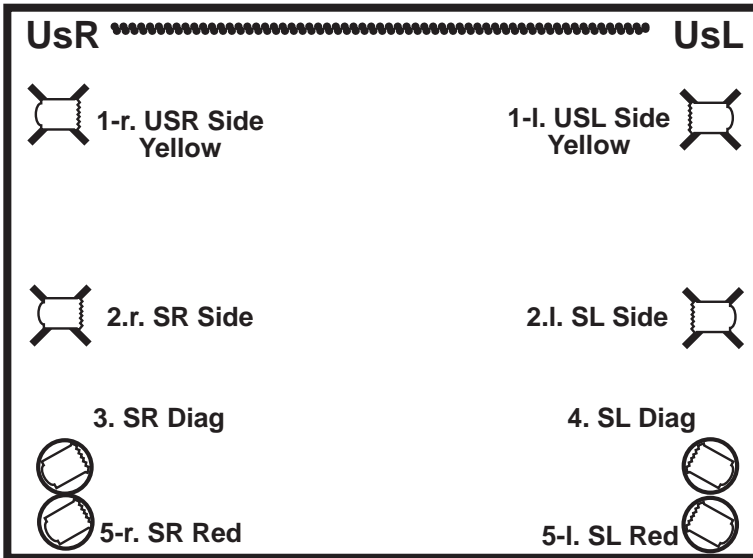


# Generic Lighting Plan for THE GOSPEL OF MATTHEW

by George Dillon, revised 11th May 2004

Diag. 1. Floor / stand mounted lights



## GENERAL NOTES

In these diagrams the box represents the stage, & the wavy line represents the stage back wall / cyc.

The **WHOLE** back wall / cyc becomes a screen for projection. To avoid light bouncing or spilling onto the screen, almost all the lighting needs to be steep and/or not directly from the front, i.e from above the stage and not the auditorium.

This plan is the **MINIMUM** requirement using just 27 lanterns... some effects will be improved by using more lanterns.

Unless indicated all lanterns are Open White.

1-r & 1-l. Side lighting - floor or stand mounted at head-height. Strong side light (dance lighting).

2-r & 2-l. Side lighting - Only one lantern each side shown here but 2 needed for deeper stages.

3. & 4. Diagonals - Footlights (fresnels) to give two wide shafts across stage front & into the upstage corners. Shutter off from the screen.

5-r & 5-l. As the diagonals in red. Paired.

6-r 7 & 6-l. Back wash, outside pair paired.

8-r & 8-l. Blue back wash (deep blue).

9. Square. Top light (directly overhead if poss, or steep back) to a 4 ft hard sq. in the centre of the stage. Can require 2 lights if 1 masks projector.

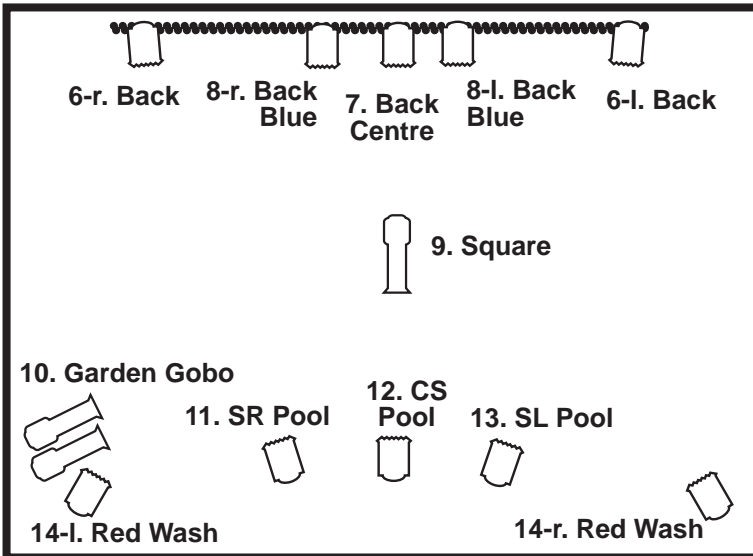
10. Garden Gobo. Green foliage gobo effect. Can place between 11 & 12. Can use 1 lantern.

11 12 & 13. 3 pools of light approx 5-8' wide, middle SR, CS and SL. These particularly need to be fairly steep to avoid bounce onto screen.

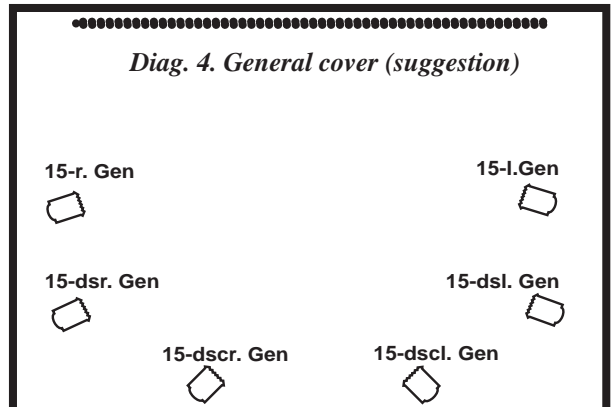
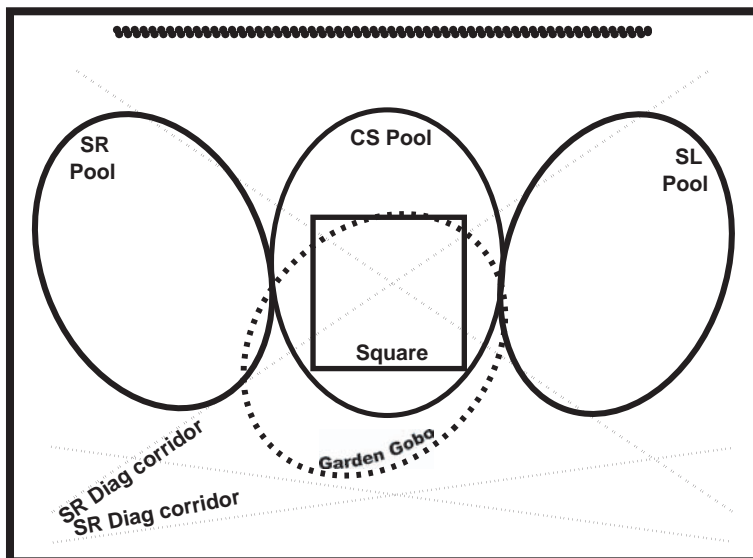
14-l & 14-r. Red general wash. Use more if possible.

15. O.W. General cover. Again mostly top and side to avoid lighting the screen.

Diag. 2. Overhead lights



Diag. 3. Focussing Areas



### KEY TO SYMBOLS:

~~~~~ Cyc/Screen

Fresnel

Spot

Foot

Stand (head-height)