

Travesties

Cue #	Page #	When?	Time	F/H	Delay	Block	What?	How?/Goal
<b>Preshow</b>								
0.7	1	ELM Test Cue	0				ELM Sequence	
0.8	1	Warm Up Light	3				All lights @ 30%	
0.9	1	B/O Check	3				B/O	
1	1	Preshow	3			I	Pulsating neuron gobo and texture all over the set	Effect 1
2	1	House 1/2	3				House 1/2	
3	1	B/O	3			B	B/O	
<b>Top of Show</b>								
6	1	Lights Up	6			I	Bridge separate world from the rest of the DS area	
9	2	Cecily NTR from UNDER	3	H5			Add shin	
9.1	2	<i>FOLLOW</i>	3				<i>Out</i>	
10	2	When joyce crosses SR	3				Brings up Front light for Joyce DSR	
12	2	CS meeting w/ folders	1				Pull to Cecily & Gwen DS	
15	3	NADYA NTR	6	H3			Restore, more focus on LIB	
15.1	3	<i>FOLLOW</i>	3				<i>SHIN OUT</i>	
18	3	"Morose delectation..."	4\15				More SR for JOYCE	
21	4	JOYCE X DSL	3				SR lower	
24	5	JOYCE begins to sing					Change the DS world darker; shin under CSP	

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P1	5	Conventionals	25				See Above	See Above
P2	5	Blue	45				ELM	
P3	5	FADE	6		20			
27	5	JOYCE XIT		F3		I	Downstage out; track sepia up to CSP	Neurons that start at platforms & lead to CARR (color --> sepia)
P1	5	Conventionals	3				See Above	See Above
P2	5	SL PLAT	0				ELM	CONTENT 12
P3	5	STAIRS	0		0.5			CONTENT 13
P4	5	BRIDGE	0		2.5			CONTENT 14
P5	5	SR PLAT	0		0.5			CONTENT 15
27.1	6	<i>FOLLOW</i>						<i>Follow to blue boom look to DSL Pit; OUT on SRP</i>
P1	6	Conventionals	3				No Change	
P2	6	SL PLAT	0		2		ELM	FADE CONTENT
P3	6	STAIRS	0		3.5			
P4	6	BRIDGE	0		5.5			
P5	6	SR PLAT	0					
30	6	"Memories of James Joyce"		F4				
P1	6	Conventionals	10				See Above	See Above

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P3	6	BRIDGE	0				ELM	CONTENT 20
P4	6	SR PLAT	0		3			CONTENT 21
30.1	6	<i>FOLLOW</i>					<i>Follow to blue boom look to DSL Pit; OUT on SRP</i>	
P1	6	Conventionals	10				See Above	See Above
P3	6	BRIDGE	0		4		ELM	FADE CONTENT
P4	6	SR PLAT	0		5			
30.5	6	JOYCE DSC	3\12				Blue boom look follows Joyce DSC; out on SRP	
31	6	JOYCE X SL PIT	8\10			I	Follow to blue boom look to DSL Pit; OUT on SRP	
33	7	JOYCE XIT; "Further recollections of a..."	6			I	DSL Pit Boom OUT	
36	7	LENIN NTR	-	F4			SLP blue boom & texture shaping	Neurons from CSP to SLP desk (sepia --> color)
P1	7	Conventionals	3				See Above	See Above
P2	7	SL PLAT	0		3.5		ELM	CONTENT 16
P3	7	STAIRS	0		1.5			CONTENT 17
P4	7	BRIDGE	0					CONTENT 18
36.1	7	<i>FOLLOW</i>					<i>SLP blue boom &amp; texture shaping</i>	<i>Neurons from CSP to SLP desk (sepia --&gt; color)</i>
P1	7	Conventionals	3				See Above	See Above
P2	7	SL PLAT	0		9.5		ELM	FADE CONTENT
P3	7	STAIRS	0		2			

