

SM MultiCue	CUE #	Act/Scene	Pg#	Line	Projection Content	Live Video Source	Video Prep	Screens
1.1 (Throne Room)								
	0.5	1.1a	1	Top of show	No Content		SDI 5, Preset 1	
	1	1.1a	1	Top of scene (On SQ 11 GO)	Metal overlay - Base look	Front: Preset 1		Both
	3	1.1b	2	"Give me the map there."	Map A	out	SDI 5, Preset 2	US
	4	1.1b	2	Cordelia Aside 1 "What shall Cordelia..."		Front: Preset 2		Both
	5	1.1b	2	"Of all these bounds, even from this line to this"	Map B	out		Both
	6	1.1b	2	Cordelia Aside 2 "Then poor Cordelia!"		Front: Preset 2		Both
	7	1.1b	3	"Remain this ample third of our fair kingdom"	Map C	out		Both
	9	1.1b	4	"Propinquity and property of blood..."	Lear Temper flare			Both
	11 (AF)	1.1b	4	Lear X DS - "Beloved sons, be yours..."	Temper Regain			Both
	13	1.1b	5	"Oh Vassel, Miscriant... Table	SWIRL			Both
Brace Yourself - GET READY -(15-33)								
	15	1.1b	5	I'll tell thee thou dost evil.			SDI6	
	16	1.1c	6-7	Lines 228 - 259	Brings up Telepresence	Telepresence		Both
1.2 (Glostors Palace)								
	17	1.2a	8	Top of Scene	Metal texture	out	lever move	Both
	19	1.2b	8	Gloster Enters	Wallpaper	Overhead		Both
1.3 (Goneril's Palace)								
	21	1.3a	12	Top of scene 1.3	Wallpaper Swirl	out		Both
	23	1.3a	12	Drum SQ	Metal Texture		HDMI4,iphone	US
	25	1.3b	13	"Whoreson dog"	Temper Flare Insert	iPhone		Both
	26	1.3b	14	ENDS on Oswalds Ex		out		
	27	1.3c	15	"Mark it Nuncle" ("Fools entrance)		iPhone		Both
	28	1.3c	15	As she gets off table.		out	Front: Preset 5	
	29	1.3c	16	Fool holds face - "I marvel at what kin"		Front		Both
	31	1.3d	16	Goneril Entrance	SWIRL	out		Both
	33	1.3e	18	"Detested Kite!..." ENDS - "Go go my people"	Lear Chaos: TV Static		Front Preset 6	Both
	34	1.3e	18	out w sound cue	chaos end			
	35	1.3e	18	Lear false exit "AWAY, AWAY"	Content: Smooth metal texture overlay	Front		DS Panel: Front Camera/ US Panel: Metal texture
	36	1.3e	18	End Shadow Play		out		
1.4a								
	39	1.4a	20	Top of scene	Metal Texture		Lever, Overhead, HDMI4	Both
	41 (AF)	1.4a	21	"Come boy"	Transition Texture/ static out			Both
2.1 (Glostors Palace)								
	43	2.1a	21	Edmunds entrance	Static overlay	Overhead		Both
	47	2.1b	22	Glostors entrance	Static OUT - wallpaper	out	HDMI, iPad	Both

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2.2								
	49	2.2a	24	Static Transition	static			
	49.1 (AF)	2.2a	24	Kent and Oswald enter	Stone Overlay	Ipad		Both
	50	2.2a		Gloster entrances	Stone Image	out	HDMI4, iphone	Both
2.3								
	53	2.3a	27	Edgar's entrance	Cave Overlay	iPhone		Large on one side/ Thin on the other
2.4								
	55	2.4b	29	Top of scene (Lears entrance)	Triangle Pattern	out	lever, SDI6	Both
	56	2.4b	29	Lears entrance (10 secs after 55)	TV underlay			
	57	2.4c	33	First Thunder	Storm swirl		wait a split second to go	Both
	58 (AF)		33	Thunder Cues Called with sound and lighting	Smoke underlay			
	Lear Trigger TAB A-C		33	Goes with every thunder cue				BOTH
	58.5			"I will do such things"	Static layer			
A	TAB D		34					
3.1								
B	59	3.1	34	Going into Scene 3.1 - Glosters exit	transition			Both
C	61	3.1	34	Turns on the Telepresence Feed	Wave Texture	Telepresence		Both
	63	3.1	34	Leaving Telepresence Room	Wave Texture	out		Both
	64	3.1	34	Windy (329 Light Cue)	Windy Cue (Geometric)		Front, Preset 7	
	65	3.1	35	Fool singing	Wave Pattern	Front		Both
						MANUAL ZOOM IN to Lear face		
	67	3.1	35	Fool finishes singing	Storm texture resumes	out		Both
	67.5	End scene 3.1	35	Intermission	Wind Texture with Static		Lever, HDMI4, iphone	Both
	67.7 (AF)	BO						
	67.8 (AF)	Intermission					LIVE CAPTURE OFF	
		BACK FROM INTERMISION					LIVE CAPTURE ON	
3.2								
	68	3.2	36	Jittering Film	Jittering Film			
	68.5 (AF)	3.2	36	Both Glosters in CATS - Go w/ lights and sound. (355 Light Cue)		iPhone		Both
3.3								
	69	3.3a	36	Top of scene	Tree Mess	out	Lever, Front SDI5, Reset Preset 7	Both
Brace Yourself - GET READY -(73-89)								
	73	3.3a	37	Lears prayer	Static/ Tree mess Overlay	Front	Front SDI5, Preset 1	Both
	74		37	Lights and Thunder cue	Thunder	Front, go with the thunder		
	75	3.3b	38	Fire (TINKERBELL)	Removes Static			Both
	76			Fire gone, Mateo crawls under screen	Intensity down		lever, Iphone, HDMI4	Both
3.4								

