

**City Of Angels**  
**Chruch Hill Theatre**  
January 2002

**Lighting Plot**

Prologue

Mirrorball in auditorium.

Start with Angel singers singing. Brighten at end of "Ahh"s then snap DBO. Start fading up overhead special above David Paris whilst moving lights (MLs) are darting around stage whilst flashing ("Miss Saigon" effect). Special fades up over 8 bars of music and is up at full when moving lights stop just as chorus enter. Build blue sidelights slowly.

Chorus move to "1<sup>st</sup> position" on "pow pow" section and are in 6 groups. Light each with a "snap and dim" effect (light snaps on then dims off immediately over approx 2 seconds). Back to sidelights then chorus move to "2<sup>nd</sup> position" on "sha ba doo" (!) bit. They are in 3 groups and are to be uplight with birdies and backlit with a blinder. Snap change to either side lights or blinders on pause. Then back to sidelights leading up to "3<sup>rd</sup> position" where we have one group in centre. Cross to blinder only and then snap DBO. Maybe have tight ML on the bloke with a gun in his hand pointing it into the air?

I, 1 LA County Morgue

Centre stage area reasonably tightly lit. Cold. Practical lampshade flown in DSC.

I, 2 Stone's Office

Truck SR general area neutral.

LX change for entrance of Alaura (warmer?).

Catch Stone in special for solo (front offstage corner of truck).

Catch Alaura in special for solo (in front of onstage corner of truck).

Again Stone in special for 2<sup>nd</sup> solo.

I, 3 Buddy's Office & Stine's Office

Stine's office DSL warm.

Buddy's office truck SL general area cold.

FTB on Buddy when he's finished.

Special on Stine for solo.

I, 4 Stone's Office

Truck SR general area neutral.

I, 5 Stine's Bedroom

Truck SL general area neutral.

I, 6 Stone's Office & Stine's Bedroom

Light both trucks for song. This is an ideal opportunity to highlight the difference between Colour and B&W. Try to use specials for Oolie & Gabby however it may be that they move around the stage too much. However both end up in front of their respective rostra so perhaps use special only at end?

I, 7 Stone's Bedroom

Truck SR general area neutral.

Truck with steps rolls on USL for song; light it and Jimmy Powers who enters to roughly CS.

Song ends with special on steps. USL.

Back to truck only afterwards.

I, 8 Buddy's Office

Truck SL general area cold.

For going into song fade down to tight on Buddy & Stine DSL to allow trucks to clear stage and dancers to enter. Good chance to use a lot of colour during the dance number but always keeping Buddy & Stine separated from the dancing in their own pool of light.

- I, 9 Stone's Bedroom  
Truck SR general area neutral.
- I, 10 Blue Note Cocktail Lounge  
Bobbi DSR in front of small flat for song. Deep blues in background and light Bobbi with stark open white light from MLs. Dancers CSL, light in slightly lighter blue cross light.  
Bring up neutral DSR general end song.
- I, 11 Blue Note Dressing Room  
Truck SR general area neutral.
- I, 12 Stine's Office  
Warm DSL area. Need a bit of light across front of stage as well for entrance of Donna from DSR.  
Add Payphone special at DSR prosc arch for Oolie on Payphone.
- I, 13A/B Kingsley Mansion  
General warm full stage.  
For song concentrate on DSC area (Stone & Alaura).
- I, 14 Streets of LA  
Dingy street lighting, dark. Practical Street Lamp.  
Concentrate DSC around Stone for his solo then back to general, then back to Stone again for 2<sup>nd</sup> solo.
- I, 15 Stone's bedroom  
Truck SR general area neutral.  
Special for song?
- I, 16 Donna's Bedroom  
Truck SL general area warm.
- I, 17 Stone's Bedroom  
Truck SR general area neutral.
- I, 18 LA County Morgue  
Centre stage area reasonably tightly lit. Cold. Practical lampshade flown in DSC. Payphone special DSR used as well.  
Concentrate DSC for Stone & Munoz.
- I, 19 Buddy's Office  
Truck SL general area cold. Add Mandrill in special (Payphone special?) DSR for him to be killed.  
Snap DBO to scene at end.
- I, 20 LA County Morgue  
Centre stage area reasonably tightly lit. Cold. Practical lampshade flown in DSC.  
Munoz's song, concentrate across downstage area. Brighten when Chorus enter. Change to deep reds and sidelights for dance.  
Restore to cold Morgue scene at end, Stine's office dimly lit and gradually brightening. Dialogue between Stine & Stone in a cold light. Do we keep Munoz lit USR? Stine & Stone walk together and sing song, then Stine goes back to office and Stone is punched. Finish with Stine & Stone in specials to close Act I.
- II, 1 Recording Studio  
Side lights up on Chorus onstage with deep colours. Follow Jimmy Powers from USC to DSC with MLs.
- II, 2 Buddy's Bedroom  
Truck SL general area neutral.

- II, 3 Jail Cell  
Jail Bars gobo in back light. Concentrate area DSR.
- II, 4 Oolie's Bedroom  
Start on rostra for song then Oolie walks downstage.
- II, 5 Donna's Bedroom  
Truck SL general area warm.
- II, 6 Buddy's Mansion  
General stage
- II, 7 Buddy's Library  
Truck SL general area warm.
- II, 8 Jail Cell  
Jail Bars gobo in back light. Concentrate area DSR.
- II, 9 Buddy's Library  
Truck SL general area warm colour. Add dingy toolshed on Truck SR cold.
- II, 10 Buddy's Mansion  
General stage
- II, 11 Alaura's Bedroom  
Truck SR general area warm.
- II, 12 Buddy's Office  
Truck SL general area cold.
- II, 13 Stine's Apartment  
Truck SR general area warm.
- II, 14A/B LA Whorehouse  
Truck SL general area dim. Change in lighting to red for 'B' part of scene.
- II, 15 Payphone  
Payphone special DSR.
- II, 16 Kingsley Mansion  
General warm full stage.
- II, 17 Stine's Office  
General DSL area.  
Special for Stine's solo.
- II, 16 Studio  
General warm full stage.  
Catch Stine & Stone DSL in stark white from MLs near end of scene.  
Concentrate DSI for song at end and follow cross to DSC.