

Once on This Island

CUE SHEET

OREGON SHAKESPEARE FESTIVAL

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Date: 6/9/22

Version: FINAL

CUE	PAGE	TIME	PLACEMENT	DESCRIPTION	NOTES
1	1	4.9	Preshow	Preshow	Haze effect on
2	1	5	Booth lights out	Booth lights out	
3	1	5	House to half	House to half	
5	1	20/16	House out	Announcement; storm light	
5.5	1	4	<i>AUTOFOLLOW (16 sec.)</i>	<i>Flicker effect</i>	
6	1	8	End of the announcement	Sirens	
7	1	45	<i>AUTOFOLLOW (15 sec.)</i>	<i>Sunrise</i>	
8	1	2	Aftershock sound cue	Aftershock; Flicker	
8.2	1	8/4	<i>AUTOFOLLOW (5 sec.)</i>	<i>Restore</i>	
#1 PROLOGUE/WE DANCE					
21	1	30	With music after, "...where rivers run deep ."	Slow build sepia	Haze effect out
21.5	1	3	" Asaka , grow me a garden..."	Fill DSL area	
21.7	1	3	When the altar DSL is set	Special on altar DSL	
22	1	3/5	" Please Agwe..."	Fill USC area	
22.7	1	2	When the altar USC is set	Special on altar USC	
23	1	3/5	" Erzulie , who will my love be?"	Fill USL area	
23.7	1	2	When the altar USL is set	Special on altar USL	
24	1	3/5	" Papa Ge, don't come around me."	Fill USR area	
24.7	1	2	Papa Ge comes out with the bottle	Special on the altar USR	
24.9	1	6	" Ah , such powerful, such temperamental..."	Storytelling light	
24.95	1	0	When lantern is placed behind crate	Take out lantern	
25	2	3	" Asaka , grow me a garden."	Build path in moat	
25.5	2	5	First "We dance ..."	Color shift; Lose moat; Less fronts	
26	2	1	"And if the gods decide..."	Bump; SR of center	
26.5	2	3	Third "We dance ..."	Restore	
26.7	2	6	<i>AUTOFOLLOW (4 sec.)</i>		
27	3	1	"And since we never know..."	Restore	
27.5	3	3	"We dance to the earth"	Build key <	
28	3	4	" On the other side of this island..."	Storytelling light	Spot 1 on Andrea
29	3	10	" Two different worlds..."	Shift focus SL	Spot 1 on Papa Ge
29.5	4	1/3	" The grands hommes eat!"	Build DSC for Andrea/Daniel	Spot 1 out
30	4	4.9	First Women's "We dance ..."	Add color	
30.5	4	3	"What else is there to do ?"	Build for cross SR	
31	4	3	"And chop the cane "	Shift SL	
32	4	1	"And as the rich go racing..."	Restore all	
32.5	4	5	"We dance to the earth..."	Build color	
33	5	2	"And to the music of the gods ..."	Dance break; Less fronts	Spot 1 on Dancer (Emmanuel)
33.5	5	3	"...and we take no chance ..."	Restore; Center	Spot 1 out; Spot 2 on Little Girl

