

## RG RUN-THROUGH Tech Notes 10.29.12

Act, Scene	Dept	Notes
Act 2:		
A2S13	Costumes	Mrs. Roeder; Can we get some jewelry on her? Bling would be fab
A2S7	Light Booth	Still working out problems, but you guys really need to gauge your volume, voices are reaching the house.
A1S10	Lighting	Downstage left platform lit during scene, must be taken out.
A1S10	Lighting	Hold light cue on Roeder's office until Grace finishes saying "not a real doctor"
A1S10	Lighting	Lighting should go out on Grace's parlor after Grace finishes saying "not a real doctor" and light should come up again on Flinn's line "my findings Mr. Roeder"
A1S10	Lighting	Missed lighting cue at the end of the scene
A2S3a	Lighting	After quick blackout, lighting needs to come up WHILE scene shift is occurring on stage left platform.
A2S4	Lighting	Are we still playing with the silhouette effect at the beginning and end of the scene?
A2S4	Lighting	DSL corner of Roeder's office lighting is far too dark
A2S5	Lighting	Lighting must come up much faster for A2S5
A2S8a	Lighting	Light cue missing/late for Martland
A2S9	Lighting	DS edges of parlor, actors fall completely out of light, any other light we can give them?
A2S11	Lighting	Play with crazy lighting for the dream sequence.
A2S11	Lighting	Some sort of a lighting effect that changes DSR, lighting fades in Grace's parlor after Curie and Grace cross to main floor.
A2S14	Lighting	Missed light cue, MSC on Lee, be ready for it in advance.
A2S14	Lighting	As soon as actors are DSL in blackness, bring up lights and start next scene.
A2S14	Lighting	After Markley's line "that's perfect," blackout.
A2S15	Lighting	Another instrument Upstage mid center with same color temp as Roeder?
A2S15	Lighting	DSL on Harriet same color temp, build lighting into the scene.
A2S15	Lighting	Isolate Roeder on one single instrument for his monologue.
A1S1, A1S3	Lighting	Do we have any more light that we can bring back to the factory space? It's supposed to be very bright.
A1S2	Lighting	Going into A1S2, what happened?
A1S2	Lighting	Need more light across the stage, stage right was in the dark.
A1S2	Lighting	As crowd exits, lighting only remains stage left, factory tables start to be brought in stage right
A1S2	Lighting	Blackout at the end of the scene for the rest of the set on stage left
A1S3	Lighting	Add cue for end of A1S3, single instrument on Irene (Erin BM), then blackout for scene change.
A1S5	Lighting	Downstage left corner of office, Roeder is completely dark, needs more light.
A1S9	Lighting	After Drinker, upstage lights fade out
A2S3	Makeup	Can't see blood, MORE BLOOOOOD MWAHAHA, also needs to be <i>pale</i>
A2S7	Makeup	Fix Lee's hair
A2S11	Makeup	Have glow in the dark paint on the girls in the dream sequence.

A2S11	Makeup	Grace needs to look sicker and more pale as the play goes on, especially nowwwwowowowow #forealz #pale #makeup #theatre
A2S12	Makeup	Von Sochocky needs a black hand. Dip it in acid or something.
A2S13	Makeup	Need better job at evenly applying makeup to the face
A2S13	Makeup	Face AND neck, make sure to also to the neck.
A2S15	Makeup	More age lines on Roeder
A1S3	Makeup	More blood makeup, make more visible to audience
A1S11	Props	Punch bowl glasses needed, not tall glasses. See Kornfeld if confused.
A2S1	Props	We need canned goods (stripped labels), dry goods (generic looking things)
A2S4	Props	How are we coming on the white jawbone-looking thing with light yellow-brown liquid?
A2S7	Props	Preset one bottle of Radithor with iced tea plus two rocks glasses, DSL table
A2S7	Props	Magazine must be replaced with a newspaper for Mrs. Roeder.
A2S9	Props	Add stacks of letters, 1-2 rolled up newspapers that stay permanently set in DSL wicker basket
A2S11	Props	Pen for Markley
A2S15	Props	Still need paints and big, big brush
A2S15	Props	Fake leaves to clear away on gravestone
A2S15	Props	Harriet needs a fake cig, cigarettes are definitely not metal
ALL Y0	Props	Notepads for Reporter and Sob Sister
A1S2	Props	Need some writing on the Radium Club certificate
A1S2	Props	What are we doing for the podium?
A1S2	Props	Need black/metal pens that go with the time period
A1S4	Props	What food can we give to Tom to actually eat on stage? Possibly bread?
A1S4	Props	Can't have a piece of black wallpaper, find more wallpaper samples. Read through the passage of lines on page 30, list description of wallpaper.
A1S5	Props	Ice tea in the decanter.
A1S5	Props	Strike lamp on Roeder's desk, too much of an obstruction.
A1S7	Props	Missing bell on the desk in the health department office
A1S8	Props	Need a serving tray for Mrs. Roeder.
A1S8	Props	Need a cork cap for each bottle of Radithor, iced tea or water in each bottle
A1S9b	Props	Medical report in a bound book that pages can be ripped from, still don't have it
A2S5	Running Crew	Overall noise level has to be brought down substantially
A2S11	Running Crew	Set up Von Sochocky's home during DSR nightmare sequence.
A1S4	Running Crew	Have to speed up scene change between S3-S4
A1S4	Running Crew	Coming out of scene4, MUST be QUIETER
A2S1	Scenery	Still make sure we are building the bench used in a lot of different scenes
A2S9	Scenery	Painting add to board wall, to different smaller paintings for Roeder's office, big painting to add above couch in Grace's parlor
A2S9	Scenery	Paint a little plaster cracking somewhere on Grace's parlor wall.
A2S9	Scenery	Antique power switch plates on wall near the lamp of Grace's parlor.
A2S13	Scenery	Replace stage left mini prop table with another table so we can have a third table for the courtroom scene.

A2S15	Scenery	Still need easel and gravestone #death #paint
A2S15	Scenery	May need small table to hold paintbrush and easel and all that jazz
A1S5	Scenic	Step should not be on upstage right platform, should be on upstage LEFT.
A2S11	SM	Set up Von Sochocky's home during DSR nightmare sequence.
A1S1	SM	"Oh for pity's sake Kathyrn" cue for factory lights to come back in.
A1S10	Sound	Blend in sound effect of door opening offstage and then closing, just before the start of the scene before Flinn enters.
A2S7	Sound	Doorbell, then knock, then knock, then Lee's line, then door open/close offstage, later after Roeder and Lee exit again, door opening and closing once more
Pre	Sound	Preshow music, put in 20 minutes, 15 minutes intermission music, and bow music.
A1S1	Sound	Factory Scene; Needs to blend in background sound of factory at the start of the scene
A1S2	Sound	Need scene change music
A1S3	Sound	Background sounds should be quieter and shorter, only at the beginning, slow fade out
A1S3	Sound	Different whistle sound, needs to be more of a factory/train whistle.