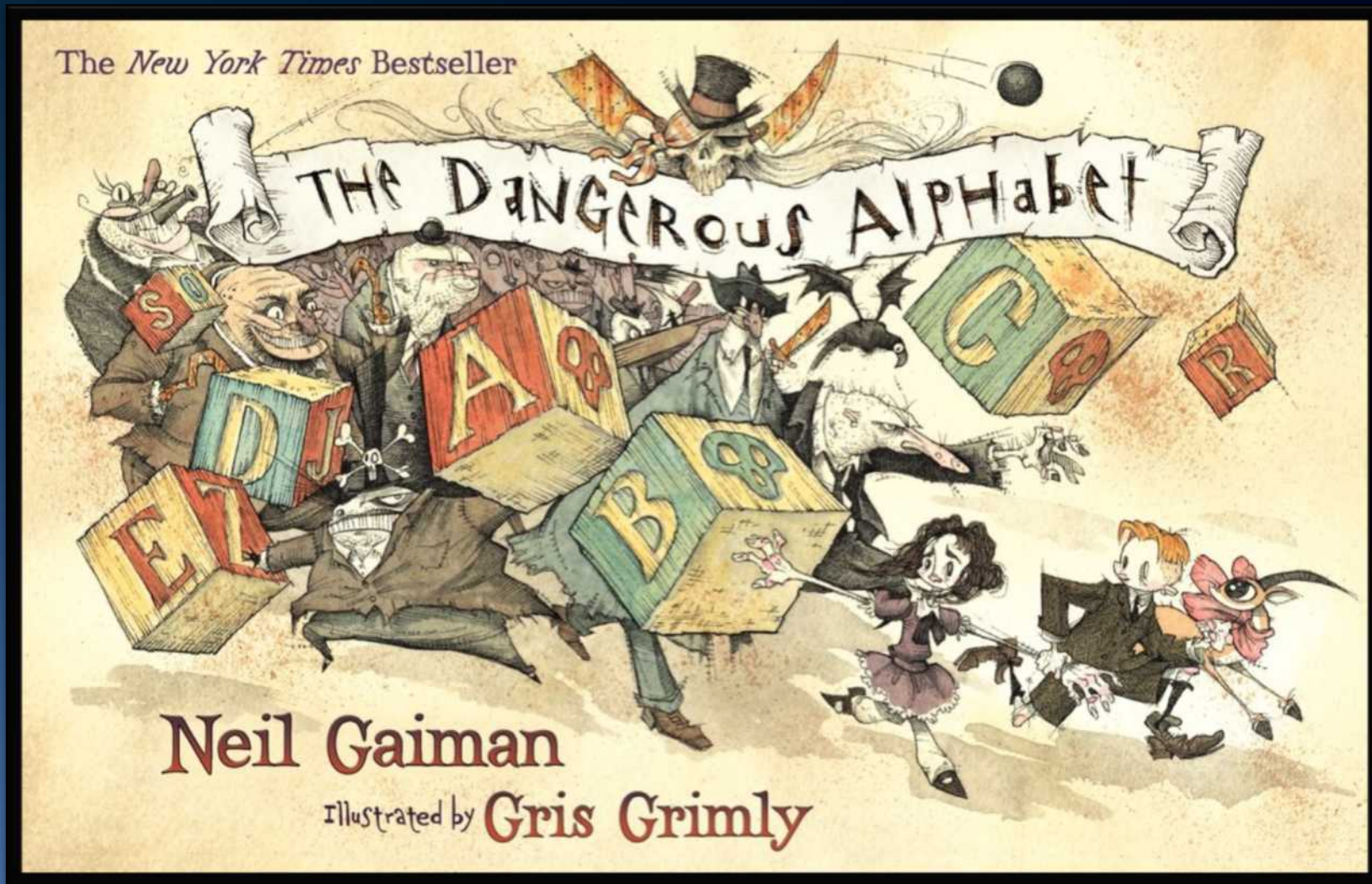


2 Laurio

Sound Technician

Pro Tools Project- Children's Book Recording





Page	Cue	SFX
Title	1999	
A-B	water lapping; bats	
C		
D	sparkle	
F		Reverb
H	running; "help me"	
I	quill scratching	pitch shift
J	evil laughter	reverse
L	Bell tolls	
N-P	wind	
	girl scream	
T	coins clinking	
U		distortion
Y		
Z	1999	Reverb; inverse

For this class project we recorded the story being read in Pro Tools. We needed to use at least three different plug-ins and ten different sound effects.

