

The Ballad of Isosceles – Focus Notes



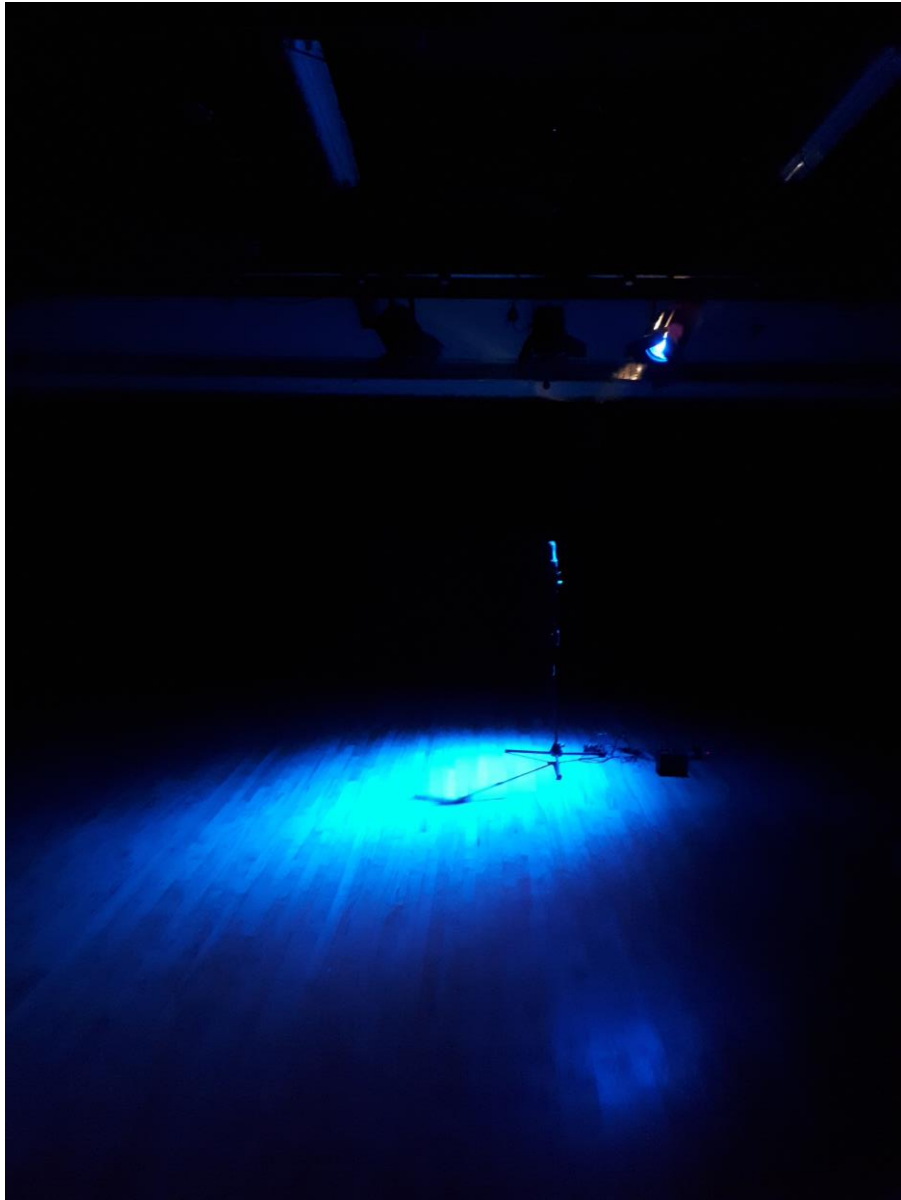
Channel 1 – SR Blue back 1K Fresnel L363

This unit should be positioned just over Ali's right shoulder when standing at the mic. Set the size so it is just a little taller than Ali. The bottom edge should meet the base of the mic. Barndoor any spill off black background.



Channel 2 – CS Blue back 1K Fresnel L363

This unit should be positioned directly behind Ali when standing at the mic, so it should be in line with the mic. The mic should be centred in the room. Set the size so it is just a little taller than Ali. The bottom edge should meet the base of the mic. Barndoor any spill off black background.



Channel 3 – SL Blue back 1K Fresnel L363

This unit should be positioned just over Ali's left shoulder when standing at the mic. Set the size so it is just a little taller than Ali. The bottom edge should meet the base of the mic. Barndoor any spill off black background.



