TECHNICAL REQUIREMENTS

"The Strange Case of Dr Jekyll & Mr Hyde"

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Company & Show Information

Company: Stratford Productions

Type of show: One-person show

Number in company: 1*
*I am the sole member of the company. I'm the adaptor/writer and performer of the show.

Performance Details:

Running Time: 75 minutes (no interval)
Duration: 75 minutes if played straight-through with no interval, or 2 acts of 40 and 35 minutes each with a 15 minute interval inserted between.

Venue Technician

The services of the venue's technician are required to:

- programme and set up lights and sound for the show and;
- to operate both lighting and sound during the performance.

The performer will bring:
- A laptop with the sound cues programmed into 'Multiplay' if the venue technician would prefer to use this rather than programming the cues into the venue's sound system.
- Fully marked up LX/SX cue script
- Basic lighting plot

Technical Get-In / Rehearsal:

Get-In Duration: Best to allow a minimum of 2 hours.

Plan: The following steps will be taken:
1. Unload and set the furniture
2. Plug laptop into theatre's sound system and test levels, or programme the sound cues into the venue's sound system.
3. Work through and programme the lighting cues
4. Do a SX and LX cue-to-cue.

Haze Machine

The use of a haze machine – if the venue has one available to use – would be desirable.

The Space/Staging/Furniture:

- Ideally, a minimum stage area of 5m wide and 3m deep is required.
- The set comprises 1 lectern, 1 small table, 1 side table, 1 chair.

Basic set layout:

| Table |
| |

| Chair |
| |

Small Table

Lectern

Audience
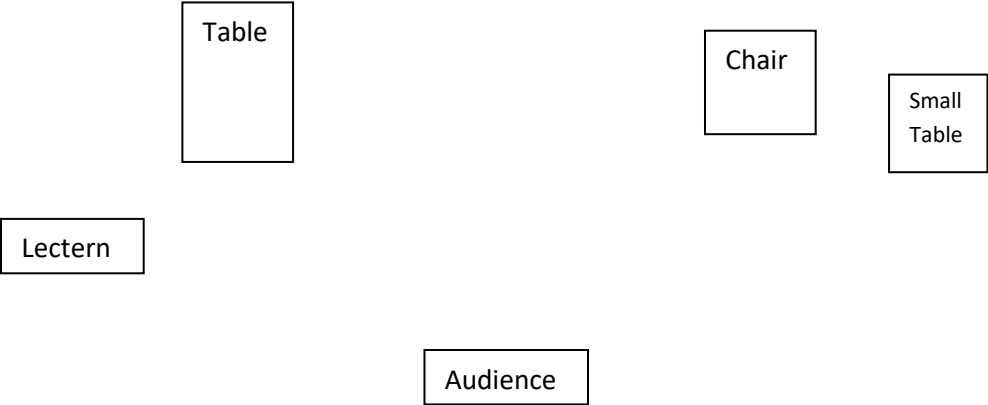
Lighting and Sound:

Lighting:

Main Lighting States:

State 1 – Whole Stage – Pre-set (Dim 'half-light')

State 2 – Lectern only – Stage Right (Light focused on lectern only)

State 3 – Whole Stage – 'Default' (Bright, warm wash)

State 4 – Whole Stage (Night-time, 'blue' wash)

State 5 – Chair area - Stage Left (Light focused on chair area only, bright, warm)

State 6 – Whole Stage ('Hyde'! Green wash)

If possible:

State 7 – Centre stage (Focused light which changes from red to purple and finally to green in quick succession) [This represents the changing colours of the potion]

Additional optional states are:

State 8 – Whole Stage ('Bright sun')

There are also 2 'fade to black' lighting cues at the beginning and end of the show.

In total there are 43 lighting cues which use the states above. These will need to be programmed into the venue's system together with associated fades:

Cue	Lighting	Description

No.	State Number	
1	1	Pre-Show State (half-light)
2	/	Start of show. House lights down, then pre-show state to black.
3	2	FADE UP (3 seconds): Lectern only
4	3	FADE TO (3 seconds): Default state
5	4	FADE TO (2 seconds): Night-time
6	3	FADE TO (3 seconds): Default state
7	5	FADE TO (3 seconds): Focused light on SL chair
8	3	FADE TO (5 seconds): Default state
9	4	FADE TO (2 seconds): Night-time
10	3	FADE TO (3 seconds): Default state
11	4	FADE TO (2 seconds): Night-time
12	3	FADE TO (3 seconds): Default state
13	4	FADE TO (2 seconds): Night-time
14	3	FADE TO (3 seconds): Default state
15	5	FADE TO (3 seconds): Focused light on SL chair
16	3	FADE TO (3 seconds): Default state
17	4	FADE TO (2 seconds): Night-time
18	3	FADE TO (3 seconds): Default state
19	4	FADE TO (2 seconds): Night-time
20	7	FADE UP & DOWN OVER 3 SECONDS: Centre-stage focused red light
21	7	FADE UP & DOWN OVER 3 SECONDS: Centre-stage focused purple light
22	7	FADE UP & DOWN OVER 3 SECONDS: FADE TO: Centre-stage focused green light
23	4	FADE TO (2 seconds): Night-time
24	6	FADE TO (10 seconds): Green wash (whole stage)
25	3	FADE TO (3 seconds): Default state
26	6	SNAP UP: Green wash (whole stage)
27	3	SNAP UP: Default state
28	8	FADE TO (3 seconds): Sunshine
29	6	SNAP UP: Green wash (whole stage)
30	7	FADE UP & DOWN OVER 3 SECONDS: Centre-stage focused red light

31	7	FADE UP & DOWN OVER 3 SECONDS: Centre-stage focused purple light
32	7	FADE UP & DOWN OVER 3 SECONDS: FADE TO: Centre-stage focused green light
33	3	FADE TO (3 seconds): Default state
34	6	SNAP UP: Green wash (whole stage)
35	3	FADE TO: Default state
36	6	SNAP UP: Green wash (whole stage)
37	3	FADE TO (3 seconds): Default state
38	6	SNAP UP: Green wash (whole stage)
39	3	FADE TO (3 seconds): Default state
40	2	FADE TO (3 seconds): Lectern only
41	/	FADE TO (10 seconds): Black
42	3	FADE TO (3 seconds): Default state (Curtain Call)

Sound:

The 13 mp3 sound files will be sent to the technician via WeTransfer ahead of the technical session.

The sound cues can be pre-programmed as follows:

Cue No.	Description
SX000	Pre-Show Music
FADE SX000	5 second fade
SX001	Mobile phone announcement (Fixed length)
SX002	Top of show music (Fixed length)
SX003	Screams #1 (Fixed length)
SX004	Screams #2 (Fixed length)
SX005	Footsteps (Fixed length)
SX006	Party chatter
FADE SX006	5 second fade
SX007	Wind storm (Fixed length)
SX008	Axe striking, a cry out, door crashes in, underscore

FADE SX008	5 second fade
SX009	Transformation effect #1
FADE SX009	5 second fade
SX010	Birdsong
FADE SX010	10 second fade
SX011	Transformation effect #2
FADE SX011	5 second fade
SX012	Utterson calling out, axe striking, door crashes in, underscore
FADE SX012	5 second fade
SX013	End of show and curtain call music

Get-Out:

Get-out can be achieved in approx. 30 to 45 minutes: Just involves packing a few items of furniture, props boxes and costume back into my car.

END