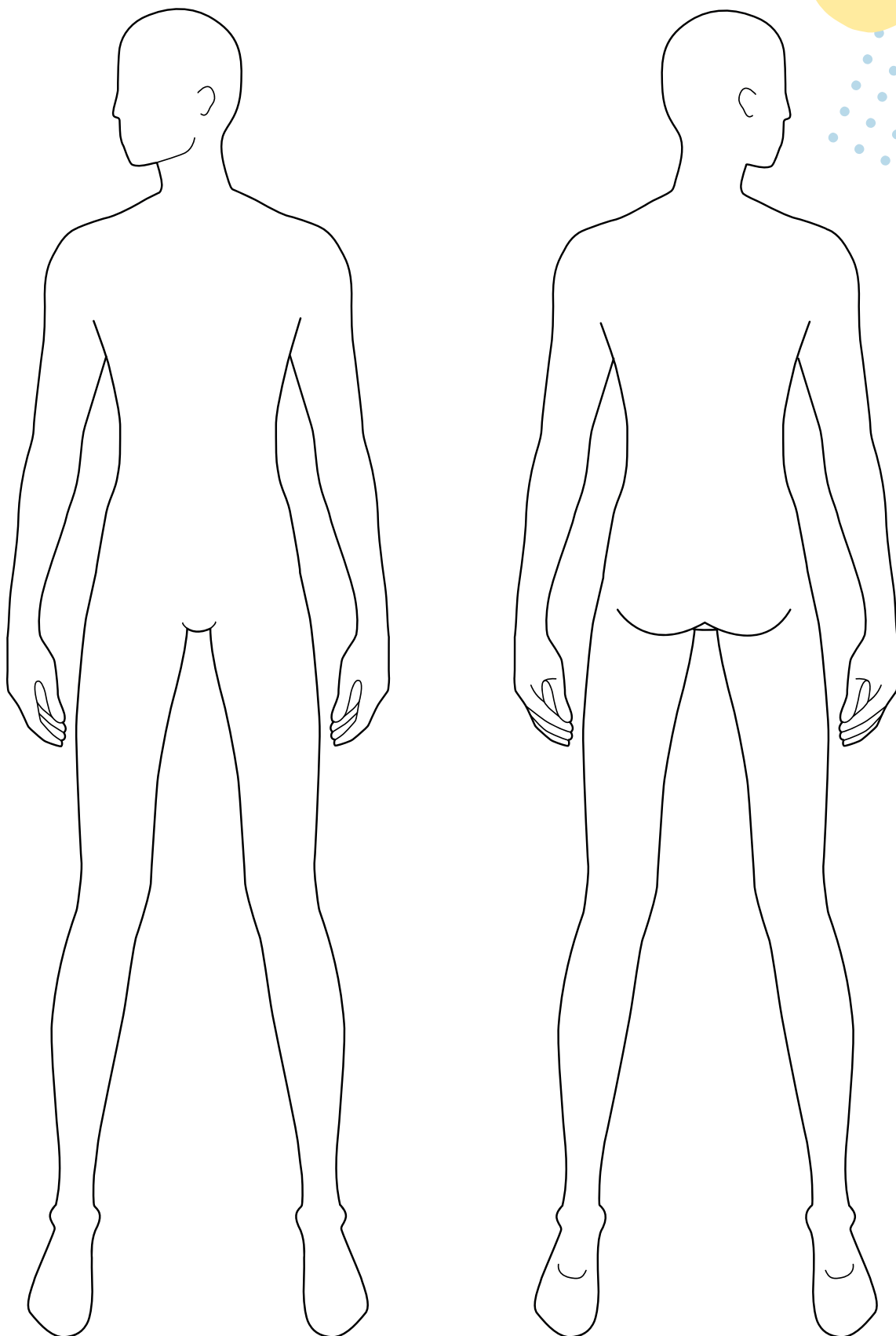