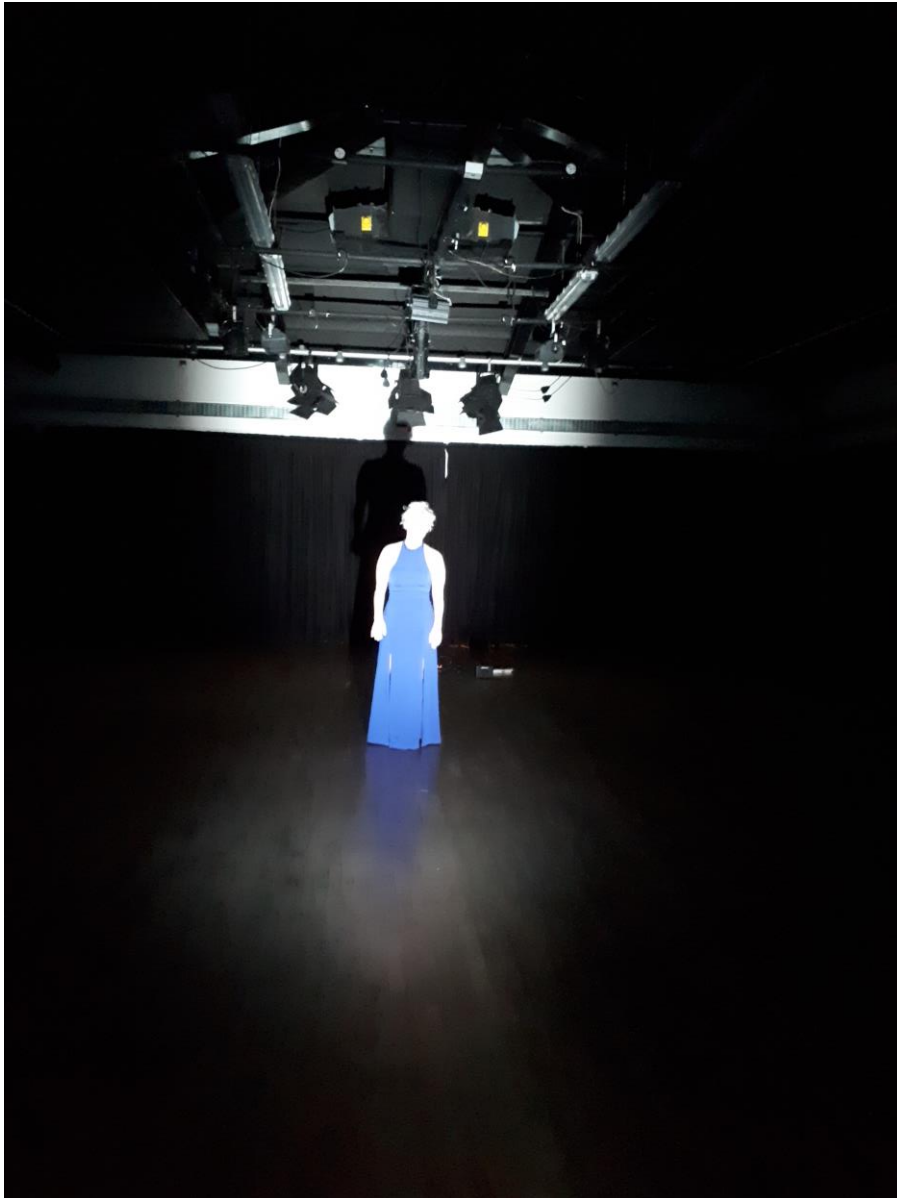
Channel 4 – Mic Spot Source 4 15/32 L201 & L202

This unit should be rigged in line with the mic in the centre of the room, it should be just in front of the mic to light Ali's face. This should be a sharp circle, set the size so it lights Ali's full body and just above head height. Make sure it is focussed dead centre. It's important there is none of the circle hitting the background. Make sure you can see Ali's eyes when she looks at the audience.



Channel 5 & 6 – SL & SR blue sides 2 x Source 4 15/32's L132

These units are positioned on floor stands as far away from the mic as possible, at the side walls and in line with the mic stand. They should light Ali's full body, be off the floor, off the back ground and should be just above head height. Soft edged.



Channel 7 – Corridor Source 4 23/50 L201 & L202

This unit is positioned on the floor between the 2 audience chairs, 2.5m back from the spike. It should light Ali's full body when she is standing on the spike just in front of the two chairs, so it can spill on the ceiling if necessary. It should be off the floor as much as possible. Bring the edges in to just outside Ali when she is standing on the spike, soft edged.



Channel 8 & 9 – SL & SR VIP Chair spots 2 x Source 4 15/32's R119/L506

These units should be rigged directly over the chairs. Set the size so that it lights a person sitting in the chair with a little bit of room to move. Either zoom the unit in and keep as a circle or shutter in as a square. Keep them sharp and drop the frost in to diffuse afterwards

Channel 10 & 11 – SL & SR Shadow audience 2 x 1K Fresnels L506

These units should be rigged directly over the shadow audience chairs set up behind the 2 VIP audience chairs. Set the size so it makes a nice pool around the audience. It shouldn't join the spots for the VIP chairs, there should be a separation between them. These units only light the shadow audience.



Channel 12 & 13 – SL & SR Face light 2 x Source 4 23/50's R119/L506

These units should be rigged behind the two VIP audience chairs. They should light Ali's full body standing on the spike. The bottom edge should be just off the audience's head, Ali should be lit when she leans in close to each chair. Shutter off the opposite chair, but keep as wide as possible so Ali has room to move. Shutter the back edge in to just behind Ali when she's standing on the spike. Keep sharp and drop the frost in to diffuse.