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34	5	2	"But if the gods move our feet... We dance! "	Build; Include path	
35	5	0	Button	Button	
36	5	4/8	After applause	Restore; Focus center	
#2 ONE SMALL GIRL					
41	6	5	" The Story of Ti Moune!"	Slowly focus center; Night	
41.5	6	6/10	<i>AUTOFOLLOW (6 sec.)</i>	Bring up fronts	
42	6	2	Actor cross before "Sheltered in a tree by Asaka..."	Build SL Billboard	Spot 1 on Asaka; Spot 2 out
42.5	7	4	" On this island of two different worlds!"	Build below balcony and tree SL	Spot 2 restore intensity
43	7	8	"One small girl holding tight. "	Shift night to morning	
43.5	7	6	"And the morning sun glowed... "	Build warm sun all around	
44	8	2	" One small face..."	Focus USL Altar area	
47.7	10	3	First " One small girl..."	Moat up for Little Ti Moune	
48	10	5	"And they scolded and teased and held her... "	Lose moat light	Spot 1 restore intensity; Spot 2 includes parents
49	10	4	" And the hut was crowded..."	Pull in SL	Spot 1 lower intensity
50	10	6	Second " One small girl..."	Color shift	
51	10	3/6	"...to live for. "	Build for dialogue	Spot 1 increase intensity
52	11	6	" Sweet as a eucalyptus..."	Fronts out; Color change	Spot 1 on Little Girl
53	11	4	Ti Moune's entrance DSR	Brighter color change	Spot 1 on Ti Moune
54	12	4/8	Ti Moune's cross to DSL altar	Build altar DSL	
55	12	5	"... in a tree."	Build template DSC	
56	12	10	First "Ooh..." at the end of the song	Slowly focus Ti Moune DSC	Spot 2 out
#3 WAITING FOR LIFE					
61	12	4	Daniel's entrance in the vom	Add moat light	
62	12	6	<i>AUTOFOLLOW (10 sec.)</i>	Lose moat light	
63	13	6	" How it must feel..."	Color shift; Build	
65	13	8	"Waiting for life to begin! "	Build texture	
66	14	5	Daniel's entrance in the vom	Build path; Moat center	
67	14	3	"Your car will stop... "	Restore; Lose path/moat	
68	14	4	"And off we'll drive... We'll drive! "	Color shift with music; Slow	
70	14	2	"Let me fly! "	Open clouds; Restore	
71	15	5	Last "Waiting for life to begin! "	Build four altars	
72	15	0	Button	Button	
72.5	15	6	<i>AUTOFOLLOW (1 sec.)</i>	Restore	
#4 AND THE GODS HEARD HER PRAYER					
81	15	3	Gods' entrance on balcony	Light on balcony; Texture below	
82	16	6	Music cue after the second "Give her what she wants."	Color shift; Pink	
83	16	2	"It can conquer even you! "	Color shift; Restore	
85	17	8	" And I'll provide the place..."	Color shift; Blue	Haze effect on
#4A RAIN					
101	18	6	First " Tonight! "	Dark; Slow; Build US Altar	
102	18	2/4	"Let there be no moon. "	Lose texture	
103	18	4	"Let the tide be high. "	Build intensity	
105	18	5	First " Rain! "	Blue; Rain from SOLA	

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107	18	4	" Rain on the road..."	Lose billboard gap; Green	
108	18	0	Agwe's thunder clap during "Such a dangerous place..."	Lightning	
108.1	18	0	<i>AUTOFOLLOW (0.3 sec.)</i>	Restore	
109	18	3	Anticipate Daniel's entrance	Light in the moat	
#4B DISCOVERING DANIEL					
111	19	2	As Daniel comes out of the moat	Lose moat	
112	19	0	Button	Lightning	
112.1	19	0	<i>AUTOFOLLOW (0.2 sec.)</i>	Lightning	
112.2	19	0	<i>AUTOFOLLOW (0.1 sec.)</i>	Lightning	
112.3	19	0	<i>AUTOFOLLOW (0.2 sec.)</i>	End lightning	
115	19	5	After applause	Restore	Spot 1 lower intensity; Spot 2 out
116	19	3	"Gray as the sky ."	Light center on Daniel	
#5 PRAY					
121	20	4	Music change with "And now, I think I know why !"	Build center; Papa Ge on balcony	
123	21	4	"The only thing that will save the boy's life is me !"	Center up	
124	22	15	" And , bidding his wife and daughter goodbye..."	Moat for Tonton	Spot 1 out; Spot 2 on Christine
124.5	22	0	Lantern placed US	Lantern off	
124.7	22	6	" And the peasants carried..."	Lose center spot on Daniel	Spot 2 out; Spot 1 on Emmanuel
125	22	4/6	"And her long vigil began ."	Special on mat SL; Lose moat and vom; Warm on mat; Night outside	Spot 1 out
126	22	6	"It's as if the girl's possessed !"	Focus mat SL	Spot 1 on Ti Moune; Spot 2 on Mama
127	23	3/5	"I know what's best !"	Restore	Spots out
128	23	5	"Now the sky is growing dim ..."	Lose blue	
131	23	4	"Arrested, lost or dead !"	Focus DS path in moat	
132	24	4	"And which way home ?"	Restore; Lose path; Focus mat SL	Spot 1 on Mama and Ti Moune; Spot 2 out
133	24	10	"What must I do ?"	Build DS for ensemble	Spot 1 out
135	24	1	Dance break starts in earnest	Lose front light; more color and texture	Spot 2 on Papa Ge
135.5	24	8/4	Papa Ge drum solo start	Add swirl texture; Orange and red	Haze effect out
136	25	1	" Julian ! Where is my Julian!"	Lose texture; focus SL on Mama	Spot 1 on Mama
137	25	1/4	" You want what?"	Focus USC on guard and Tonton	Spot 1 lower intensity; Spot 2 on Tonton
138	26	2	When they drag Tonton off; with music	Lose gatekeeper; Restore	Spots out
139	26	1	"Now the sky has turned to black ..."	Add color and texture	
140	26	6	"And the girl will have the gods to repay ..."	Add color and texture	
140.5	26	0	Button on "Pray"	Button; Storm	
140.7	26	3	<i>AUTOFOLLOW (3 sec.)</i>	Restore	
#6 FOREVER YOURS					
141	27	2/3	"...pale, dying boy ."	Fantasy; USL Mat	Spot 1 on Ti Moune and Daniel; Spot 2 out