Playback Duties- *Shakespeare In Love*

Preshow

- Sign In
- Turn on console, Qlab, monitoring system, speakers & amps
- Lock console
- Turn on com system
- Turn on receiver backstage left
- Tune up and battery guitar
- Fire speaker check, head downstairs to listen
- Check com, guitar and floor mics with Brezae
- Turn on backstage and lobby video feeds
- Be in booth to run sound for fight call
- Fire lobby bells at 5 minutes
- Turn on shotgun at places

Intermission

- Turn off shotgun
- Fire lobby bells at 5 minutes
- If SM isn't there, make a 5 minutes stage announce
- Turn shotgun on at places

Postshow

- Turn off shotgun
- Turn off video system
- Turn off speakers, amps, monitoring system, Qlab, & console
- De-battery guitar and charge batteries
- Turn off receiver
- Turn off com system

Playback Duties- *Vanya and Sonia and Masha and Spike*

Preshow

- Sign in
- Turn on computer
- Turn on mains & Amps with switches under the console
- Wait 20 seconds and then turn on console
- Make sure scene '202 Vanya' is loaded
- Check com (playback, lights, all 4 wireless, tech tables)
- Open current Vanya Qlab session
- Fire speaker check and head to the house
- Make sure you hear: Mains, Fills, Sub, USL, USR, Voms, Phone, Record Player, iPod, Center Cluster, All
- Turn on video
- Be at playback at 5 minutes, turn on shotgun at places

Intermission

- Turn off shotgun at top of intermission
- Switch to Act 2 cue list
- Be at playback 5 minutes
- Turn on shotgun at places

Post show

- Turn off shotgun
- Turn off SM box
- When house is clear, turn off mains, amps, console
- Make sure wireless is put away and batteries are charging
- Turn off computer
- Turn off monitor systems
- Turn off video

A2 Paperwork- *The Hunchback of Notre Dame*

HUNCHBACK OF NOTRE DAME MIC SHEET				
Actor	Character	Body Pack	Element	M7 Channel
ERIK STEIN	FROLLO	URH 1	POINT SOURCE	1
NICK TUBBS	QUASIMODO	URH 2	POINT SOURCE	2
GEORGE WALKER	CLOPIN	URH 3	POINT SOURCE	3
JEFF SALSURY	PHOEBUS	URH 4	POINT SOURCE	4
AMANI DORN	ESMERALDA	MINI 1	RED B6 (MOCHA)	5
ANTWON MASON	MALE 1	URH 5	RED B6 (BLACK)	6
SAM LARIVIERE	MALE 2	URH 6	POINT SOURCE	7
AJ MORALES	MALE 3	URH 7	POINT SOURCE	8
TIAGO SANTOS	MALE 4	URH 8	POINT SOURCE	9
ANDY PHILPOT	MALE 5	URH 9	POINT SOURCE	10
NOAH ESQUIVEL	MALE 6	URH 10	POINT SOURCE	11
SAM BRAVO	MALE 7	URH 11	POINT SOURCE	12
LEO CORTEZ	MALE 8	URH 12	POINT SOURCE	13
JON FIERROS	MALE 9	URH 13	POINT SOURCE	14
NIMA RAKHSHANIFAR	MALE 10	URH 14	POINT SOURCE	15
JESSE BAXTER	MALE 11	URH 15	POINT SOURCE	16
BRIAN BOHLENDER	MALE 12	URH 16	POINT SOURCE	17
MAEMI MASZEWSKI	FEMALE 1	URH 17	RED B6 (BLACK)	18
SKYE PRIVAT	FEMALE 2	URH 18	RED B6 (BEIGE)	19
KATIE GUCIK	FEMALE 3	URH 19	RED B6 (BEIGE)	20
KARIN HENDRICKS	FEMALE 4	URH 20	RED B6 (BEIGE)	21
NATALIA WOMACK	FEMALE 5	ULXD 1	BREY B6 (BLACK)	22
MOLLEE BARSE	FEMALE 6	ULXD 2	RED B6 (BEIGE)	23
TAYLOR HART	FEMALE 7	ULXD 3	RED B6 (BEIGE)	24
KYLE GREEN	FEMALE 8	ULXD 4	RED B6 (BEIGE)	25
NICK TUBBS Backup	QUASIMODO	URH 21	POINT SOURCE	26

Created by Andrew
Mark Wilhelm

Sound Engineer Paperwork- *Music Man*

<u>Channel</u>	<u>Mic</u>	<u>Character</u>	<u>Person</u>	<u>Abbreviation</u>
1	Computer			
2	Computer			
3	1	Harold Hill	Austin	HH
4	2	Marian Paroo	Julianna	MN
5	3	Mrs. Paroo	Sophia	MP
6	4	Marcellus	Lucas	MR
7	5	Tommy	Ethan	TM
8	6	Zaneeta	Greta	ZN
9	8	Mayor Shinn	Trevor	MS
10	9	Eulalie Shinn	Timmarie	ES
11	10	Winthrop	Tucker	WN
12	11	Ewart Dunlop	Josh	ED
13	12	Olin Britt	Noah	OB
14	13	Jacey Squires	Matt	JS
15	14	Oliver Hix	Ryan	OH
16	15	Amarillas	Layla/Delanie	AM
17	16	Charlie Cowell	Hutch	CC
18	17		Sam	PL1
19	18	Ethel	Chloe	ET
20	19			
21	20			

