Lighting Cue Sheet

Production: Exit This Way

Page: 1 Director: Joseph Turner

Created by Lighting Designer: Benjamin Rowan

Edited by Stage Manager: Lucy Workman

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| --- | --- | --- | --- | --- |
| Cue: | Comment: | Cue Prompt: | Fade Time: | Fade Out: (Only needed if Fade in is different from previous cue fade out) |
| LX 0.5 | Dim House Lights. | Pre-Show | Snap |  |
| LX 1 | Design 1: Warehouse Design Lighting Show. | Clearance | Snap |  |
| LX 2 | Design 1: Warehouse Wash. | **Follows**  LX 1  (Page 1) | Snap |  |
| LX 3 | Design 3: Gameshow Design Lighting Show. | **After**  BRO – ‘Right, you ready? Hit it!’  (Page 6) | Snap |  |

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| Cue: | Comment: | Cue Prompt: | Fade Time: | Fade Out: (Only needed if Fade in is different from previous cue fade out) |
| LX 4 | Design 3: Gameshow  Wash | **After**  ROB – ‘What the hell is this?’  (Page 6) | Snap |  |
| LX 5 | Design 3: Gameshow Design Lighting Show. | **After**  ROB – ‘It doesn’t matter what it is… all that matters is … you have something personal to escape with … Brodie!”  (Page 7) | Snap |  |
| LX 6 | Design 5: White Clinical Wash. | **Visual Cue**  When Brodie and Rob reach mics at front of stage.  (Page 10) | Snap |  |
| LX 7 | Design 3: Gameshow Design Lighting Show. | **After**  BRO – ‘Cue the music!’  (Page 11) | Snap |  |

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| Cue: | Comment: | Cue Prompt: | Fade Time: | Fade Out: (Only needed if Fade in is different from previous cue fade out) |
| LX 8 | Design 3: Gameshow Wash. | **After**  PIP – ‘As the cake is relatively moist, it can be conserved longer than many other types of cakes.’ (Page 13) | 5 secs |  |
| LX 8.5 | Lights up on bike.  (To be added into every lighting design except blackouts and LX 13) | **Visual Cue**  When Brodie takes sheet off exercise bike. (Page 15) |  |  |
| LX 9 | Design 3: Gameshow Design Lighting Show. | **After**  ROB – ‘Jesus Christ’  (Page 16) | Snap |  |
| LX 10 | Design 5: White Clinical Wash. | **After**  BRO – ‘It’s Childhood’  (Page 16) | 5 secs |  |
| LX 10.5 | Design 3: Gameshow Design Lighting Show. | **After**  BRO – ‘Laura! Come on down!’ (Page 17) |  |  |
| LX 10.75 | Design 5: White Clinical Wash. | **Visual Cue**  When Laura reaches mannequin back stage left  (Page 18) |  |  |
| LX 11 | Design 4: Flat Wash. | **After**  LAURA – ‘How about I do this bit’  (Page 20) | 5 secs |  |

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| Cue: | Comment: | Cue Prompt: | Fade Time: | Fade Out: (Only needed if Fade in is different from previous cue fade out) |
| LX 12 | Blackout. | **After**  LAURA – ‘where I could be that little princess I dreamed of’  (Page 23) | Snap |  |
| LX 13 | 2 Spotlights light up both microphone, Stage Left & Right. | **Follows**  LX 12  (Page 23) | 3 secs |  |
| LX 14 | Flood Light turn on behind sheet.  (Could be deleted if torch is being used instead of flood light) | **After**  HAN – ‘Once upon a time, there was a little Princess named Laura.’  (Page 23) | Snap |  |
| LX 15 | Design 1: Warehouse Wash. | **After**  HAN/EM – ‘This is not a…’  (Page 27) | Snap |  |

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| Cue: | Comment: | Cue Prompt: | Fade Time: | Fade Out: (Only needed if Fade in is different from previous cue fade out) |
| LX 16 | Design 3: Gameshow Design Lighting Show. | **After**  BRO – ‘Guys, we need cake number three and four’  (Page 28) | Snap |  |
| LX 17 | Design 3: Gameshow Wash. | **After**  HAN – ‘You know what it is… it’s a Jaffa cake!’  (Page 28) | Snap |  |
| LX 18 | Spotlight on Pip. | **After**  ROB – ‘Who’s doing Props?’  (Page 29) | Snap |  |

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| Cue: | Comment: | Cue Prompt: | Fade Time: | Fade Out: (Only needed if Fade in is different from previous cue fade out) |
| LX 19 | Spotlight on Pip turns off. | **After**  ROB – ‘I mean it’s not even a cake but…’  (Page 29) | Snap |  |
| LX 20 | Design 3: Gameshow Design Lighting Show. | **After**  BRO – ‘Hit the tunes’  (Page 30) | Snap |  |
| LX 21 | Design 3: Gameshow Wash. | **After**  VOICEOVER - ‘Ooo wow, how about that for a stage of cake for you tonight Ella’  (Page 30) | 3 secs |  |
| LX 22 | Design 1: Warehouse Wash. | **After**  ROB – ‘That’s what I thought’  (Page 31) | Snap |  |

