

Cue #	Page #	When?	Time	Follow	Delay	Block	What?	Goal
<b>Preshow</b>								
1	1	Preshow						
2		5:00min before Top of Show	5:00					
3	1	House 1/2 w/ preshow						
4	1	House Out w/ Music after preshow	12	15.5		B		
<b>Act I Scene I</b>								
6	1	AUTOFOLLOW	0	4		B	Lightening Crash 1	
6.1		AUTOFOLLOW	10	1			Restore	
9	0:00	AUTOFOLLOW	0	2			Lightening Crash 2	
9.1		AUTOFOLLOW	10	14			Restore	
12	1	AUTOFOLLOW	0	2			Lightening Crash 3	
15	1	AUTOFOLLOW	5				Restore	
21	1	After storm w/ sound				B	Establish the whole ORS room - nighttime	
24	1	ORS sits on couch					Isolate to couch	
27	1	Curio, "Will you go hunt, my lord?"					Restore previous Q	
<b>Act I Scene II</b>								
30	3	Transition to Sea Coast				B	Take out FNT light on ORS (keep alive); and establish the sea	
30.1		AUTOFOLLOW	3				Add SEA FNT	
33	3	Captain, "It is perchance that you yourself..."					Iso Sea FNT only CS, keep soldiers lit DSL apron	
<b>Act I Scene III</b>								

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36	6	TOBY & MARIA NTR	1\6			B	Shift to US house unit & garden, keeping DS sea & OS alive (night)	Abrupt
39	6	TOBY X DSL stair	6				Expand DS of the table & remove house unit	
42	7	Sir Andrew NTR					Add in House Unit (don't forget the practicals!)	
45	7	Sir Toby, "Accost, Sir Andrew..." (when ORS & VIO leave)	15			B	Slowly take over sea & ORS w/ garden	
48	8	Maria opens the house door					Add in US of house	
51	8	Sir Andrew X to table					Isolate the table & take out US of the door	
54	10	Toby & Andrew stand X DS					Tracking cue to highlight DS of table	
<b>Act I Scene IV</b>								
57	11	Toby & Andrew XIT, VAL & VIO NTR	6\12			B	Establish whole ORS palace and B/O the garden)	
60	11	VIO & ORS X DSR	6				Remove front light everywhere except DSR	
63	12	FESTE NTR	3				Establish a piece of the garden on CS	
<b>Act I Scene V</b>								
66	13	VIO & ORS XIT, MARIA NTR	3\10			B	Radiate garden from CS FESTE, and B/O ORS palace (midday)	
66.1	13	<i>AUTOFOLLOW</i>	12				<i>Finish establishing garden</i>	
69	14	Feste X DSR					Tracking cue to DSR	
72	14	Olivia NTR					Add house unit & behind	
72.1	14	<i>AUTOFOLLOW</i>					<i>Restore previous Q &amp; add CS FNT</i>	

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75	15	Olivia, "What do you think of this fool..."	0:00			B	Long ToD shift	
78	16	Maria NTR					Add house unit & behind	
81	16	Maria XIT					Restore previous Q	
84	17	Toby NTR					brighten USL & bridge between CS & USL	
87	17	Toby XIT					Track to USC	
90	17	MAL NTR					Add house unit & behind	
93	18	Maria NTR	1:00			B	Begin ToD shift	
96	19	VIO X DS to SL table					Tracking cue to table, get rid of FNT light on house unit & behind	
99	20	OLI X DSR					Add in DSR	
102	20	All XIT except OLI & VIO	1:00				Another ToD shift	
105	22	VIO X to couch					Pull down to couch	
108	22	VIO XIT					Create an abstract garden world for olivia to sit in	
111	23	"What ho, Malvolio!"					Restore previous Q	
<b>Act II Scene I</b>								
114	24	Antonio & Sebastian NTR	6\12			B	Hints of the sea DS on a "street" and garden OUT	
117	24	ANT & SEB sit					Isolate CS pit	
120	25	ANT & SEB stand					Restore previous Q?	
<b>Act II Scene II</b>								

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123	26	Viola & Mal NTR	3\6			B	Restore ToD from I.IV and keep hints of the garden	
126	26	MAL XIT					Bring down intensity	
129		Parade Cues (final look is nighttime)						
132								
135								
138		Final Night Look (unsure of placement til parade is staged)				B		
<b>Act II Scene III</b>								
141	28	Toby & Andrew NTR					Pull focus SR for top of scene	
144	28	FES NTR					Add in CS	
147	29	FES begins to sing					Something magical, maybe fireflies to the beat (or add more?)	
150	29	After song					Restore previous Q	
153	30	Maria NTR					Add house unit	
153.1	30	<i>AUTOFOLLOW</i>					<i>Follow house unit out</i>	
156	30	Andrew & FES X CS					Get rid of SR	
159	30	Malvolio NTR	1				Bring up house unit & behind	
162	30	Malvolio X down stairs					Remove house unit FNT	
165	31	Malvolio X to house unit					Restore previous Q	

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168	31	Malvolio XIT					House unit & behind out	
171	32	All sit at table					Isolate the table	
174	33	Maria stands					Add in SL of table	
177	34	Toby & Andrew X to house unit					Add in House Unit (don't forget the practicals!)	
180	34	Toby & Andrew XIT & VIO NTR (for singing sequence)					FNT light out, highlight VIO	
183	34							
186	34							
<b>Act II Scene IV</b>								
189	35	Daybed on Scene begins					Establish ORS interior w/ window/daybed	
192	36	ORS X SR					FNT light out on bed	
195	36	Feste sings					Clear emotional shift to bluer tones	
198	37	Song ends					Restore previous Cue	
201	38	ORS X SL to bed					Add back in SL bed (similar to Q189); SR out	
<b>Act II Scene V</b>								
204	40	Toby, Andrew & Fabian NTR					Midday garden originates from USR	
204.1	40	AUTOFOLLOW					Finish establishing garden	
207	40	MALVOLIO NTR					Bring up MSL; highlight USR bushes	
210	40	MAL X SR					Track to SR	
213	41	MAL sits on couch					Isolate couch	