Created by 2 Laurio

Cue Sheet- The Laramie Project

Cue #	Cue
Preshow Music	
1	Sweet Home Alabama- Lynrd Skynrd
1	Jack & Diane- John Mellencamp
1	American Honey- Lady Antebellum
1	Welcome Home- Radical Face
1	American Pie- Don McLean
2	Fade and Stop preshow
3	Laramie Preshow
4	Fade and Stop Laramie Preshow
5	Laramie Wind
6	Fade and Stop Laramie Wind
First Intermission	
7	Touch The Sky- Hillsong United
7	Lost Stars- Adam Levine
7	Bridge Over Troubled Water- Simon and Garfunkle
7	Million Reasons- Lady Gaga
8	Fade and Stop First Intermission
Second Intermission	
9	Will The Circle Be Unbroken- Bioshock Infinite OST
9	Scarecrow- Melissa Etheridge
9	Jesus Is On The Wire- Peter, Paul, & Mary
9	The Fence- Peter Katz
10	Fade and Stop Second Intermission
Bows	
11	7 Years- Lukas Graham
11	Love Is All You Need- The Beatles
12	Fade and Stop Bows

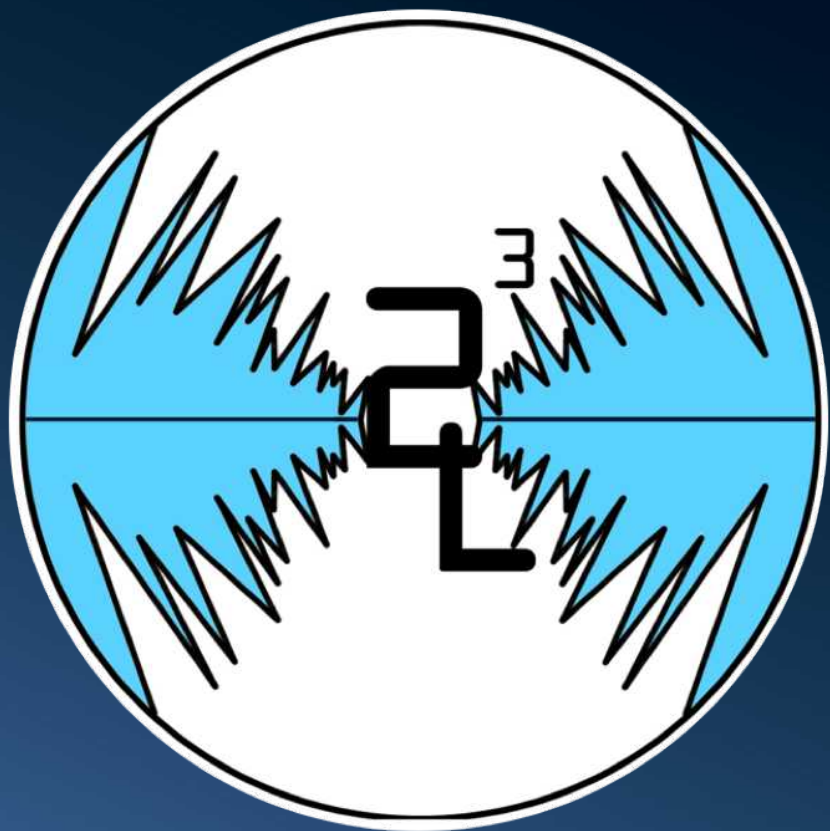
Created by 2 Laurio

Qlab Sheet- The Laramie Project

GO

1 · preshow.wav

	Number	Q	Target
▶	1	preshow.wav	
↕	2	fade and stop preshow.wav	1
▶	3	LaramiePreshow.wav	
↕	4	fade and stop LaramiePreshow.wav	3
▶	5	laramie wind.mp3	
↕	6	fade and stop laramie wind.mp3	5
▶	7	first intermission.wav	
↕	8	fade and stop first intermission.wav	7
▶	9	second intermission.mp3	
↕	10	fade and stop second intermission.mp3	9
▶	11	bows.mp3	
↕	12	fade and stop bows.mp3	11



Other
Theatrical
Work

Lightboard Operator Duties- A Gentleman's Guide to Love and Murder

Pre-Show

- Sign in upon arrival
- Grab a radio
- Power up the board and Go to Cue 1
- Turn on show breakers
- At the Panel of Doom, turn on Vom targets, Vom blues, Ring works, Gallery blues, Opto power, and Frontspot power
- Turn off the house light panel
- Dimmer Check: The ME will communicate via radio when ready. Go to Cue 2
- Once complete, bring up the work lights. Go to Cue 3. Help with spot warm ups if needed
- Blackout Check: At 5 til half hour, the ME will communicate via radio when they are ready.
 - Set the Panel of Doom to full show mode
 - Make sure that the light and sound booth lights

are set to show level

- You will get a GO from the ME once the SM is in place for blackout check. Go to Cue 4
- Bring all faders down
- Set the Lockout Switch to SHOW
- Go to Cue 5
- Use faders to check practicals
- Be at headset at 5 minutes to places

Post Show

- Bring up the house and work lights
- Go to cue out on the board
- Power off the board and the monitors
- Flip the Lockout Switch and Panel of Doom to NO SHOW
- Turn off the show breakers
- Turn off and return radio

Created by
Jesse Scott

Night Light- *Peter Pan*



Photo: Jennifer "Z" Zornow
Sound Design: Elisabeth Weidner
Director: Mark Booher
Scenic Design: Jason Bolen
Lighting Design: Tim Thistleton
Costume Design: Eddie L Barrows



I built a stand which held the light that was soldered to a battery clip, flicker chip & switch. The switch was glued into a hole drilled on the top of the lamp for actors to operate.