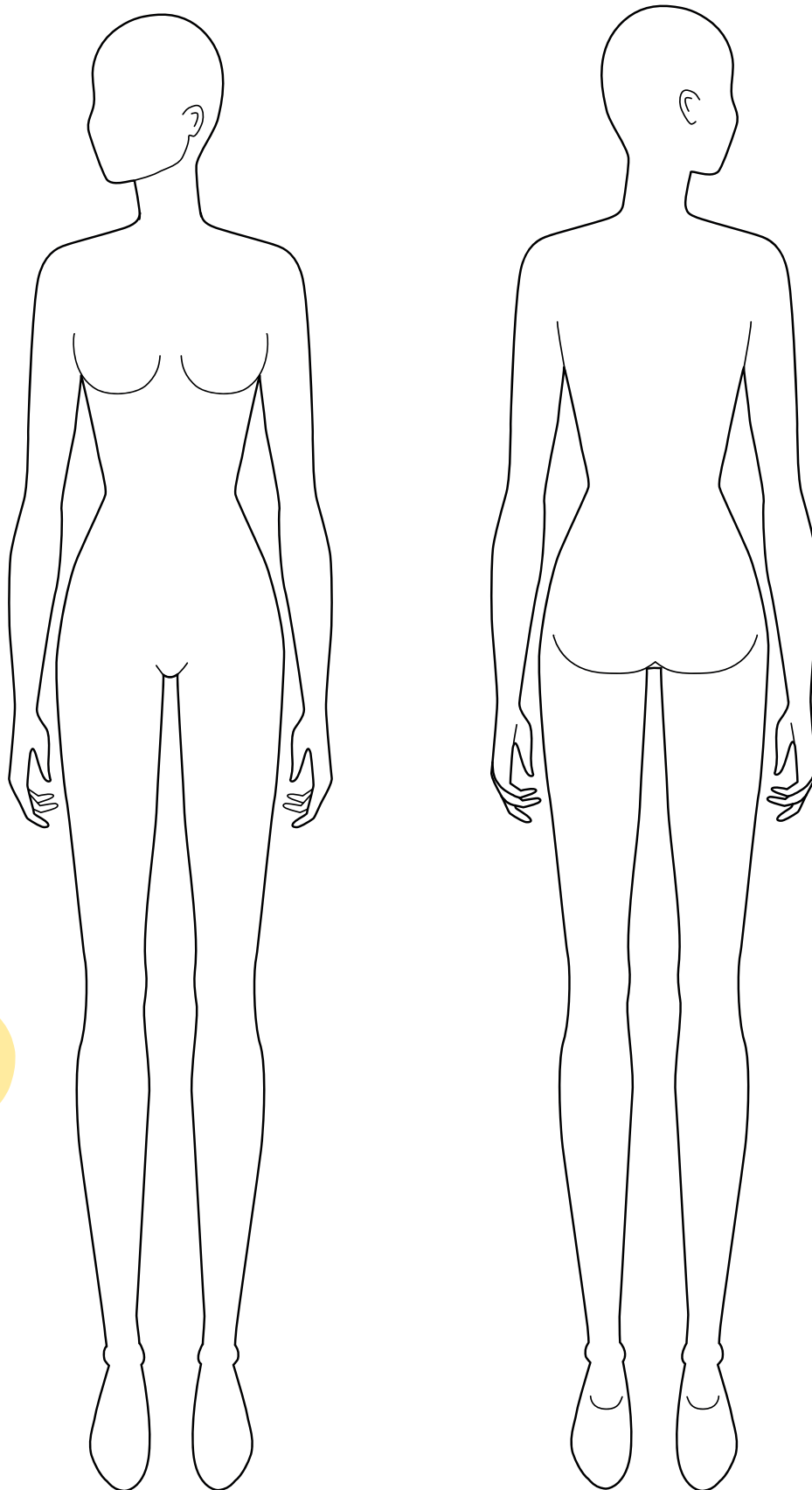


