

## RG RUN-THROUGH Tech Notes 10.30.12

Act, Scene	Character	Note
A1S2	Costume	Different Top for Irene (Pg.16)
A1S2	Costume	Madame Curie needs a hat
A1S3	Costume	Does everyone know which kind of shoes they're suppose to wear
A1S7	Costume	Nice hat but does it fit Kaythrin
A1S9	Costume	Dr.Knef needs darker socks
A2S13	Costume	Cover up Adaija's fuscia colored shirt during court
A1S2	Costumes	What shoes will Roeder and Reporter wear?
A1S1	Lighting	Fix black lights, power cords and black tape need to be fixed
A1S1	Lighting	Coordinate cue to figure out when lights come on
A1S1	Lighting	Odd light cue, lights dimmed (Pg. 15 ) Once light adjusted far
A1S11	Lighting	Why was there a blackout in the middle of the scene?
A1S11	Lighting	Don't isolate lighting once the scene starts, keep everything lit
A1S11	Lighting	Blackout was late.
A1S3	Lighting	Light effect isolating on MSS needs to happen during "Honey are you alright" is your cue to advance (Pg.27)
A1S4	Lighting	Trim instrument for DSL light, spill all over the apron (pg.30)
A1S5	Lighting	Ending of A1S5 speed up the lighting
A1S8	Lighting	Adv. Cue early black out on actors during A1S8 (Pg.46)
A1S9	Lighting	Lighting starts DSL then lighting up on DSR then black out DSL then lighting come ups USR and lighting stays on. Look over cues for Pg.47
A2S11	Lighting	Is there a separate light cue for DSR in dream sequence?
A2S11	Lighting	Need black lights on table for dream sequence (Pg. 90)
A2S11	Lighting	As soon as Grace walks down to DSR, light on USL platform should go out (Pg. 90)
A2S11	Lighting	After Curie's line "one more dead dialpainter" (Pg.91) blackout on stage until Grace gets back to lying down USL
A2S13-14	Lighting	Blue light going into S14
A2S4	Lighting	Is there any more light we can put on DSL corner of USR platform? Would be awesomeness
A2S13	Makeup	Grace is good, other gurls less pale, get rid of the rid around the lips, Adaija's is fine, Sam, Raina, and Lauren TONE IT DOWN ZOMGZ
A2S3	Makeup	Kathryn, much better makeup, good job. But, SEE KORNFELD, add white to neckline.
A2S7	Makeup	Mrs. Roeder's hair, fix that brah, swaq eht owt
A1S2	Make-Up	Mrs. Middleton needs more age lines,
A1S2	Make-Up	Lee's hair better today
A1S3	Make-Up	We need better age lines on Von Sh. Face.
A1S3	Make-Up	Better with blood capsules

A1S10	Props	Basket of newspapers in not to be preset on table, supposed to be DSL on the platform in the parlor.
A1S11	Props	Punchbowl glasses, not tall glasses. SEE KORNFELD
A1S3	Props	Make sure you have tray's ready
A1S3	Props	Did our watch dials come in yet? If not when?
A1S5	Props	Wash rox glasses
A1S8	Props	Radithior, make liquid darker
A2S13	Props	Duct tape on the bottom of brown briefcase needs to be painted brown.
A2S3	Props	Need a small paper bag and empty thing of generic looking ice cream.
A2S3	Props	No manila folder for Sob Sister, use Green's resume paper with typed print, Greene will bring it in
A2S4	Props	Large picture for the boardroom, something completely different for the bookshelves SEE KORNFELD for old books for the bookshelf.
A2S4	Props	No plant(s)
A2S9	Props	Wooden hanger, <u>not</u> plastic like your soul
ALL BRO	Props	Oldest style phone we have should be preset on Berry's desk in his scene and Roeder's in his
A1S4	Running	Where were chairs during scene change? You were late
A1S3	Running Crew	DSL platform worktable, spike what's front and back of table, not fully stained tables so you need to show the stained side (Pg.20)
A1S7	Running Crew	DSL Health Dpt. Furniture must all come in during A1S5 (Roeder's Office)
A1S9	Running Crew	Scene change out of Dr. Knef's office must take place during Roeder's scene is A1S9 AND podium and chairs for Women's meeting for A1S11
A2S11-12	Running Crew	Move during scene change Von Sochocky's house plus Court, stenographer, and defense table chair plus judge's bench, stenographer machine, stenographer table, and defense table in scene change going into scene 12.
A2S12	Running Crew	Whoever brings on Martland's table, it was backwards.
A2S3	Running Crew	As soon as Berry's office is struck during A2S2, start bringing in hospital during the monologues on DSR and DSC in beginning of A2S3
A2S3	Running Crew	Incorrectly set up hospital scene, look over photo
A1S1	Scenery	How far in do the windows come, they looked way too high
A1S1	Scenery	Black lights on tables need to be fixed tomorrow tomorrow I love you tomorrow only a day away
A1S5	Scenery	Lets use the left over pergo for the DSL
A1S9	Scenery	Step on USR platform needs to be moved to USL platform
A2S13	Scenery	Can the rope attached to the prosecuting attorney's table be removed?
A2S3	Scenery	Bed supports, paint them brown, black, grey, something like that
A2S9	Scenery	SL side up US wall on USR platform must be painted
ALL BRO	Scenery	Still need to paint stage right side of DSL platform.
ALL BRO	Scenery	Lamp must be screwed in and furniture spiked
ALL BRO	Scenery	Must go over blue tape paint lines USL platform plus add crack in wall effect in Grace's parlor

A1S1	SM	Coordinate cue to figure out when lights come on
A1S3	SM	Light effect isolating on MSS needs to happen during "Honey are you alright" is your cue to advance (Pg. 27)
A1S5	SM	Ending of A1S5 speed up the lighting
A2S8-9	SM	Nice job with scene transition, we need that with all of them guiz
ALL BRO	SM	Got to anticipate cues faster, have to be sharper and quicker
A1S10-11	Sound	Scene change 10-11 need music until actors are in place.
A1S2	Sound	Remember scene change music going into A1S2 (Pg.15)
A1S3	Sound	Take out factory noises
A1S3	Sound	Music during A1S3 scene change (Pg. 19)
A1S4	Sound	Scene change music for A1S4
A1S7	Sound	Scene Change music for scene change into A1S7
A1S8	Sound	This scene change music was good
A2S7	Sound	Need door sounds <i>on time</i> for Lee (Pg. 80)
ALL BRO	Sound	You can't get in the habit of inserting music for every scene change, some should be instant cuts