Ship Ladders- *Peter Pan*

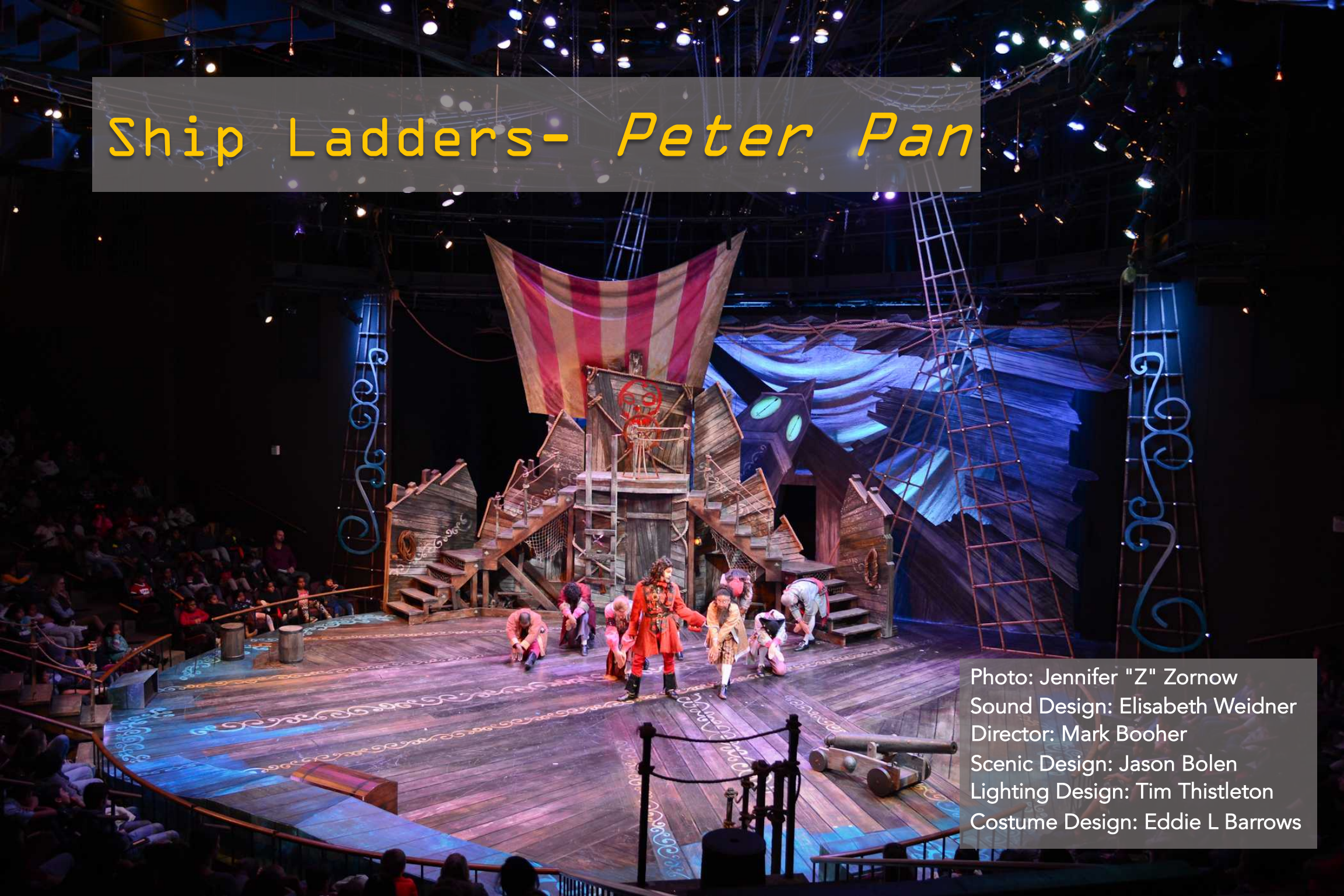
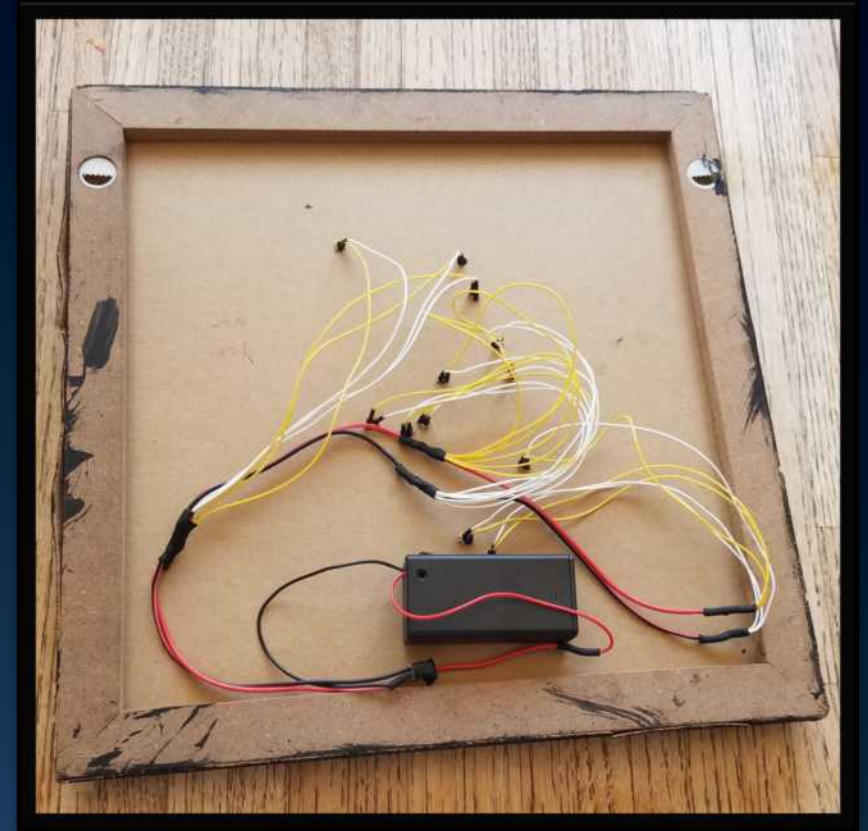


