

Sunday in the Park: Followspot Cue List

Created by Assistant Lighting Designer Hudson Schlumberger
 Lighting Designer Oliver Wason, Director Juston Cowan, Master Electrician James King

Spot 1: Kiera Javaruski

Spot Cue	LX Cue	Character	Size	Level	Color	Scene	Notes
Fx 3	LX 99	Jules	Half Body	8	1 + 3	pg. 14	after entrance when walks DS
Fx 4	LX 109	Jules	Half Body	0	1 + 3	pg. 16	out after button as lights come up
Fx 5	LX 239	George	Full Body	10	1 + 3	pg. 39	with LX 239
Fx 6		George	Full Body	3	1 + 3	pg. 43	Dim when other actors enter
Fx 10	LX 271	George	Half Body	10	1 + 3	pg. 49	"Up when Starts singing"
Fx 12		George	Half Body	0	1 + 3	pg. 50	Faster fade out
Fx 15	LX 325	Soldier + Friend	Soldier + Friend	10	1 + 3	pg. 56	Up on starts singing both soldiers
Fx 16		Soldier&Celest1	Soldier&Celest1	10	1 + 3	pg. 57	On "Fine for Sunday" hit center 2
Fx 17	~LX 329	Soldier&Celest1	Both Half Body	0	1 + 3	pg. 57	Fade out on their exit
Fx 18	LX 377	George	Half Body	1	1 + 3	pg. 68	after george pases in front of frame
Fx 19	LX 381	George	Half Body	3	1 + 3	pg. 69	On Start of Song
Fx 20	LX 389	George	Half Body	0	1 + 3		On Dot solo out
Fx 22	~LX 399	George	Half Body	0.5	1 + 3		passes in front of canvas
Fx 23		George	Half Body	0	1 + 3	pg. 73	Out when transition to park starts
Fx 24	LX 403	George	Half Body	6	1 + 3	pg. 73	6s fade up on LX 403
Fx 25	LX 409	George	Half Body	0	1 + 3	pg. 75	3s fade out with lx 409
Fx 26	LX 441	George	Full Body	8	1 + 3	pg. 84	Up when Old Lady "Remember Ge
Fx 28		George	Ful Body	0	1 + 3	pg. 87	Fade out when exits
Intermission, Preset only 1							
Fx 31	LX 521	Celestes 1&2	Half Body	3	1	pg. 94	When leaves pose
Fx 32		Celestes 1&2	Half Body	0	1	pg. 95	When passes platform
Fx 33		Lousie	Half Body	3	1	pg. 95	When leaves pose
Fx 34		Lousie	Half Body	0	1	pg. 95	When passes platform
Fx 35		Dot	Half Body	3	1	pg. 96	When leaves pose
Fx 36		Dot	Half Body	0	1	pg. 96	When passes platform
Fx 37		Yvonne+Jules	Half Body	3	1	pg. 96	When leaves pose
Fx 38		Yvonne+Jules	Half Body	0	1	pg. 97	When passes platform
Fx 40	LX 551	George	Podium Pos	3	2	pg. 98	Up once starts talking
Fx 42	LX 577	George	Half Body	0	2	pg. 101	out on chromolume error
Fx 43	LX 581	George	Podium Pos	3	2	pg. 102	on george "Dennis Lights"
Fx 44	LX 592	George	Half Body	0	2	pg.104	5s fade out after "august first"
Fx 49	LX 701	George	Half Body	3	1 + 2 + 4	pg. 135	s4s fade up at start of song
Fx 52	~LX 779	George	Half Body	0	1 + 2 + 4	pg. 143	3s fade out after turns back to park
Fx 53	Bows	Donna	Half Body	10	1 + 2 + 4	post show	When she enters SL during bows
Fx 54	Bows	DOнна	Half Body	0	1 + 2 + 4	post show	When she exits

