 **Focus Chart**

Completed By: Morgan Wills, Lighting Designer

**Ch. 1.**

Purpose: Microphone DSR Spot

Colour: White

Unit: Profile

Flood: ¾ to full

Direction: DSR

Notes: must be big enough to fit one person standing

**Ch. 2.**

Purpose: Rostra Spot

Colour: White

Unit: Profile

Flood: ¾

Direction: DSL

Note: Must be big enough to fit one person sitting down on the rostra

**Ch. 3.**

Purpose: Aeroplane Spot

Colour: yellow

Unit: Profile

Flood: ¾

Direction: USL

Notes: Big enough for 2 people sitting down

**Ch. 6.**

Purpose: Atomic Bomb Spot

Colour: White

Unit: 6’ Fresnel 1Kw

Flood: Full

Direction: CS

Note: Very large needs to fit whole cast

**Ch. 5.**

Purpose: Atomic Bomb Spot

Colour: White

Unit: 6’ Fresnel 1Kw

Flood: Full

Direction: CS

Note: Very large needs to fit whole cast

**Ch. 4.**

Purpose: Sydney and Baby spot

Colour: Yellow

Unit: 6’ Fresnel 1Kw

Flood: Full

Direction: CSR

Note: Spot must be big enough to fit 2 people sitting at a table

**Ch. 7.**

Purpose: Photograph flash SL

Colour: White

Unit: Par-Can

Flood: ¾ to Full

Direction: out to Audience SL

Note: flash light out to audience when photo. Cannot be to bright that it blinds

**Ch. 9**

Purpose: Memory wash

Colour: steel, copper

Unit: LED

Flood: ½ to ¾

Direction CSR

Note: Used when showing difference in age and time

**Ch. 8.**

Purpose: Photograph flash SL

Colour: White

Unit: Parc-Can

Flood: ¾ to Full

Direction: out to Audience SR

Note: flash light out to audience when photo. Cannot be to bright that it blinds

**Ch. 12.**

Purpose: Backlight 9/11

Colour: White

Unit: Fresnel

Flood: ¾

Direction DSR

Note: used as backlight for 9/11 has to reach whole of cast

**Ch. 10.**

Purpose: memory Wash

Colour: Steel, Copper

Unit:LED

Flood: ½ to ¾

Direction: CSL

Note: Used when showing difference in age and time

**Ch. 11.**

Purpose: Backlight 9/11

Colour: White

Unit: Fresnel

Flood: ¾

Direction DSL

Note: used as backlight for 9/11 has to reach whole of cast

**Ch. 13.**

Purpose: General Wash

Colour: Yellow

Unit: 6’ Fresnel 1KW

Flood ¾ to full

Direction: CUS

Note: Covers all of stage and performers

**Ch. 15.**

Purpose: General Wash

Colour: Yellow

Unit: 6’ Fresnel 1KW

Flood ¾ to full

Direction: CSR

Note: Covers all of stage and performers

**Ch. 14.**

Purpose: General Wash

Colour: Yellow

Unit: 6’ Fresnel 1KW

Flood ¾ to full

Direction: CSL

Note: Covers all of stage and performers

**Ch. 16.**

Purpose: square

Colour: blue

Unit: 6’ Fresnel 1KW

Flood ¾ to full

Direction: CS

Note: Tight square Cover performers in main acting – avoiding the set

**Ch. 18.**

Purpose: Selfie line

Colour: Yellow

Unit: Profile

Flood ¾ to full

Direction: DSL

Note: enough to see all performers Ds in Line across stage

**Ch. 17.**

Purpose: Square

Colour:Blue

Unit: 6’ Fresnel 1KW

Flood ¾ to full

Direction: CSR

Note: Tight square Cover performers in main acting – avoiding the set

**Ch. 19.**

Purpose: Selfie line

Colour: Yellow

Unit: Profile

Flood ¾ to full

Direction: DSR

Note: enough to see all performers Ds in Line across stage

**Ch. 21.**

Purpose: Bright General Wash

Colour: White

Unit: 6’ Fresnel 1KW

Flood ¾ to full

Direction: CSR

Direction: brighter at the wedding

**Ch. 20.**

Purpose: Selfie line

Colour: Yellow

Unit: Profile

Flood ¾ to full

Direction: CDS

Note: enough to see all performers Ds in Line across stage

**Ch. 22.**

Purpose: Bright General Wash

Colour: Pink

Unit: 6’ Fresnel 1KW

Flood ¾ to full

Direction: CUS

Note: brighter at the wedding

**Ch. 24.**

Purpose: Spot on Veil

Colour: Pink

Unit: LED

Flood ¾ to full

Direction: CS

Note: Bright on long veil

**Ch. 23.**

Purpose: Bright General Wash

Colour: White

Unit: 6’ Fresnel 1KW

Flood ¾ to full

Direction: USL

Note: brighter at the wedding

**Ch. 25.**

Purpose: Spot on Veil

Colour: Pink

Unit:LED

Flood ¾ to full

Direction: DSL

Note: Bright on long veil

**Ch. 26.**

Purpose: Pinball Diagonal

Colour: White

Unit: Profile

Flood ¾ to full

Direction: DSR

Note: Used to create a pathway for Pinball. Going Diagonally from USL to DSR

**Ch. 27.**

Purpose: Pinball Diagonal

Colour: White

Unit: Profile

Flood ¾ to full

Direction: CSR

Note: Used to create a pathway for Pinball. Going Diagonally from USL to DSR

**Ch. 39.**

Purpose: Sidelights

Colour: White

Unit: Par-Can

Flood ¾ to full

Direction: DSL

Note: Used when performers are dancing

**Ch. 42.**

Purpose: Pinball Diagonal

Colour: White

Unit: Profile

Flood ¾ to full

Direction: CSL

Note: Used to create a pathway for Pinball. Going Diagonally from USL to DSR

**Ch. 41.**

Purpose: Floor lights for 9/11

Colour: White

Unit: Par-Can

Flood ¾ to full

Direction: USL

Note: used to create silhouette effect in 9/11. All cast to be silhouetted

**Ch. 28.**

Purpose: Pinball Diagonal

Colour: White

Unit: Profile

Flood ¾ to full

Direction: CSR

Note: Used to create a pathway for Pinball. Going Diagonally from USL to DSR