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Jack and The Beans Talk
Technical sheet and LIGHTING CUES
for Theatres and Art Centres



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

Sound

Garlic Theatre provide an ipad with 2 Tracks for the show. These can be sent in advance if the theatre requires.

Timings

The get in is 2 hours with a reasonable access to the performance space.

The performance is 45 minutes with time at the end to show puppets and answer any questions from the public

The get out time is 45 minutes.

Requirements

Please provide a 13 amp socket at the back of the stage

Lighting States

- 1. Preset blue wash with a bit of red blended.**
2. Warm General State focussed on the playing area with top lights to light puppets that appear on the 2 backdrops.
3. 3 Focussed warm specials lit by strong profiles from FOH to light SR table, SL table and the gap between the tables.
4. Green focussed profile from FOH to light the beanstalk on SL table
5. Blue wash for night time and snow scene

Lighting and music Cues

1. Preset

Playing in Music

Fade out preshow music first

2. Fade to black out

CUE TRACK 1 ALARM AND JAZZ

3. Fade up warm General State including 3 specials with house lights at half.

Iklooshar enters yawning.

Audience participation milking the cow and chopping wood.

Iklooshar storytells

Every evening my mum would sit by the fire after a lovely meal and read a book. She was so tired and had read it so often that she would fall asleep and dream about it.

Her favourite story was JACK

CUE TRACK 2 on the word Jack

When Iklooshar starts to read the book and a paper cloud appears and rises up

4. House lights out

Gap of 25 minutes of the show until the beans are thrown into the back garden and the 2 Bean puppets sing

All is Quiet All is Calm, There's an eery silence over the farm, I can't hear a rustle I can't hear a twig, Somethings gonna happen and it's going to be BIG

5. On the word BIG Cross fade into blue wash for nighttime 10 secs

As the Beanstalk grows

6. Add green special fade up 20 secs

Little Jack puppet appears on table SL looking at the beanstalk

7. Add warm special on SL table

Little Jack jumps from beanstalk to the backdrop and runs across

8. Add general state at 50%

Iklooshar enters SR and storytells Jack tiptoed through the castle in the sky everything was huge

9. Fade up warm special on SR table and fade down green special and warm special on SL table to 20% Fade down general state to focus on SL table

Giant comes into the audience and says Who stole my hen/ gold etc

10. Add general state at 50%

Chase sequence with Jack and the giant over the backdrops. Jack jumps onto the beanstalk and climbs down

11. Fade up green special and warm special on SL table

Giant falls onto the table and beanstalk chopped down

12. Green special fade out and fade up Warm General State with 3 warm specials on the front

Iklooshar

It got colder and colder

13. Fade to Blue wash for the snow scene

When the hen falls down from the sky

14. Fade up special on the SR table to add some light on the hen and the backdrop for the beans.

Performer shows puppets after the show

CUE preshow music

Keep the lights at full for showing the puppets for audience to take photos etc.