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Fx 1	LX 59	Dot	2/3s Body	5	1 + 3	pg. 6	3s fade up on LX 59 "More Trees"
Fx 2	LX 91	Dot	2/3s Body	0	1 + 3	pg. 11	Fade out after button on restore
Fx 3	LX 99	Yvonne	Half Body	8	1 + 3	pg. 14	after entrance when walks DS
Fx 4	LX 109	Yvonne	Half Body	0	1 + 3	pg. 16	out after button as lights come up
Fx 7	LX 251	Nurse	Half Body	2	1 + 3	pg. 43	When She enters SL
Fx 8	LX 259	Nurse	Half Body	0	1 + 3	pg.44	Fade out when Celestes start talking
Fx 10	LX 271	Boatman	Half Body	10	1 + 3	pg. 49	"Up when Starts singing"
Fx 11		Boatman	Half Body	0	1 + 3	pg. 50	Fade out on exit
Fx 13	~LX 281	Dot	Half Body	10	1 + 3	pg. 50	Up As turns around for solo
Fx 14	Before LX 307	Dot	Half Body	0	1 + 3	pg. 53	Out on Exit
Fx 15	LX 325	Celestes 1&2	Both Half Body	10	1 + 3	pg. 56	When soldier starts singing
Fx 16		Celeste2&friend	Both Half Body	10	1 + 3	pg. 57	When Solider and Celeste1 walk off
Fx 17	~LX 329	Celeste2&friend	Both Half Body	0	1 + 3	pg. 58	Fade out on their exit
Fx 18	LX 377	Dot	Half Body	1	1 + 3	pg. 68	on "George" after bumbum
Fx 19	LX 381	Dot	Half Body	3	1 + 3	pg. 69	On start of sony
Fx 21	~LX 399	Dot	Half Body	0	1 + 3	pg. 72	Out on Exit
Fx 24	LX 403	Old Lady	Half Body	6	1 + 3	pg. 73	6s fade up on LX 403
Fx 25	LX 409	Old Lady	Half Body	0	1 + 3	pg. 75	3s fade out with lx 409
Fx 26	LX 441	Old Lady	Half Body	8	1 + 3	pg. 84	Up when Stands
Fx 27		Old Lady	Half Body	0	1 + 3	pg. 84	Fade out 4s after line
Intermission, Preset only 1							
Fx 32		Soldiers	Half Body	3	1	pg. 95	When leaves pose
Fx 33		Soldiers	Half Body	0	1	pg. 95	When passes platform
Fx 34		Servants	Half Body	3	1	pg. 95	When leaves pose
Fx 35		Servants	Half Body	0	1	pg. 96	When Exits
Fx 36		Old Lady+Nurse	Half Body	3	1	pg. 96	When leaves pose
Fx 37		Old Lady+Nurse	Half Body	0	1	pg. 96	When passes platform
Fx 38		Boatman	Half Body	3	1	pg. 97	When leaves pose
Fx 39		Boatman	Half Body	0	1	pg. 97	As soon as he turns
Fx 41	LX 553	Marie	Full Body	3	2	pg. 98	Fade up when enters SR
Fx 42	LX 577	Marie	Full Body	0	2	pg. 101	out on chromolume error
Fx 43	LX 581	Marie	Full Body	3	2	pg. 102	on george "Dennis Lights"
Fx 44	LX 592	Marie	Full Body	0	2	pg.104	Fade 5s out after line "spelled out t
Fx 45		George	Half Body	6	1 + 3	pg. 109	Up on his Entrance
Fx 46		George	Half Body	2	1 + 3	pgs. 109>125	Fades to dim when others talking
Fx 47		George	Half Body	5	1 + 3	pg. 121	After chromo # 7 "Be nice george"
Fx 48	LX 679	George	Half Body	0	1 + 3	pg. 125	Out on Flnal Button
Fx 50	LX 714.5	Dot	Half Body	4	1 + 2 + 4	pg. 136	On 714.5 when she Xs to Center
Fx 51	LX 769	Dot	Half Body	0	1 + 2 + 4	pg. 142	When raises Parasol in painting