

Venue Minimum Requirements:

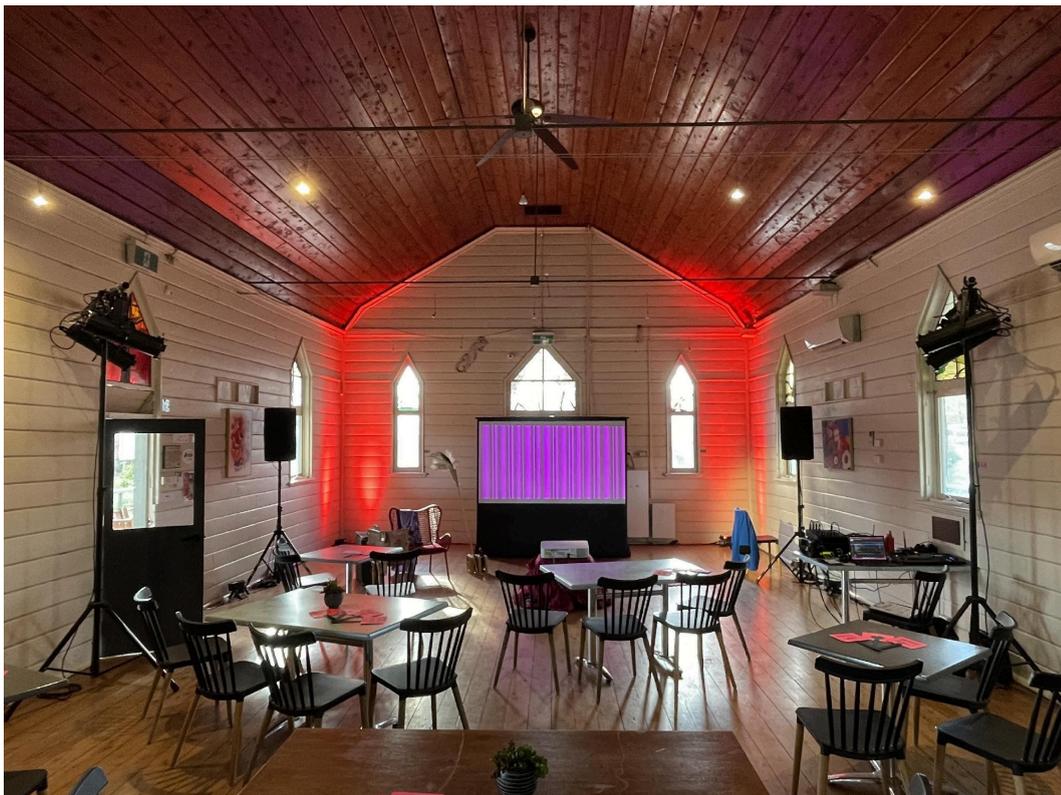
Stage size: Minimum 6m x 4m

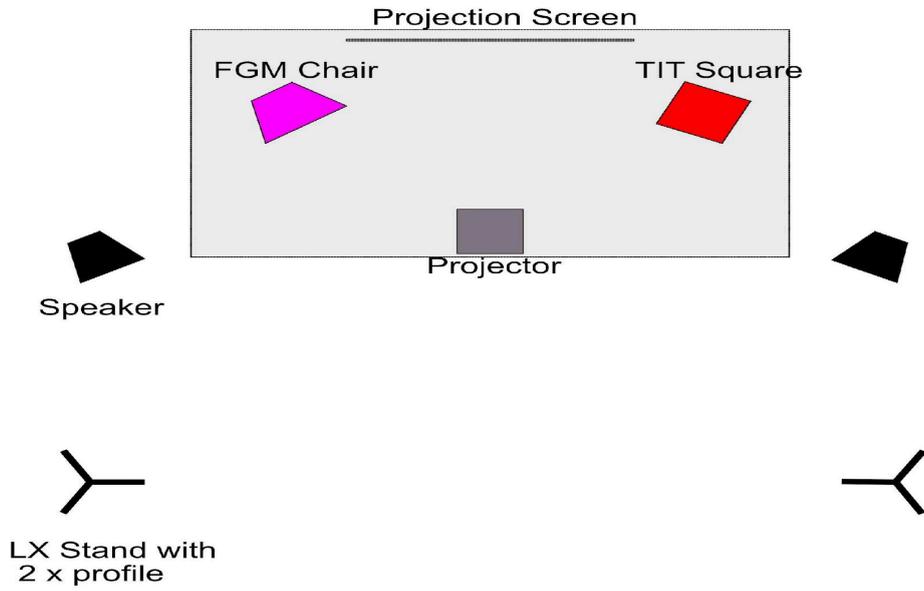
Adequate power for equipment - 2 x 10A circuits will suffice.

2 x trestle tables. 1 at control and one for box office

2 x chairs

Venue Layout:





Minimum Equipment Required:

Audio

2 x 15" powered speakers, or sound system to suit the space.

2 x Speaker Stands

2 x Radio mic receivers with 1 x Headset mic, and 1 x HH mic (as a backup)

Small mixing desk. Minimum 4ch.

USB DI

Cables to suit, (generally 3 x 15m and 4 x 1m XLR)

Video

8ft or larger Projection screen

Projector and lens to suit venue/screen size

Mac laptop running Qlab 5

Converters to get signal from laptop to projector (HDBT/SDI or similar) usually up to 30m run.

Logitech R500s clicker

Lighting

Lighting console able to record and playback up to 40 cues. Must also have the capability to record simple colour change effects.

(There is a show file for Stage CL and FLX S)

4 x Profiles. (2 for spots, 2 for wash)

2 x Fresnels (not 100% necessary, just for extra house light/audience wash)

2 x lighting stands with T-bars, or adequate venue rigging points

8 x LED Pars

Extras:

Power cable for all equipment, IECs, Power boards, etc.

Gaff tape

Batteries for clicker and mics

Lighting states:

The show comprises of several lighting states which repeat throughout the show

State	Profiles	LED Pars
Pre/Post show	Wash on stage/Audience	Purple
Alyce Enter	Wash on stage/Audience	Purple/White Chase
Fairy God Mother state (FGM)	Spot on FGM Chair	Purple
Book Special	Spot on FGM Chair	Purple/Blue Chase
Video State	OFF	Purple
TIT Talk	Spot on TIT Square	Red
Wash and Colourful Chase	Wash on Stage/Audience	Rainbow Chase
White Chase	Wash on Stage/ Audience	White Flashing
Green Jealousy Poem	Spot on FGM Chair	Green
Lament	Wash on Stage/ Audience	Green/White Chase
TIT Applause	Spot on TIT Square	Red/White Chase
Curtain Call	Spot on FGM, Wash	Purple/White Chase

Lighting State Examples:

Video State



Fairy Godmother State



TIT Talk State



Wash and Colourful Chase

