

Preliminary Cue List and Synopsis		
Place	Description	Page
at rise	stage is black	7
start of play	lights fade up to preset - should be warm and inviting; want the audience to connect with and care about the characters	7
Haiku 1	haiku preset - cold, dark, eery, gray	7
end of Haiku 1	present preset - maybe slight change with more specific lighting, if general lighting in open (before action) will help engage audience	7
John said	is it possible to heighten and tense that scene, and release the pressure right there, when Nell catches herself?	8
as all children do	release the flood of tension	8
Haiku 2	haiku preset	8
end of Haiku 2	present preset	8
Haiku 3	haiku preset	9
end of Haiku 3	present preset	9
I want to do more	tension	10
Billie's entrance	release the tension	12
Flashback 1	storytime preset	14
playful mood	yellow light	14
Rising Conflict	shift to orange light	15
It's my momma doll,	red light	15
I'm going to tell on you	green light	15
You're stupid	chaotic light flashing	15
Forehead slapping	explosion/release/flood of blue light	16
end of Flashback 1 (nurse entrance)	return to present preset	16
There, you see?	slight decrescendo wash lights	17
You never change	shift in direction of light origin (near-horizontal angle; balc rail)	18
Flashback 2	ring of colors around Billie; Billie uses prism to collect light (so center colors in on Billie at prism cue)	19
Louise hums	shift to yellow mood	19
playful scene	increase in brightness of mood	20
recognition	drop the color; instant gray; slow fade to prism lighting	20
end of Flashback 2	return to accusatory horizontal lighting	21
Mother, listen to me	ease the scene; restore wash lighting (?)	22
Flashback 3	bright, but not as yellow; purple could be fun	27
Nell entrance	shift to red	28
do you understand?	maximum red	29
Lulu, be still!	release the tension	29

Cue List				
Page	Cue	Placement	Description	Ct
7	N/A	at rise	stage is black	
7	1 start of play		lights fade up to preset; warm, inviting, and plain/transparent/honest (about what all is on stage)	
7	2 Haiku 1		swaying light effect	
7	3 end of haiku 1		focused present preset - key elements are now accented and the stage is lit to play in	
8	4 John said		crescendo lights	
8	5 as all children do		release tension	
8	6 Haiku 2		swaying light effect	
8	7 end of haiku 2		present preset	
9	8 Haiku 3		swaying light effect	
9	9 end of Haiku 3		present preset	
10	10 I want to do more		tension, build lights	
12	11 Billie's entrance		release the tension	
14	12 Flashback 1		storytime preset (yellow)	
15	13 No, give it back.		shift to orange	
15	14 Give it to me.		shift to red	
15	15 I'm going to tell on you.		shift to deep green	
15	16 You're stupid		surges of red, orange, and green	
16	17 Billie's emotional shift		explosion/release/flood of blue wash	
16	18 end of Flashback 1 (nurse's entrance)		return to present preset	
17	19 There, you see?		decrescendo lights	
18	20 You never change		lose actor top lights (so, horizontal lighting from balc rail; wide flood of light)	
19	21 Flashback 2		ring of colors clockwise around Billie (ROYGBIV - Red, Orange, Yellow, Green, Blue, Indigo, Violet)	
19	22 prism 1		focus colors in on prism	
19	23 Louise hums		shift to yellow	
20	24 Bongbong.		crescendo yellow	
20	25 Billie's recognition		drop color; instant cold gray	
21	26 prism 2		slow fade to prism lighting; still refrain color (gray lighting)	
21	27 end of Flashback 2		return to accusatory horizontal lighting	
22	28 Mother, listen to me		ease tension in scene; restore wash lighting	
27	29 Flashback 3		storytime preset; indigo lighting	
28	30 Nell entrance		shift to red; slow crescendo	
29	31 Do you understand?		red light climax	

Preset - Present		
Focus/Purpose	Mood	Position
distinctly lit (circular) play area	inviting, gentle	UR/C
bed	bright	UR/URR
window	long, distant, easy to get lost in	UL/ULL
door	plain (?)	UL
wash lighting towards walls	calm	R/RR, UR/URR, UR/UUR, UC/UUC, UL/UUL, UL/ULL (?)
stylized wash lighting	gentle, moody, volatile, morphic	C/DL, DC (DC/DL?), DL, L/DL
chairs (square blocks)	comfortable	UR/UUR, UC/UUC

Preset - Storytime		
Focus/Purpose	Mood	Color
present	dim	gray
Color 1	playful	yellow
Color 2	tense	orange
Color 3	angry	red
Color 4	jealous	green
Color 5	remorseful	blue
Color 6	loving, calm,	lavender
Color 7	bright, energetic	cyan
Color 8	regal	violet

Preset - Haiku			
Focus/Purpose	Mood	Color	Position
Louise	cold, separate, isolated	gray; blue	check chart
hanging light	eery, creepy, cold	white; gray; blue	C

Louise Locations		
Script Indicator	Position	Page
Haiku 1	UR	7
Haiku 2	C/UR	8
Haiku 3	UC UL	9

end of Flashback 3	return to present preset	29
No, no!	begin building white light for whiteout	32
Mother, stop!	Flash audience for necessary duration	32
post-whiteout	return to present preset	32
closing scene	strong, inviting, general lighting, similar to opening scene	34
Haiku 4	haiku preset	34
hydrangea (close of play)	flicker to blackout	35

29	32 Lulu, be still!	decrecendo red to loving, calm violet (with cyan)
29	33 end of Flashback 3	return to present preset
32	34 No, no!	crescendo towards whiteout
32	35 Mother, stop!	Flash audience for necessary duration
32	36 post-whiteout	return to present preset
34	37 closing scene	return to original lighting
34	38 Haiku 4	swaying light effect, some flickers
35	39 "hydrangea" (close of play)	flicker to blackout

Haiku 4	UC UL	35
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