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| Cue: | Comment: | Cue Prompt: | Fade Time: | Fade Out: (Only needed if Fade in is different from previous cue fade out) |
| LX 23 | Design 3: Gameshow Design Lighting Show. | **After**  BRO – ‘CUE THE MUSIC!!!!!’  (Page 32) | Snap |  |
| LX 24 | Design 5: Clinical White Wash. | **After**  BRO – ‘Oh my lord, what a surprise! Writing!’  (Page 32) | 3 secs |  |
| LX 25 | Design 7: Detective Wash. | **After**  ALICE – ‘Today, who knows … I might become’  (Page 34) | 3 secs |  |
| LX 25.5 | Design 5: Clinical White Wash. | **After**  ALICE – ‘What am I missing here? What the hell am I missing here?’  (Page 35) |  |  |
| LX 26 | Design 9: Fantasy Wash | **After**  ALICE – ‘I will be…’  (Page 36) | 3 secs |  |

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| Cue: | Comment: | Cue Prompt: | Fade Time: | Fade Out: (Only needed if Fade in is different from previous cue fade out) |
| LX 26.5 | Design 5: Clinical White Wash. | **After**  ALICE – ‘This is all in a days work for the legendary Arkon, who slays…’  (Page 36) |  |  |
| LX 27 | Design 8: Sci-Fi Wash. | **After**  ALICE – ‘Something outer spacey…I will be’  (Page 36) | 3 secs |  |
| LX 27.5 | Design 5: Clinical White Wash. | **After**  ALICE – ‘I wonder if I will ever have this new life…’  (Page 37) |  |  |
| LX 28 | Design 10: Romance Wash. | **After**  ALICE – ‘No, it just isn’t working. I need something else’  (Page 37) | 3 secs |  |
| LX 29 | Spotlight on Ben. | **Follows**  LX 28  (Page 35) | Snap |  |
| LX 30 | Spotlight Fades Out. | **Visual Cue**  When Alice walks back to centre stage  (Page 38) | 3 secs |  |

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| Cue: | Comment: | Cue Prompt: | Fade Time: | Fade Out: (Only needed if Fade in is different from previous cue fade out) |
| LX 31 | Design 5: White Clinical Wash. | **After**  ALICE – ‘Oh my God, that actually worked. We’re going for dinner. I can’t believe it!’  (Page 38) | 3 secs |  |
| LX 32 | Design 1: Warehouse Wash. | **As line is said**  BRO – ‘Aaaaand that’s all we have time for from this section folks!’  (Page 39) | Snap |  |
| LX 33 | Design 3: Gameshow Design Lighting Show. | **After**  BRO – ‘Oh okay…Erm Voiceover?’  (Page 41) | Snap |  |
| LX 34 | Design 1: Warehouse Wash. | **After**  BRO – ‘Hey Ella, seriously slow down… you don’t need to eat it, it’s only a game’  (Page 42) | Snap |  |

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| Cue: | Comment: | Cue Prompt: | Fade Time: | Fade Out: (Only needed if Fade in is different from previous cue fade out) |
| LX 35 | Design 3: Gameshow Design Lighting Show. | **After**  ROB – ‘Jesus, just go get the wheel for the next section.’  (Page 44) | Snap |  |
| LX 36 | Design 5: White Clinical Wash. | **After**  ROB – ‘… how you may find an escape in the lyrics or in the music or in both.’  (Page 45) | 3 secs |  |
| LX 37 | Design 11: Nightclub Design Lighting Show. | **After**  BRO – ‘Ah can’t beat a bit of Queen B.’  (Page 45) | Snap |  |
| LX 38 | Design 5: White Clinical Wash. | **After**  BRO – ‘Yeah there we go…’  (Page 46) | Snap |  |

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| Cue: | Comment: | Cue Prompt: | Fade Time: | Fade Out: (Only needed if Fade in is different from previous cue fade out) |
| LX 39 | Blackout. | **After**  BRO – ‘I think we were just kicked off our own show.’  (Page 50) | Snap |  |
| LX 40 | Design 6: Drag Design. | **After**  BEN - “Shush, I’m ready now… watch, see how you are so wrong about escapism.”  (Page 50) | 3 secs |  |
| LX 41 | Design 1: Warehouse Wash. | **Sound Cue**  When Song Finishes.  (Page 53) | Snap |  |
| LX 42 | Design 1: Warehouse Design Lighting Show Reverse. | **After**  ROB – ‘Look just fuck off!!”  (Page 54) | 3 secs |  |