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	81	3.4	40	Cornwall and Edmund CATS		iPhone, LIVE LEVER SWITCH	HDMI4, Overhead	Both
	83	3.4	42	Gloster reenters	Turns off camera and turns on Top camera	LIVE MAC SWITCH Overhead	GO after the scene, but save camera switch for table crash.	Both
3.6								
	85	3.6	43	Top of scene	Static Glitch	out	HDMI 4, IPHONE	
	85.5 (AF)	3.6	43	Top of scene	Rock Overlay			Both'
	87	3.6	43	Carolyn is pulling up the phone. After she binds him.	Rock Overlay	iPhone		Both'
4.1								
	89	4.1	46	Top of scene (Sound glitch)	Tree texture	out	Overhead, HDMI4	Both
	89.1(AF)	4.1	46		Tree texture			
4.2								
	93	4.2a	48	Goneril and Edmunds entrance	Window Texture	Overhead		Both
	95	4.2b	49	"Oh Goneril what have you done"	LEAR			Both
	95.5 (AF)	4.2b	49		RESTORE			
4.3								
	99	4.3	50	Regan and Oswalds entrance	Window Texture	out		Both
4.4								
1st G-O	103	4.4a	51	Reagan and Oswalds exit	TOTAL DARK.		Lever, Front SDI5, Preset 8	Both
2nd G-O	105	4.4a	51	Middle of Speech (Follows SQ 481)	Fade into Scene - Sand/Etching	Front		US: Sand - DS: Front Camera and Texture
	107	4.4a	52	After Gloster prayer	Not real Isadora Cue	MANUAL ZOOM IN-until Mateo in bottom left corner of screen	Telepresence, SDI6	Both
	109	4.4a	53	Line 2114"This is above all strangeness"	Kelsey's ghost	Telepresence, LIVE LEVER		Both
						TP OUT at end of scene THEN wait for 110 GO		
	110			Lear enters	Sand on both screens/ Base	out		
	111			"Now, Now, Now"	Lear Video			
	112 (AF)	4.4c	56		Restore			Both
	113	4.4c	56	Kill, Kill, Kill	Kill Video		Lever, HDMI4, iPhone	Both
	114	4.4c	56		Restore			Both
	115	4.4c	56		Static			
	115.5 AF	4.4d	57	Edgar and Oswalds fight		iPhone		Both
4.5								
	117	4.5	58	Top of 4.5	Blue Glass and static	out	HDMI4, Overhead	Both
	119	4.5	58	Lear's entrance	Static content	Overhead		Both
	201	4.5	58	Lear stands up	Glass Content			Both
5.1								
	203	5.1a	60	Regan and Edmunds entrance	Blue static overlay			Both
	207	5.1d	61	Edmund aside	Swirl wallpaper	out		Both
5.2								
	208	5.2		End of Edmund	Tree Texture			

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	208.5	5.2		Edgar off to battle	texture out			
	208.7 (AF)	5.2		Edgar back from battle.	texture returns		Lever, SDI6, Telepresence	
GHOST ON	209	5.2	62	Edmunds aside.		Telepresence		Both
GHOST OFF	210	5.2		Gloster out		out		
5.3								
	211	5.3a	63	Top of 5.3	Metal		Front, SDI5, Preset 9	Both
	215	5.3b	65	Cordelia and Lear exit	Metal Texture -	Front	LIVE LEVER, Overhead, HDMI4	DS
	217	5.3c	66	End of Edmund trumpet speech		Overhead, LIVE LEVER		Both
	219	5.3c	67	Edgar stands - goes with light cue	Metal Texture	out	Lever, Front, SDI5, Preset 10	Both
	221	5.3f	68	Cordelia wheeled on	Metal Texture	Front Preset 10	LIVE ZOOM OUT	Both
	223	5.3f	70	" He knows what he says: and vain it is"	Move back Manually to full body	LIVE ZOOM OUT- basically all the way out	Not real Isadora Cue	Both
END	225			with end of SQ and LQ	Static TV	out	Front, Preset 1	
	227 (AF)				Metal Texture			
BOWS	229			End		Front, Preset 1		
EXIT	230			Actors exit	Blackout	out		
HOUSE	231			Audience Exits, Glitch Reel				