Photo: Jennifer "Z" Zornow
Sound Design: Elisabeth Weidner
Director: Mark Booher
Scenic Design: Jason Bolen
Lighting Design: Tim Thistleton
Costume Design: Eddie L Barrows



LEDs were dropped into holes drilled into the shrouds and were hot glued down. The LEDs were soldered together to create different chains that would be controlled together.

Perseus Constellation Practical



I started by basing my cork board black. Next I sponged silver, pink, and purple paint to create the galaxy pattern and sprinkled sparkles to create stars. I then drilled out holes in the shape of the constellation. The LEDs were dropped into the holes and hot glued down, then soldered together and to a battery switch.



Flight Operator Track- *Peter Pan*

Photo: Jennifer "Z" Zornow
Sound Design: Elisabeth Weidner
Director: Mark Booher
Scenic Design: Jason Bolen
Lighting Design: Tim Thistleton
Costume Design: Eddie L Barrows

Preshow

- Sign in
- Check that nothing is in the hoist
- Check that the tombstone is on spike
- Run travel line all the back and forth
- Set line to spike 1

I'm Flying

- John and Michael lines untangle after John crosses upstage of Michael
- Follow Michael downstage while he climbs onto the toy chest
- This takes you to spike 3
- He lifts after "Christmas!"; travel slowly to spike 4
- On hop; wait until he clears the toy chest to start traveling to spike 1

Aerial Ballet

- On -ing" of the final "I'm flying" travel to the railing of the stage
- 8 counts of traveling towards the booth followed by 8 counts traveling towards the railing
- Start traveling towards booth 4 counts after John
- Start figure 8's moving towards the booth
- On "this way to Neverland!" travel all the way in

Unhooking

- Move tombstone out of the way
- Take Teddy from Michael & John's hat to give to YP Monitor
- After John is clear help Michael into gallery
- Signal for slack from lift operator
- Unhook Michael
- Once he is unhooked tap his shoulder twice to signal he is clear
- Clip sandbag to travel line
- Clip travel line to clip on gallery wall

Tell lift operator to take tension

Post Show

- Once house is cleared, travel sandbag to it's storage position at candy cane stripes
- Go backstage to get a vacuum and an extension cord to vacuum fairy dust in the house
- Return vacuum and cord when done



Venison- A Gentleman's Guide to Love and Murder



Photo: Jennifer "Z" Zornow
Sound Design: Elisabeth Weidner
Director: Brad Carroll
Scenic Design: Jason Bolen
Lighting Design: Jennifer "Z" Zornow
Costume Design: Eddie L Barrows



I started by carving out a “loaf” of venison out of Styrofoam to create the meat. The “loaf” was then sliced into smaller pieces. I created the bones by taking a dowel and cut it in half on the bandsaw. I poked holes into the foam and used gorilla glue to attach the bones to the meat.



Afterwards I covered the foam with cheese cloth and sculpt-or-coat to create texture. I based the meat of the venison with a flesh-red color and used a brown flesh color for the char on the edges. The bones were primed and washed with a yellow color. After all that, everything was sealed with sculpt-or-coat



To replicate the facing I routed the wood to match the existing bevel. The wood then needed to be planed and cut down to fit the facing of the chair. Once it was stapled and glued down, I color matched the finished wood with a wood stain and finished by adding a wood grain.