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143	27	2	Ti Moune's "And you are mine ."	Warm, light pink, romantic flowers	
145	28	1	Papa Ge's entrance SL	Lose the flowers; Colder and sharper; Scary	Spot 2 on Papa Ge
147	28	0	"Sure as the grave ..."	Bump; Effect	
147.1	28	0.5	<i>AUTOFOLLOW (1 sec.)</i>	Restore	
149	28	2	"Take mine for his !"	Effect; Key/color shift	
151	29	2/8	" I am the road..."	Restore	
153	29	0	Papa Ge's intake of breath before releasing Daniel	Pop of warm light on Daniel	
155	29	3	" And I am yours."	Back light fade up warm	
155.1	29	1	<i>AUTOFOLLOW (4 sec.)</i>	Restore with laughter	
157	29	6	Papa Ge flips his coin	Candles out; Special on Daniel	Spot 2 out
159	29	10	" Ti Moune had promised her soul..."	Storytelling light	Spot 2 on Mama
#7 THE SAD TALE OF THE BEAUXHOMMES					
161	29	0	Cymbal crash before "The Sad Tale of the Beauxhommes"	BLACKOUT	
163	30	0	Finger snap after Armand's first line	Dramatic light	
165	30	3	Women's ensemble enters	Increase intensity and saturation	
167	31	6	" The beautiful one..."	Add warmth	
169	32	1	"And the great war began."	Focus DSC for Daniel; Red background	Spots on Daniel
171	32	1	First "We won !"	Restore	
173	33	3	Musical key change with Armand's exit	Focus DSC for Daniel; Romantic	
175	33	2	"But Armand left behind a terrible, terrible curse ."	Lose color; add vom texture	Spot 1 swap to Armand
177	34	1	"...while your hearts yearn forever for France !"	Backlit silhouettes; Texture	Spots out
179	34	5	As ensemble turns to face forward	Add center light for the ensemble clump	
179.5	34	6	Ensemble spreads out to turn US before the button	Take out center light	
180	34	0	Last " Beauxhomme !"	Button	
180.1	34	1	<i>AUTOFOLLOW (0.5 sec.)</i>	Restore	
180.2	34	8	<i>AUTOFOLLOW (0 sec.)</i>	Build	
180.5	34	3	"...on the other side of the island ."	Lose steps DSR	
#8 TI MOUNE					
181	35	10	" What can I say to stop you now..."	Pull down	
182	35	6	Visual on lantern being switched off	Lantern off	
183	36	10	Ti Moune's cross DSR	Lose SL light	
185	37	12	"That's all I need to know ..."	Pull down to the parents	
187	37	1	End of music on the button	Button	Spot 2 out
191	37	15/20	" And Ti Moune set off..."	Slow change to sunrise	Spot 2 on Emmanuel
#9 MAMA WILL PROVIDE					
201	37	3	" But on this island..."	Start of "Mama Will Provide"	