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P4	7	BRIDGE	0				ELM	
39	8	LENIN turns to XIT	6			I	SLP OUT	
42	8	"...before the war... (TZARA NTR)"	-	F4			SRP blue boom & texture shaping	Neurons from CSP to SRP (sepia --> color)
P1	8	Conventionals	6				See Above	See Above
P2	8	STAIRS?	0				ELM	CONTENT 19
P3	8	BRIDGE	0					CONTENT 20
P4	8	SR PLAT	0		2			CONTENT 21
42.1	8	FOLLOW						Follow to blue boom look to DSL Pit; OUT on SRP
P1	8	Conventionals	6				See Above	See Above
P2	8	STAIRS	0				ELM	FADE CONTENT
P3	8	BRIDGE	0		4			
P4	8	SR PLAT	0		6			
45	9	TZARA turns to leave	4				SRP OUT	
46	9	Bennett ent	12				Lights up DSR area dimly for Bennett ent.	
48	9	CARR turns X US during monologue (when he takes off jacket?)					A little more color as we transfer	
P1	9	Conventionals	6\12				See Above	See Above
P2	9	BRIDGE	0				ELM	CONTENT 24

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Cue #	Page #	When?	Time	F/H	Delay	Block	What?	How?/Goal
51	9	CARR starts down the stairs	4\12				Stairs in a different look from CS platform	Neurons? (sepia --> COLOR!)
P1	9	Conventionals	4\12				See Above	See Above
P2	9	STAIRS	0				ELM	CONTENT 23
P3	9	BRIDGE	0		6			FADE CONTENT
52	9	CARR hits the SL Platform		F3			X fade to SLP	
P1	9	Conventionals	6\12				See Above	See Above
P2	9	SL PLAT ELM	0				ELM	CONTENT 22
P3	9	STAIRS ELM	0		3			FADE CONTENT
52.1	9	<i>FOLLOW</i>					<i>Establish the drawing room look</i>	
P1	9	Conventionals	5				See Above	See Above
P2	9	SL PLAT ELM	0		5		ELM	FADE CONTENT
53	10	Carr X DSC	6				Take out SLP light	
54	10	First, "I have put the newspapers..."	6				Isolate to CS; feather out	
55	10	Carr crosses SR.	4				Add in SR pit	
57	11	Start of time slip		F2		B	Time slip look; dim intensity	Neurons pulsing faintly, not making a connection
P1	11	Conventionals	1				See Above	See Above
P2	11	ALL ELM	0				ELM	CONTENT 25
57.1	11	<i>FOLLOW</i>	0		5		<i>ELM OUT</i>	

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60	11	After time-slip Pause	2				Restore previous cue	
63	11	"A gentleman called sir..."	5				Expand SR pit	
66	12	BENNETT comes over when beckoned, "...La Rochefoucauld."	8				Restore previous cue	
69	13	Start of time slip		F2		B	Time slip look; dim intensity	Neurons pulsing faintly, not making a connection
P1	13	Conventionals	1				See Above	See Above
P2	13	ALL ELM	0				ELM	CONTENT 25
69.1	13	<i>FOLLOW</i>	0		5		<i>ELM OUT</i>	
72	13	After time-slip Pause	2				Restore previous cue	
73	13	Start of time slip		F2		B	Time slip look; dim intensity	Neurons pulsing faintly, not making a connection
P1	13	Conventionals	1				See Above	See Above
P2	13	ALL ELM	0				ELM	CONTENT 25
73.1	13	<i>FOLLOW</i>	0		5		<i>ELM OUT</i>	
74	13	After time-slip Pause	2				Restore previous cue	
75	13	"The Tsar has now abdicated..."					Beat starting; something colorful	
P1	13	Conventionals	15				See Above	See Above
P2	13	Moving Lights	6				See Above	See Above
76	13	When Bennett begins running SR	3				Light up in HL aisle	