Figure outline templates for costume design sketches (2)

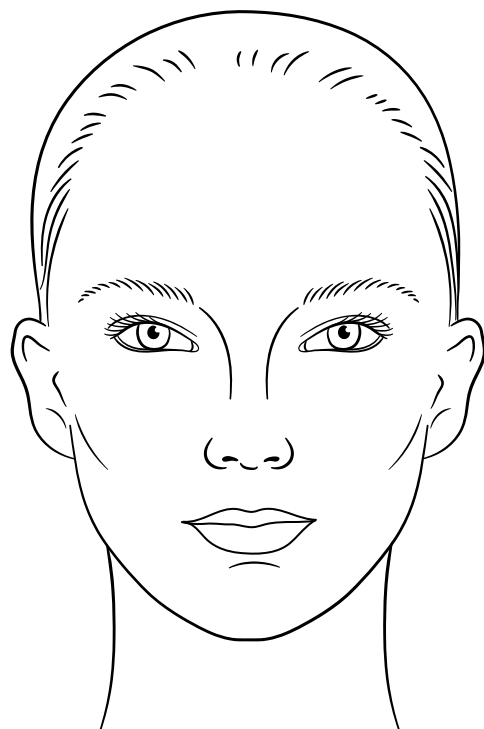
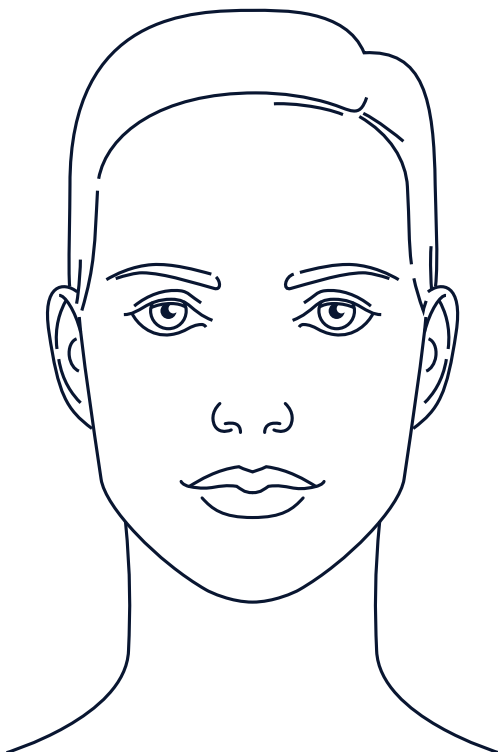
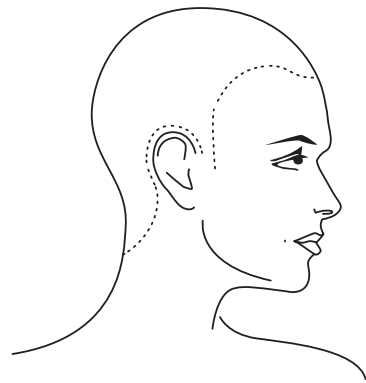
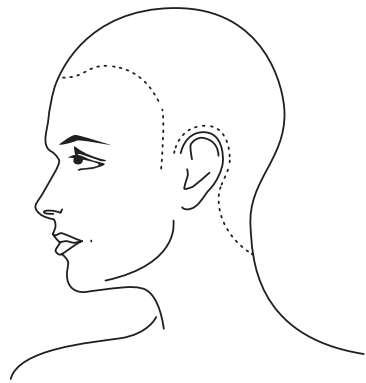
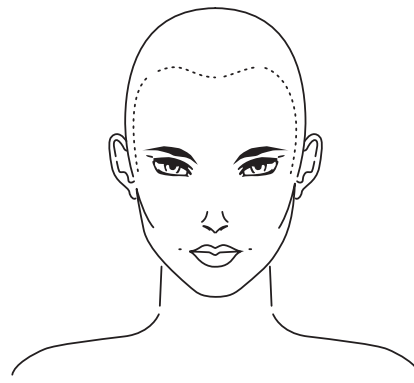
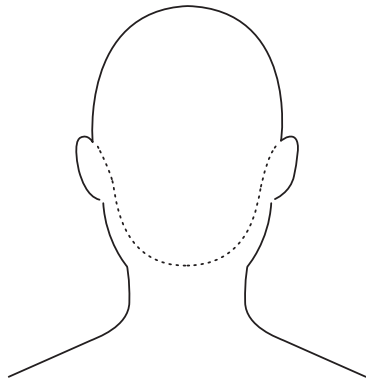
You could use these simple templates for your costume design sketches if you are not very confident at drawing figures to start with.

Try to adjust the body proportions to better suit your actors or characters before you begin.



Face outline templates for make-up and hair design

These simple face outlines should help you to play around with your hair and make-up ideas.



Detailed sound cue sheet

This example extract is from the beginning of a sound cue sheet for *Hansel and Gretel*. It is likely to be more detailed than one that you would need to produce, but gives all the information about every sound change the sound operator will make during the performance. It also shows where speakers are located and their output levels. Note how the levels are balanced. (Number 2 and Number 4 speakers are not used in this extract.)

Sound cue sheet: <i>Hansel and Gretel</i>												
						Speaker routing and levels						
Cue	Page	When	Cue point	Sound and action	Cue timing	1	2	3	4	5	6	7
						Left FOH	Left sub bass	Right FOH	Right sub bass	Stage 1	Stage 2	Fire effect
1	13	Pre-set music	As audience assemble		(n/a)	-20		-20				
2	13	On clearance to start		Fade pre-set music. Then play Track 2 Intro Music as cast enter	5 sec	-10		-10				
3	13	Actors in position		Fade music out	4 sec	(to fade)		(to fade)				
4	13	"Sleep at all"	Visual cue as Father moves to join Mother	Track 3: Owl hoots in distance	Snap					-10	-10	
5	14	"Do as she said"	Suspense underscore. Cue on words	Track 5: Music snaps at low level. 10 secs, then fade out on its own	5 sec	-20		-20				
6	14	"Midnight hour"	Cue on words	Track 4: Montage of wind and owl hoots. With lights	2 sec	-15		-15		-10	-10	
7	14	"Pebbles"	As Hansel loos down at pebbles	Track 5: Suspense underscore. Snaps at low level. 5 secs, then fade out on its own	2 sec	-15		-15		-15	-15	
8	14	"Back into bed"	On words and with lights	Track 6: Distant cock crow	Snap					-12		
9	15	"To the forest"	As they begin to move	Track 7: Gentle wind with birdsong	5 sec					-15	-15	
10	15	"Onto the path"	As they move onward	Cross-fade Tracks 7 and 8: Creepy forest effect	12 sec					-15	-15	
11	15	"Collected a big pile"	As they collect wood	Add fire effect	20 sec					-15	-15	15