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203	38	8	"She was walking with old friends. "	Build for all	
203.5	39	2	Agwe sets the corn down before " Ti Moune lost all her fear."	Build altar DSL	
204	40	3/6	" Walk with me, little girl..."	Build texture	
206	40	4/6	" I'll provide you..."	Focus center; add green texture	
211	42	6	"And the night will fall. "	Night fall	
211.5	42	3	"But you will make it through... "	Restore	
212	42	3/6	Dance break after first "Mama will provide! "	Dance break	Spot 1 lower intensity
213	43	4	After dance break " Oh... "	Restore; Ensemble "tree"	
213.2	43	5	<i>AUTOFOLLOW (6 sec.)</i>	Restore	
213.5	43	2/3	"And whatever you need... " when ensemble breaks away	Lose ensemble "tree"	Spot 1 restore intensity
213.7	43	6	<i>AUTOFOLLOW (4 sec.)</i>	Restore	
214	43	0	Button	Focus on Ti Moune and Asaka DSC	
215	43	4	After applause	Restore	
#9A WAITING FOR LIFE (REPRISE)					
#10 SOME SAY					
231	43	10	"They'll smile! "	Build for ensemble US	Spot 2 increase intensity
234	44	4	" And how far did she travel?"	Pull down	Spot 1 lower intensity
236	45	4/6	"Our story and our song... "	Less fronts/texture	
237	45	4	First "Some say... "	Restore	Spot 1 increase intensity; Spot 2 out
237.5	46	4	"...Ti Moune arrived at the gates... "	Gate USC under balcony	
238	46	6/12	"...and went in search of her Daniel. "	Build the bed	
242	46	4/10	Ti Moune enters bedroom	Daniel's room at night with the bed focused	
#11 THE HUMAN HEART					
251	48	10	Beginning of "The Human Heart" before first " Aaah... "	Fantasy; pink	
252	48	8/10	"You are part... "	Build around the bed	
253	49	3/6	Erzulie's cross on the balcony	Open SL side of balcony	
255	50	6/10	Both return to bed after the second " Tonight... "	Less texture; Focus on the bed	
260	50	3	End of music with chimes	Backlight on bed/balcony	Spots out
#12 PRAY (REPRISE)					
271	50	4/6	With music before " And the night became day..."	Night to day	
272	50	4	<i>AUTOFOLLOW (7 sec.)</i>	<i>Add bed</i>	
275	51	6	"And she has him in a spell. "	Focus on bed; less surrounding	Spot 1 on Daniel; Spot 2 on Ti Moune
276	51	5	As they cross DS with the cane after "I will never leave you, Daniel. "	Restore; Lose bed area	
285	53	6/10	"...stand before a priest! "	Focus balcony/dresser; Slow; Window on Andrea	Spots out

