

Company Three Blueprint Library



Play Units for Production

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We use a document like this to keep track of the specific units in a play in relation to lighting, sound and other technical or production elements. With limited time to tech and a company of young people who aren't used to being onstage, this helps everyone stay (literally) on the same page, and allows the director to spend more time with the cast than they would normally be able to in tech.

You can expand the chart to include things like props, AV, live music – depending on your need. We've left some examples in to give you an idea of how we used it for our show When This Is Over.

Scene title	Page/s	Action	Staging	Sound	Light
<i>Pre-Show</i>		<i>Walk-up</i>		<i>Cast's music – playlist</i>	<i>Warm and welcoming. A sense of possibility and presence.</i>
<i>The Beginning</i>	2	<i>Allegresse welcomes the audience.</i>	<i>Cast walk on. Allegresse DSC.</i>	<i>None</i>	<i>As above, maybe a bit more focus on the company as they arrive.</i>
	2-3	<i>The cast introduce themselves and the theme of chaos.</i>	<i>Cast in a line DS.</i>	<i>The start of the story. A feeling of possibility, being part of the universe.</i>	<i>Closing down.</i>

Created by Company Three

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