Dining Room Chairs- *A Gentleman's Guide to Love and Murder*



I cut the red fabric and then stapled it down to the chair. After trimming the fabric I hot glued the gimp around the edge of the chair.

Banking Desk- *A Gentleman's Guide to Love and Murder*



Jeff Salsbury as Monty Navarro
Andy Philpot* as The D'Ysquith Family
*Members, Actor's Equity Association

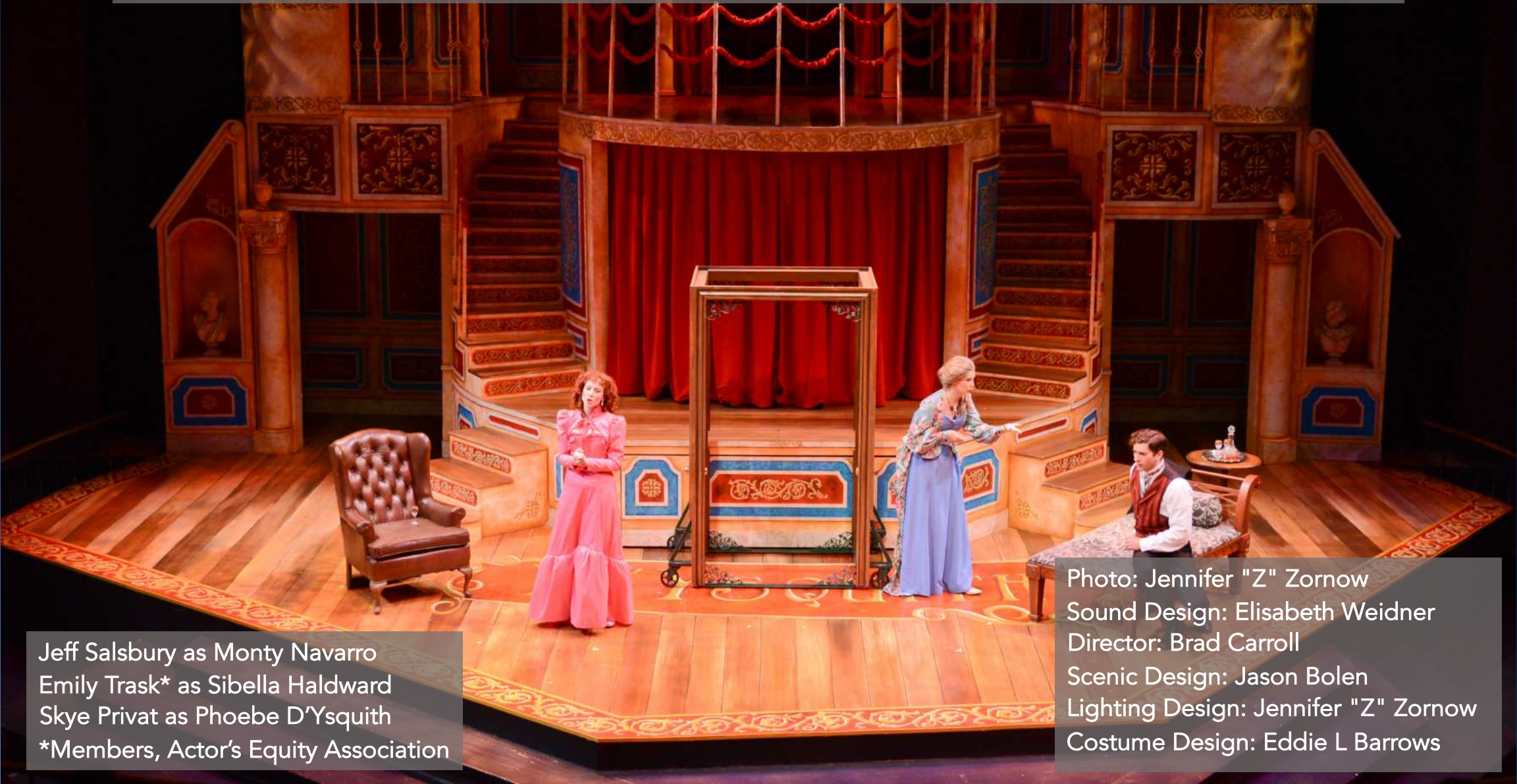
Photo: Jennifer "Z" Zornow
Sound Design: Elisabeth Weidner
Director: Brad Carroll
Scenic Design: Jason Bolen
Lighting Design: Jennifer "Z" Zornow
Costume Design: Eddie L Barrows



I repainted this desk to add a woodgrain effect. After basing the desk, I created the woodgrain using Floetrol and two different colors of paint. I also created a wash to match the color of the wood to the leather chair it was used with.



