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Snug and Grub catch a Bug
Technical sheet and LIGHTING CUES
for Theatres and Art Centres



Playing Area 4 metres width by 4 metres depth 2.6 metres high

Sound

The show runs on 1 sound cue on an ipad to be operated by the performer or if possible, by the technician using the theatre's sound system. Garlic Theatre will provide a Sennheiser radio mic transmitter for the performers radio mic.

Timings

The get in is 2 hours with a reasonable access to the performance space.
The performance is 50 minutes. After the show there is a meet and greet for 10 minutes for the audience to meet the puppets.
The get out time is 45 minutes.

Lighting States

The show will work with a general state to light the tables and 1m in front of the tables. The following lighting states and cues are Garlic Theatre's suggestions and we will work with what is possible with your lighting rig.

1. Preset Focussed green light on tables (gobos if possible) with red light added for warmth.
2. Special on small backdrop behind table for the beginning of the show when a net comes up.

3. Warm general state with specials added for focus on the 3 tables with enough light for performer to play in front of the tables
4. Blue wash centred on main table for mountain scene with nest
5. Red special for bug at the end

Lighting Cues

Audience coming in

1.Preset

PLAYING IN MUSIC

On clearance fade down playing in music

2. Fade to blackout.

CUE TRACK 1

3. Fade up general state with 3 specials plus the light on the small backdrop

Yellow net comes up and swipes 3 times.

When Mark comes out

4. Fade out light on small backdrop

Mark brings butterfly into the audience

5. House lights up half

Mark takes butterfly onto the SL table

5. Fade House lights out

Mark walks in front with puppet in his bag and starts his journey

5. 2 minute crossfade into blue state. Start the crossfade when you hear rain falling on the soundtrack when Mark is on his journey.

Mark takes the chick into the audience

6. House lights up half

Mark takes chick back to main table sound of snoring

7.Fade House lights out

Mark takes the puppets home in his bag and walks in front again and does set change

8.Crossfade 1 minute 30 secs to general state with 3 specials

Big bug comes up to Opera singing

9.Add red special to main state

END OF SHOW.

13.Fade up house lights after curtain call.

PLAYING IN MUSIC for showing the puppets

Keep the main lights on for showing the puppets as the audience like to take photos.

