

RG TECH RUN-THROUGH NOTES 10.31.12

Act, Scene	Character	Note
A1, S1	Fly	Factory windows do not fly in until after Roeder's line "We just didn't realize what it meant" pg 12
A1, S1	Fly	Windows fly out at the end of A1S1
	John	Can you fly out the black curtains before you leave tonight?
A1, S1	Lighting	First lighting DSL, then USR, then full factory. FIX CUES BEFORE OPENING NIGHT. USR on pg 12, full factory on bottom of pg 12
A1, S1	Lighting	We are going to delay the lights coming back on out of black light affect until after "Painting your faces, have you gone off your minds?" pg 14
	Lighting	Unless we have extra instruments to light the windows, they are bizarre
A1, S3	Lighting	Cue advanced too soon. Light cue should advanced after "Your mouth is bleeding" pg 27
A1, S9	Lighting	Wait for the actors to bring up light cue for A1, S9, pg 46
A1, S11	Lighting	A1, S11 needs to stay from the beginning to the end. Same light cue throughout. We can bring in some green, but don't drop the rest of the lighting. It can fill the stage. You changed it later, and that is what should happen at the start.
	Lighting	What was the extra cue? Pg 61
A2, S11	Lighting	We do want green USL and less light in general by far. She is in a nightmare in the beginning. Pg 89
A2, S11	Lighting	Don't fade lighting USL platform until after Grace and Curie are completely off of it. Pg 89
A2, S11	Lighting	A2, S11 black lights were not on table. Why?
A2, S14	Lighting	Fix light cue. I don't want light to fade SL. Keep the DS entire corridor lit the entire time.
	Prop	Do we have purses?
A1, S4	Props	Supposed to have actual food and a cup preset on the table. Loaf of French bread that we can actually eat.
	Props	Let's fill the bookshelf with books during Roeder's scene
	Props	Make sure you have the decanter filled with iced tea at the start of each run
	Props	Get rid of the plant on the shelf.
	Props	No candlesticks on the shelf. Take them off.
A2, S3	Props	Need small lunch sack or paper bag for ice cream.
A2, S3	Props	Make sure we do get the camera from photography for opening night.
	Props	We need to get something printed on the paper/forms for all actors. We can tell that it is blank.
A2, S7	Props	Roeder doesn't use punch bowl glasses in A2, S7
A2, S15	Props	We need a canvas on the easel. Talk to art department about canvas
A2, S15	Props	Take small plant from shelf in Roeder's office and put it SL of tomb.
A1, S3	Running Crew	Scene change after A1, S3 is too long. Pg 27
A1, S4	Running Crew	Kitchen chairs with yellow spike tape are far too visible. Please put them where they aren't visible from the audience.
A1, S9	Running Crew	Gonna need to be ready to do new assignments for scene change. We will have a dentist chair tomorrow.

		Be prepared.
	Running Crew	Make sure you place the furniture so that the spike tape isn't visible
A2, S12	Running Crew	Make sure you get the A2, S12 furniture on asap
	Scenic	SR side of DSL platform must be painted.
	Scenic	Paint the black USL panels with generic interior facing
	Scenic	Need to paint USL platform steps
A1, S4	Scenic	Kitchen chairs with yellow spike tape are far too visible. Please put them where they aren't visible from the audience.
A1, S5	Scenic	USR platform SL painting must be hung straight.
A1, S5	Scenic	If we still have black fabric, let's hang on the backside of the counter that we built. If we don't have fabric, paint the inside
	Scenic	Board room wall needs to have painting
	Scenic	Sconces need to be installed
	Scenic	Paint bed supports
	Scenic	We need to hang the door on the USR platform.
A2, S13	Scenic	Please remove the cable on the defense table
A2, S13	Scenic	Need to cover final witness table with black fabric
A2, S15	Scenic	We need to clean up the tombstone.
	Scenic/Fly	We need to straighten out the windows and finish the vellum
A1, S1	SM	Advance cue way too quickly. Have to wait for actors to get on stage. Pg 11
A1, S1	SM	We are going to delay the lights coming back on out of black light affect until after "Painting your faces, have you gone off your minds?" pg 14
	SM/Lightbooth	We have to be conscious of the fact that you can easily be heard during the run of the show.
	Sound	Follow the feel of the show with scene change music. Greene will talk with you.
A1, S3	Sound	Make sure the whistle sounds. Pg 20
A1, S3	Sound	Great track coming out of A1, S3. Keep it. Write it down. Pierce came to talk to you about it.
A1, S3	Sound	Be ready to cut off the music pg 27
	Sound	Scene change from A1, S5 to A1, S6 does not require music.
	Sound	Scene change from A1, S6 to A1, S7 does not require music.
	Sound	Scene change from A1, S7 to A1, S8 does not require music.
	Sound	We need music between A1, S10 and A1, S11. Long scene change.
	Sound	We need intermission music throughout.
A2, S7	Sound	Much louder for knocks, and a little louder for doorbell pg 80
A2, S7	Sound	We don't have door opening and closing. When are we going to get it? Pg 80
	Sound	We need music between A2, S11 and A2, S12
	Sound	We need music between A2, S13 and A2, S14
	Sound	Now that we have identified where music is and isn't, please be sure that you get them ready.