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 |  |