

Cue Worksheet 5

#	Page	Cuepoint	Description	SFX Channels	Board	Speakers
2.5	PRE	Stage lights up -- or simultaneous?	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Preshow <input checked="" type="checkbox"/> Overhead mics up suddenly <input checked="" type="checkbox"/> Overhead mics should be turned on w/ reverb to make the space seem huge as the birds sing. 		Scene 2	
3	1	After "I believe you will."	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Beginner <input checked="" type="checkbox"/> Overhead mics out 		Scene 3	
5	10	After "Go." (or after blackout)	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Band mics up <input checked="" type="checkbox"/> reverb effects 		Scene 4	stage surrounds
7	13	As Sister Chantal sings	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Mine - 1. Worm <input checked="" type="checkbox"/> Fade out band mics 		Scene 5	
8	17	After "Look, sister, look who I found"	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Cat takes the breath of Graciela, then whistling <input checked="" type="checkbox"/> start whistling FX cue at 0 in all (mono wav) <input checked="" type="checkbox"/> cue should be whistling reinforcement with air rushing sound coming in later <input checked="" type="checkbox"/> route whistling to lower spkrs (2s) <input checked="" type="checkbox"/> route whistling to upper surrs (2s) <input checked="" type="checkbox"/> 1s in fade out lower spkrs (2s) <input checked="" type="checkbox"/> 2s fade into UPM <input checked="" type="checkbox"/> simul - 2s XF out of surrs <input checked="" type="checkbox"/> 2s fade out of UPM 	13, 14 7-10 13, 14 5 7-10 5		surrounds, everywhere
10.3	10	after "if the cat will keep us"	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> NIGHT FALLS LIKE A ROCK - make this a cue 		Scene 6	
10.5	10	sec later (maybe autofollow)	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> band FX out 		Scene 7	
11	12	One ear rings	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Mine - 2. I Put a Spell on You <input checked="" type="checkbox"/> phone ring <input checked="" type="checkbox"/> old style phone 	??? - depends on stage position		
16	25	actors hit rear wall	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Mine - 3. You will be a puppet <input checked="" type="checkbox"/> USL area mic up for Hell? <input checked="" type="checkbox"/> effected with reverb to make the space sound larger 		Scene 8	stage and audience surrounds
19	27	Grandad?/Graciela?	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Take all room FX out 		Scene 9	
22	29	MOM appears in a combination photo/phone booth	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Mine - 4. I made a mistake <input checked="" type="checkbox"/> O/H microphone up w/ custom EQ curves <input checked="" type="checkbox"/> ask Emily about this --- maybe a way to hide a mic? 		Scene 10	phone booth, nearby surrounds for her voice
23	29	My daughter. Three—	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> A beep, stop the flashes. Mlc out <input checked="" type="checkbox"/> high pitched, answering machine beep, like leave a message after the beep style 	8 + 10		phone booth
26	31	Open of act	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Mine - 5. Candy <input checked="" type="checkbox"/> Knocking in hell <input checked="" type="checkbox"/> random knocking that hits "random" speakers in the space <input checked="" type="checkbox"/> program a multitap multi-speaker echo in Max? <input checked="" type="checkbox"/> turn on mics on any surfaces that can be knocked on, reinforce echoes in space <input checked="" type="checkbox"/> Grandad knocks on the table 		Scene 20	all speakers
26.5	32	before Gracie's line	<ul style="list-style-type: none"> <input type="checkbox"/> Lower Hell Verb 			surface mics
27	32	GRANDDAD pulls the plate away from MOM's face	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Sudden intake of air <input checked="" type="checkbox"/> also stops knocking in hell cue 		Scene 21	all speakers
32	37	GRACIELA an the STRANGER crawl and knock on the floor	<ul style="list-style-type: none"> <input type="checkbox"/> Mine - 6. Rat <input checked="" type="checkbox"/> Mine - 7. Ocarina <input checked="" type="checkbox"/> Knocking cue <input checked="" type="checkbox"/> reverb from floor mics/surface mics <input checked="" type="checkbox"/> add in previous knocking cue with 			floor speakers + surrounds floor speakers all speakers
33		Before granddad howls	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Hell Verb 		Scene 8	
34	38	A three legged dog	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Granddad Howls reverb and shut off all cues (except fire?) <input checked="" type="checkbox"/> put reverb through the system so the howl echoes through hell <input checked="" type="checkbox"/> take all mics out after this cue <input checked="" type="checkbox"/> stop knocking cue <input checked="" type="checkbox"/> fire should still continue <input checked="" type="checkbox"/> check grandad's position and make sure he's picked up by an overhead or a band mic? 		Scene 9	floor speakers + surrounds
37	39	A telephone rings	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Mine - 8. Epilogue <input checked="" type="checkbox"/> Telephone ring <input checked="" type="checkbox"/> ring should be located near the boy 			floor speaker
40	45	START OF PLAY	<ul style="list-style-type: none"> <input type="checkbox"/> This Little Play - 1. Candles eat oxygen <input type="checkbox"/> Sonar <input checked="" type="checkbox"/> This accompanies the ocean sounds <input checked="" type="checkbox"/> Ocean is faded down as scene begins <input checked="" type="checkbox"/> First sonar pings are loudish, then they fade down to above consciousness <input checked="" type="checkbox"/> add in a bit of radio static to fade out at end of scene <input type="checkbox"/> board reverb preset 		Scene 23	surrounds floor surrounds