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77	13	Once Bennett runs back onstage	5				Restore to original Rap look; something colorful	
78	13	BENNETT starts rapping quicker					Way more different	Neurons frequency wave
P1	13	Conventionals	7				See Above	See Above
P2	13	ELM	15				Pixels Get Crazy	
81	14	"Yes, sir. I have put the newspapers."	0.5				Restore to look before rap; isolated CS	
82	14	Start of time slip		F2		B	Time slip look; dim intensity	Neurons pulsing faintly, not making a connection
P1	14	Conventionals	1				See Above	See Above
P2	14	ALL ELM	0				ELM	CONTENT 25
82.1	14	<i>FOLLOW</i>	0		4.75		<i>ELM OUT</i>	
83	14	After time-slip Pause	2				Restore previous cue	
84	15	BENNETT turns to XIT	3	H6			SRP shin	
84.1	15	<i>FOLLOW</i>	2				<i>Above OUT</i>	
87	15	BENNETT NTR w/ Tzara	4	H6			Add SRP in world of room	
87.1	15	<i>FOLLOW</i>	4				<i>Above OUT</i>	
90	15	BENNETT NTR w/ Gwen & Joyce	4				Add SRP in world of room	
93	16	At JOYCE NTR	8				SRP, no front light; limerick look, different than regular room	Neurons Bright & Colored
96	18	All XIT except CARR & JOYCE	6				Isolate to CS	

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99	18	Start of time slip		F2		B	Time slip look; dim intensity	Neurons pulsing faintly, not making a connection
P1	18	Conventionals	1				See Above	See Above
P2	18	ALL ELM	0				ELM	CONTENT 25
99.1	18	FOLLOW	0		4.75		ELM OUT	
102	19	BENNETT NTR w/ TZARA	2	H6			Add SRP in world of room	
102.1	19	FOLLOW	4				Above OUT	
105	20	"I'm sick of cleverness." (When Tzara and Carr are at center.)	15				Isolate to CS; feather out	
108	20	When Tzara gets up	3				Add area 4 to intensity	
109	20	When Tzara sits back down	4				Restore look from q105	
111	21	"I might claim to be able to fly..."	6				Highlight SL pit where flying monologue happens	
114	21	"Don't you see my dear Tristan."	6				Restore Previous Q	
117	22	"Wars are fought..."	7/12				Add in SR pit	
120	22	"...phrase-making smart-alecy..."	15				Heated; Brighter	
121	22	When Carr and Tzara cross to DSL	3				Add front light on DSL.	
122	23	When Carr cross to DSR	4/10				Add front light on DSR	
123	23	When Tzara Stomps before Carr singing					Isolate to SR; colder; trench warefare flashback	Neurons
P1	23	Conventionals	15				See Above	See Above



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P2	23	ALL ELM	0				ELM	CONTENT 8 & 27
124	23	When Carr moves CS	3				Bring up Front light for DSC	
126	23	Two X CS	6				Keep look to CS	
127	23	Start of time slip		F2			Time slip look; dim intensity	Neurons pulsing faintly, not making a connection
P1	23	Conventionals	1				See Above	See Above
P2	23	ALL ELM	0				ELM	CONTENT 25
127.1	23	<i>FOLLOW</i>	0		5		<i>ELM OUT</i>	
129	24	"And what brings you here...?"					Restore to room look; isolate to CS	Neurons out
P1	24	Conventionals	2				See Above	See Above
P2	24	ALL ELM	0				ELM	FADE CONTENT
132	24	TZARA X to DSR of cube to explain JOYCE'S clothes	6				Expand to SR pit	
133	24	When Tzara crosses SR.	5				Add in SR pit	
135	25	"Good heavens, no. Cecily..."	10				Restore to previous cue	
138	26	"...name of Joyce."	12				Just a bit colder	
140	27	When Tzara come DS Of SR cube	4				Adds Area 4	
141	27	"That sounds like the last world in..."	10				Add in SR pit	
144	28	TZARA X to CS and sit	12				Restore previous cue but warmer	