Leather Chair- *A Gentleman's Guide to Love and Murder*



Jeff Salsbury as Monty Navarro
Emily Trask* as Sibella Haldward
Skye Privat as Phoebe D'Ysquith
*Members, Actor's Equity Association

Photo: Jennifer "Z" Zornow
Sound Design: Elisabeth Weidner
Director: Brad Carroll
Scenic Design: Jason Bolen
Lighting Design: Jennifer "Z" Zornow
Costume Design: Eddie L Barrows



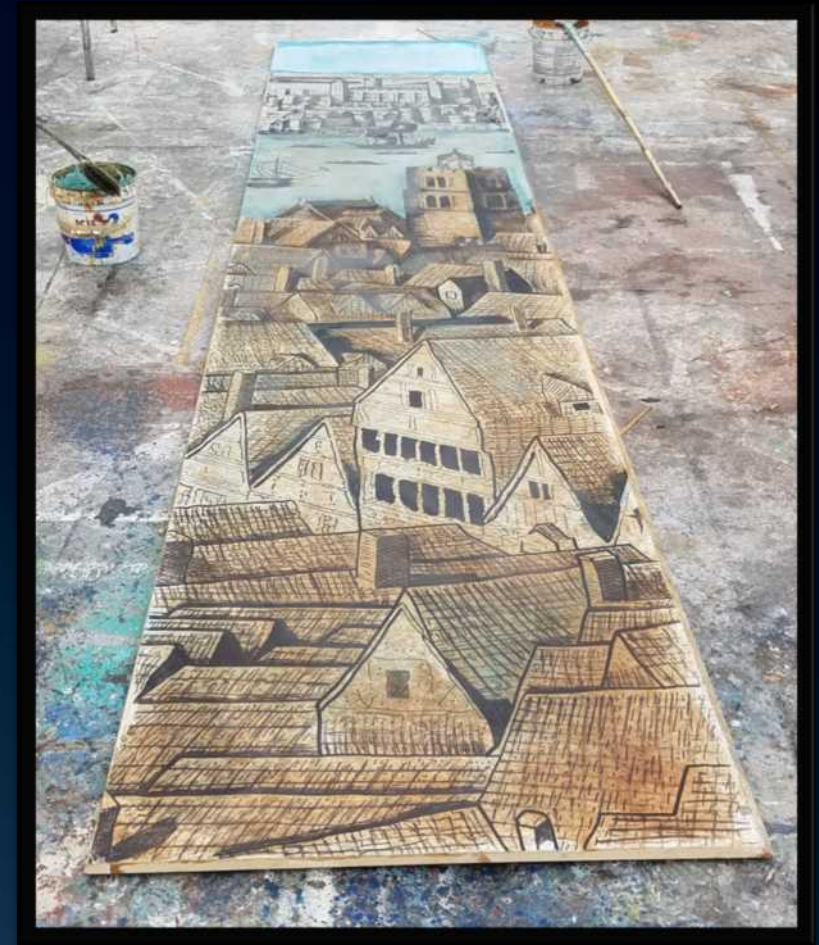
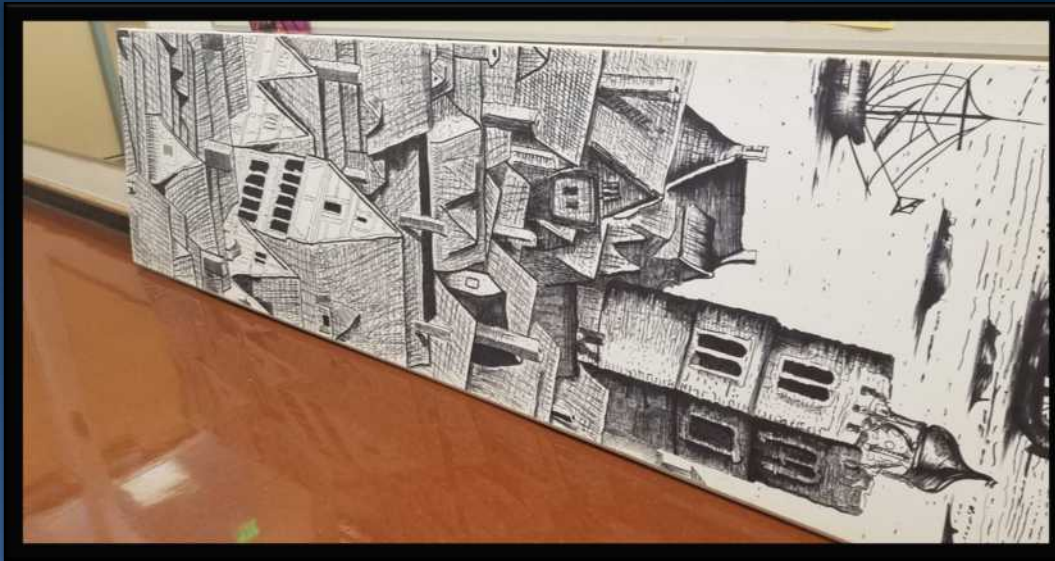
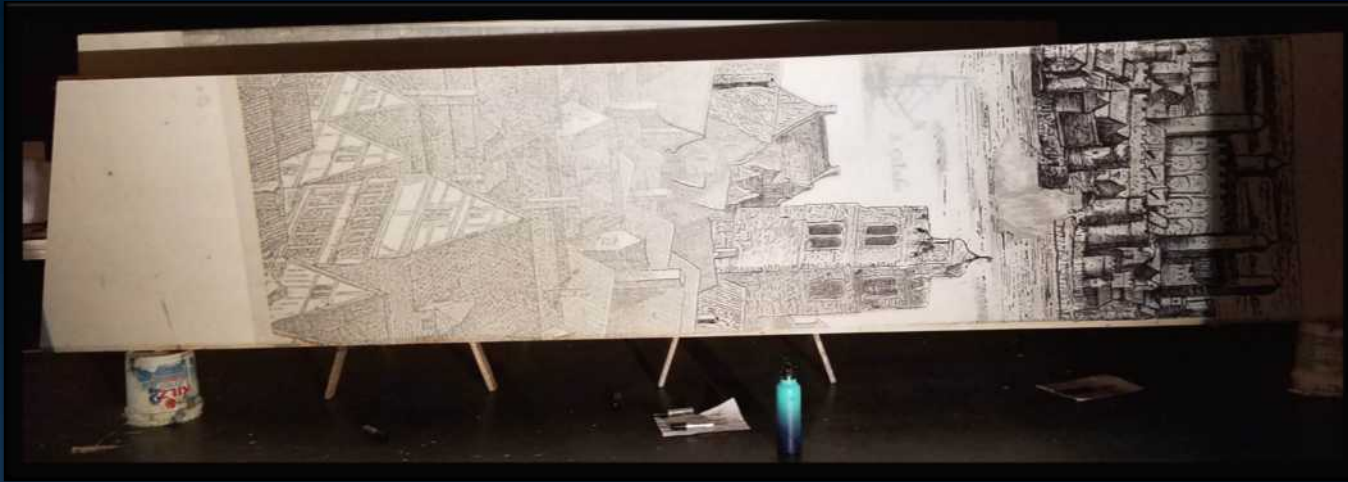
First, I removed the top piece of fabric and used it as a pattern to cut the new piece of pleather. After sewing it together, and getting the cushion in, I found that the facing on the case had cracked. After replacing the front, I painted the cushion with FEV to match the rest of the chair. The piping was also cracked so I painted it brown.