#	Page	Cuepoint	Description	SFX Channels	Board	Speakers
41			<ul style="list-style-type: none"> <input type="checkbox"/> Verb out <input type="checkbox"/> This Little Play - 2. Okinawa Sword <input checked="" type="checkbox"/> This Little Play - 3. He is very hungry 		Scene 24	
44	48	with the grace of a musical phrase	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> sonar and waves increase + band <input checked="" type="checkbox"/> sonar just gets louder <input checked="" type="checkbox"/> waves crescendo, like a storm on the surface 			surrounds
45	48	head to tail, head to tail	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> sonar and waves snap back to previous levels - band <input checked="" type="checkbox"/> This Little Play - 4. Wild Beast 			surrounds
46	50	<i>Whale noises begin</i>	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> whale song + inside whale reverb + whale mic <input checked="" type="checkbox"/> this should also increase the volume of the sonar, but muffle the ocean more <input checked="" type="checkbox"/> also puts mics up on the band <input checked="" type="checkbox"/> mic up on actor playing whale, make the song sound like we're inside her <input checked="" type="checkbox"/> need to change the sound of the room to make it sound muddied, darker, and more reflective 		band mics wireless mic	surrounds and overhead REVERB
47	51	<i>The whale spits the man out</i>	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> stop whale song <input checked="" type="checkbox"/> stop whale song cue <input checked="" type="checkbox"/> lower sonar volume <input checked="" type="checkbox"/> turn off mics <input checked="" type="checkbox"/> ocean sounds change... we are no longer submerged <input checked="" type="checkbox"/> This Little Play - 5. Frogs Snakes Scimitar 			
48	53	... down a street in heels after a rain	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> band mics up <input checked="" type="checkbox"/> also increase levels of the waves... this will be mixed in live to match the drama of the scene <input checked="" type="checkbox"/> also increase the levels and pace of the sonar <input checked="" type="checkbox"/> reverb up for piano string breaking 		band mics piano mics (or a special for this?)	stage surrounds all speakers
49	54	<i>when title writing is finished</i>	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> band mics out <input checked="" type="checkbox"/> all sound out? including waves and sonar? <input checked="" type="checkbox"/> sonar out <input type="checkbox"/> This Little Play - Interlude: Sin <input type="checkbox"/> This Little Play - 6. Green Wine <input checked="" type="checkbox"/> Alphabets of the Sea - Prologue 			
52	61	START OF PLAY	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Opening Cue -- Intake of breath and Hebrew Alphabet tracking? <input checked="" type="checkbox"/> Intake of breath -- no <input type="checkbox"/> Alphabets of the Sea - 1. ALEPH/Altar Wine <input type="checkbox"/> Alphabets of the Sea - 2. BET/The Sound of Bread <input type="checkbox"/> Alphabets of the Sea - 3. GIMEL/Get Out <input type="checkbox"/> Alphabets of the Sea - 4. DALED/Don't Eat <input checked="" type="checkbox"/> Alphabets of the Sea - 5. HEY/Hey, Look at That 		phone mic	All speakers
60	42	I'll--kill--you--babies born	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Pop 			
61	43	and they grow	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Slide whistle <input type="checkbox"/> Alphabets of the Sea - 6. VAV makes the sound of Victor <input type="checkbox"/> Alphabets of the Sea - 7. ZAYIN/The Bones of the Head Buzz <input type="checkbox"/> Alphabets of the Sea - 8. CHET/Chet could be the name of Monica's husband <input type="checkbox"/> Alphabets of the Sea - 9. TET/The Elegant Trio <input type="checkbox"/> Alphabets of the Sea - 10. YOOD/You have not seen her. <input type="checkbox"/> Alphabets of the Sea - 11. KAF/Rose is Killed <input checked="" type="checkbox"/> Alphabets of the Sea - 12. LAMED/The Tongue. The Mouth. Meanwhile 			
72	75	right to left.	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Pay phone ring <input checked="" type="checkbox"/> add pay phone EQ 		Scene 18	localize in diner
73		Meanwhile, marriage (end of scene)	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Back to Alpha EQ <input type="checkbox"/> Alphabets of the Sea - 13. MEM/Emily in the Mines <input type="checkbox"/> Alphabets of the Sea - 14. NOON/The Brightest part of the Day <input type="checkbox"/> Alphabets of the Sea - 15. SOMACH/Siddur. Her prayers are out of order <input type="checkbox"/> Alphabets of the Sea - 16. AYIN/Silent Letter <input checked="" type="checkbox"/> Alphabets of the Sea - 17. PEY/Pay What You Can. The sound of: 		Scene 17	
80	80	After scene title	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> The sound of a car <input type="checkbox"/> Alphabets of the Sea - 18. TZADE/Two sounds together. Have You Seen My Mother? <input type="checkbox"/> Alphabets of the Sea - 19. KOOF/Computer <input type="checkbox"/> Alphabets of the Sea - 20. RESH/Reincarnation <input type="checkbox"/> Alphabets of the Sea - 21. SHEEN/Sh. St. Anthony takes St. Ignatius Loyola to a peep show <input checked="" type="checkbox"/> Alphabets of the Sea - 22. TAV/The Last. For "The End." Good 			
91	90	END OF PLAY	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Reverb 			

#	Page	Cuepoint	Description	SFX Channels	Board	Speakers
			<ul style="list-style-type: none">• <input checked="" type="checkbox"/> Is he reinforced?			
92			<ul style="list-style-type: none">• <input checked="" type="checkbox"/> End reverb			