

<u>Date</u>	<u>Things Completed</u>
Monday	<ul style="list-style-type: none">• Was in the theater, cranked down the lights a few times to get some spotlights more properly aligned and to get a better full flood going. Did get those cranked into position, and taped up the spot where things need to be raised to so we now have a rough spot and don't need to run back and forth• Worked on a few lighting cues and programmed a few different subs for different scenes
Tuesday	<ul style="list-style-type: none">• Went to theater again, was working on sound design, mainly messing around with Multiplay and getting the different sounds trimmed to the proper length so they play at the proper time when I need them to.• Worked on a bit of Python later when I got home, just some random Leetcode problem.
Wednesday	<ul style="list-style-type: none">• Got Funky Lights working, they're these lights put in by the church that spin around and can do colorful stuff, didn't have them understood before, but now I'm like 73% confident in my ability to use them.
Thursday	<ul style="list-style-type: none">• Was in the tech-booth, worked on a bit of planning for an SSG fundraiser that's going on, Jail Fundraiser• Worked on refining the Tech-Script so it's more understandable by someone other than me (Zach), mainly adding numbers to the cues instead of just words
Friday	<ul style="list-style-type: none">• Was in the tech-booth, worked on a bit of• Started playing around with SolidWorks, it's a modeling software that I didn't realize had a free version to it, it's more CAD orientated which I believe will be helpful within my relatively near future

Summary / Highlights

- Again, I'm bad with memory stuff, but I'm 90% sure that I spent most this week in the theater this week, playing with lights and just more general tech-script stuff.
- Continued my python coding
- Started learning a bit more about CAD and 3D Modeling