

THE METAMORPHOSIS

LIGHTING DESIGN

Venue: Michael Pilch Studio

Date: TT23, Week 6

Designer: Tilly Jackson-Long (matilda.jackson-long@st-annes.ox.ac.uk)

Seating: Traverse



Equipment Used

- My original intention was to use a large number of standard fixtures from the Pilch's lantern stock, and hire in four Diamond 7 movers and two LEDs from OUTTS – this set-up is what is shown on the rig plan
- Unfortunately, a majority of the fixtures in the Pilch lantern stock were broken at that time, so in the end I used about four lights from the Pilch's stock, and hired in more PAR 64s from OUTTS. I also had to scrap a few specials I had planned. The final rig plan can be seen on the magic sheet attached to the Eos show file. (N.B. all the Pilch fixtures have since been fixed!)

Notes on Rig

- As mentioned before, the rig plan attached was not the final rig I used.
- On the rig plan, the numbers in red indicate the channel number, and the numbers in blue refer to the address .
- Channels 1, 2, 19 and 20 were the OUTTS Diamond 7 movers. I used these to split the stage into two zones (upstage and downstage), and also used them to create narrow focusses on specific areas (eg. Gregor's bed) and used the movement function to follow Gregor's movement around the stage at points.
- Channels 9-12 and 17 provided a downstage wash; channels 7 and 8 provided a dimmer upstage wash.
- Channels 13 and 14 were both profiles and provided a downstage spot
- Channels 15, 16 and 18 were specials used to light Gregor's bed; channels 16 and 18 were floor-mounted. See the inset picture.
- Channels 101-106 were birdies used as houselights. I also used some of the working lights that are built into the Pilch's ceiling as houselights to cover the downstage audience area. These are not dimmable in Eos though, so I needed to manually control them from the wall.

Show File

- The show file includes a magic sheet which shows the fixtures I actually used; there is also an Augmented 3D tab with a 3D model of the Pilch adapted from the Macbeth file (note: the pan and tilt of the movers on the 3D model did not correspond to their position in real life, so on the show file it looks as though they are not focussed properly)
- Effects have been used in a dream-sequence scene to reflect Gregor's confused mind-state.