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#13 SOME GIRLS					
291	53	4	" And our little house..."	Build split scene	Spot 2 on Daniel and Ti Moune
295	54	6	" You are not small talk..."	Color shift; Slight build	
298	54	6	" Some girls take pleasure..."	Restore	
#14 THE BALL					
311	54	20	After applause	Build for the ball; Dance; Warm/pink	
312	55	4	During dance; Arm to arm moment	Brighten	
312.5	55	6	<i>AUTOFOLLOW (6 sec.)</i>	<i>Add more on ensemble</i>	
320	55	3	" The grands hommes at the hotel Beauxhomme..."	Build fronts for storytellers	
322	55	6	" Some girls are saying..."	Less fronts for ensemble; Separate Daniel and Andrea	Spot 1 on Daniel; Spot 2 on Andrea
323	55	4	"Well, what's the word ?"	Restore	
325	56	8	"Don't say no ."	Focus DS Lane; Less front on ensemble; Slow	Spot 2 out
326	56	8	"...just for me ."	Focus Ti Moune DSL; Voms on others	
#14A TI MOUNE'S DANCE					
334	56	10	Last " We dance! "	Saturate color for Ti Moune's dance	
336	56	8	Flutes at the end of the music	More saturate color; Focus center	
#14B ANDREA SEQUENCE					
341	57	4	After Ti Moune's dance ends	Build room; Slow	Spot 1 on Daniel; Spot 2 on Andrea
343	57	6	" Oh , Daniel, did you see me?"	Build all slightly	Spot 1 on Ti Moune
345	58	10	With music after "We'll race away in a car ..."	Lower intensity; Texture	
346	58	12	With Daniel's exit	Focus on Ti Moune DSC	Spot 2 out
347	58	8	After second "Are you there ...?"	Tight; Build USC for ensemble around trap; Low voms	
348	59	15	Papa Ge starts entering from the trap	Build red texture on ensemble; Trap lights	
#15 PROMISES/FOREVER YOURS (REPRISE)					
351	59	4	"The gods to repay...the gods to ..."	Ensemble below balcony; Texture	Spot 2 on Papa Ge
353	59	6	"...promises the gods demand you keep! "	Build texture overall	
354	59	4	<i>AUTOFOLLOW (8 sec.)</i>	<i>Add more movers with squiggles</i>	
355	59	1	"Please, don't ."	Less intensity/texture	
360	60	10	"Just as if you had never loved at all ."	Build texture for ensemble; Erzulie in DSR vom	
363	60	4	" Secret of life, finally his to learn..."	Focus on Daniel, SR of Center	
365	60	1	Music stops/Ti Moune drops knife	Build area light; Lose special; Restore chandelier	
#16 WEDDING SEQUENCE					
371	60	4	After "I love you ."	Focus below balcony	Spot 2 out

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372	61	1	Gate closed	Lose Erzulie in vom and ensemble below balcony	
374	61	4	As Ti Moune sinks to the ground after "Ti Moune is waiting for him ."	Ti Moune DSC; Storyteller light below balcony SR	Spot 1 out
375	61	5	"And at last , Andrea and Daniel were married."	Warm for Andrea and Daniel	
380	61	6	"...their own fortunes would multiply ."	Focus on Ti Moune DSC; Little Girl DSL path	Spot 2 out
#17 A PART OF US					
391	61	20	Daniel exits USC	Add texture; Lose color	
393	62	8	The storytellers enter	Slowly build all; Erzulie is SR vom	Spots out
395	62	4/6	" And the gods began to cry..."	Build for all gods	Spot 1 on Agwe; Spot 2 on Erzulie
397	62	10	" Erzulie took her by the hand..."	Lose gods; Build low voms	Spot 1 lower intensity
398	62	6	<i>AUTOFOLLOW (5 sec.)</i>	<i>Blue/water texture</i>	
400	63	6	After "Oh, Ti Moune ..."	Focus Mama/Tonton by the SL billboard	
401	63	4	"And then, the gods blessed her..."	Build Ti Moune; Focus on tree; Warm texture	
405	64	4	" And one day, as Daniel's young son..."	Storytelling light SR	
#18 WHY WE TELL THE STORY					
412	64	6	" And she stands against the lightning..."	Build tree again SL	
414	64	6	"And this is why we tell the story..."	Build all; Lose tree	
416	64	3	After last "Why we tell the story ."	Build path for all	
417	64	6/8	Before the dance, after "Through the years, we tell the story! "	Lower path	
418	65	4/6	"You are why ..."	Build top templates; Less fronts; Circle formation	Spot 1 out
419	66	4/6	As the ensemble lines up before " So I hope that you will..."	Build fronts	
420	66	4/6	" It will help you feel..."	Focus on the 3 DS	Spots on Little Girl, Ti Moune, Daniel
421	66	10	After "And forgive ..."	Restore; Slow	
430	66	4/10	"The stories that we weave ."	Restore to opening look	Spots out
435	66	3	After the last "We tell the story ..."	Fade to silhouette	
436	66	2	<i>AUTOFOLLOW (2 sec.)</i>	BLACKOUT	
440	66	2	Actors enter for curtain call	Curtain call	
441	66	8/10	Actors exit	Post show	