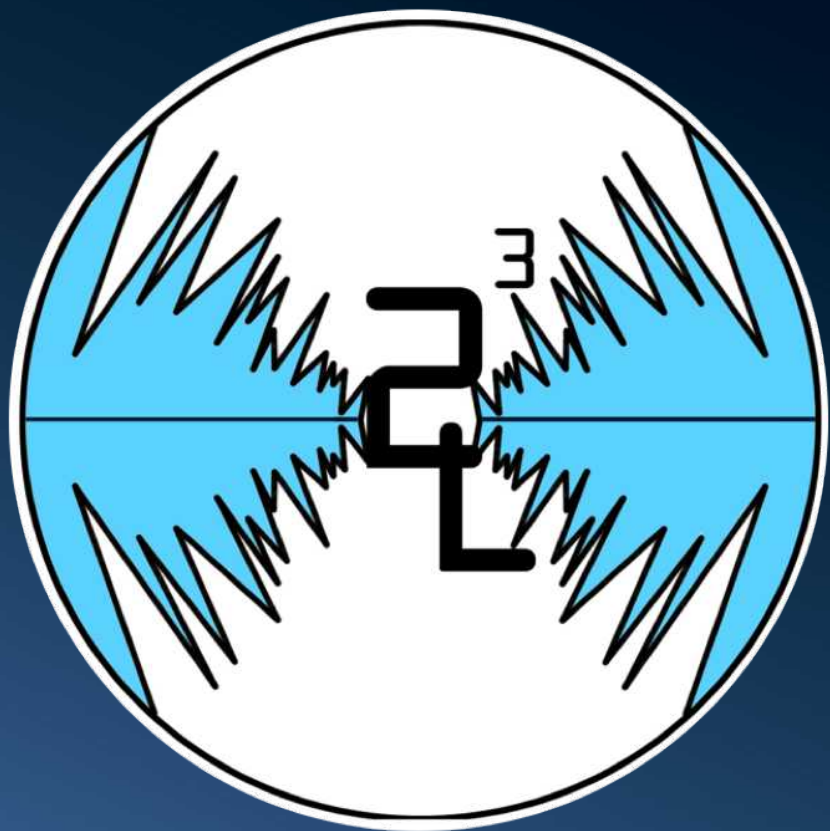
London Mural- *Shakespeare In Love*



Photo: Luis Escobar
Sound Design: Nathan Schilz
Director: Roger DeLaurier
Scenic Design: Abby Hogan
Lighting Design: Jennifer "Z" Zornow
Costume Design: Sara Curran Ice



When the frames were delivered from scene shop, we covered them with muslin. After muslin was starched & primed, we projected transparencies of London onto each flat. The mural was traced onto the flat and shaded with sharpie. Afterwards, we textured and colored with washes.



2 Laurio

Sound Technician