

Cue	Page	Device	Title	Length	Description/Notes
A		SFX	Preshow; Preset 1 "ACT I"		Girl From Ipanema
B		SFX	FADE Preshow / X-Fade MIDI		Cross Fade From Preshow to the MIDI "Girl from Ipanema"
C		SFX	FADE MIDI track		Fade out of MIDI "Girl from Ipanema"
D	4	Board	"ZERO A&B" Ch 1&2 UP		
E	5	Board	"ZERO C" Ch 2 UP		
F	6	Board	"ZERO D" Ch 3 UP		
G	6	Board	OUT "ZEROS"		
H		SFX	Mrs. Zero Recorded Rant		Mrs. Zero continues to rant on as in a dream
H1		Board	OUT "ZERO A" Ch 4		
I		SFX	FADE Rant		
J	24	SFX	Steam Whistle		After Daisy: "It must be grand!"
K	25	Board	"BOSS" Ch 7 UP		Boss' Entrance
L	28	SFX	Boss Adding Music	1:20	(Alley Rat) As Boss says "...adding machines"
N	29	VFX	U2 Load "BOSS DISTORTED"		As Boss ends his line, "...recommendation"
M	29	SFX	Crazy Sounds	0:25	As Zero says, "...I'm canned?"
O	29	SFX	Wind		As Boss says the first "business..."
P	29	SFX, Board	Thunder; OUT "BOSS" Ch 7		On Boss's last, "business"
Q	30	SFX	Merry-go-round Transition Music		Scene change after Boss' death
R		SFX	FADE Merry-go-round Music		
S	35	SFX	AM Doorbell 1		First Adding Machine Doorbell
T	36	SFX	AM Doorbell 2		Second Adding Machine Doorbell
U	48	SFX	Doorbell		Real Doorbell
V	60	SFX	Gavel		After Zero: "Suppose you was me--"
W		SFX	Intermission Music		industrial/techno music
W1		Board	Preset 2 "ACT 2"		
X	63	SFX	Graveyard Ambience		(Portent) "Ghost Town Wind" Crossfade from Intermission Music
Y		SFX	FADE Graveyard Ambience		Fade out as scene starts
Y3	80	SFX	Graveyard Reprise		Into scene change
Z	83	SFX	Elysian Fields Music		(Magical Fantasy) Crossfade Graveyard out
AA		SFX	FADE Elysian Fields Music		
AB	89	Board	Ch 6 UP		For Daisy's "yoo-hoo, yoo-hoo"
AC	90	Board	OUT Ch 6		Daisy's mic out
AD	106	SFX	Dance Music (LOW)		jible
AE	107	SFX	Dance Music (FADE UP)		Fade up to be present, but not overpowering actors lines
AF	109	SFX	Dance Music (HIGHEST)		Fade up more, when dancing
AG	109	SFX	Dance Music (FADE BACK)		Fades back down to previous level
AH	118	SFX	FADE Dance Music		
AI	123	SFX	Adding Machines Loop		Transition between Elysian Fields and Monster Adding Machine
AJ		SFX	FADE Adding Machines Loop		
AK	123	SFX	Monster Adding Machine		Starts when Zero gets in place
AL	124	SFX	STOP Monster Adding Machine		Abrupt out when Zero is removed from the achine
AM	134	SFX	Thunder Gavel		When Zero 'quits'
AM1	134	SFX	Monster Adding Machine		On heels of Thunder
AM3	134	SFX	Stop Monster Adding Machine		
AN	140	Board	"HOPE" Ch 5 UP		After Charles: "Oh, Hope, yoo-hoo!"
AO	140	Board	OUT "HOPE" Ch 5		After Hope: "I'll be right over, Charlie dear."
AP		SFX	Curtain Call		03 The Girl From Ipanema.wav

TheaterCNU

Stage Manager: Kacy Trexler

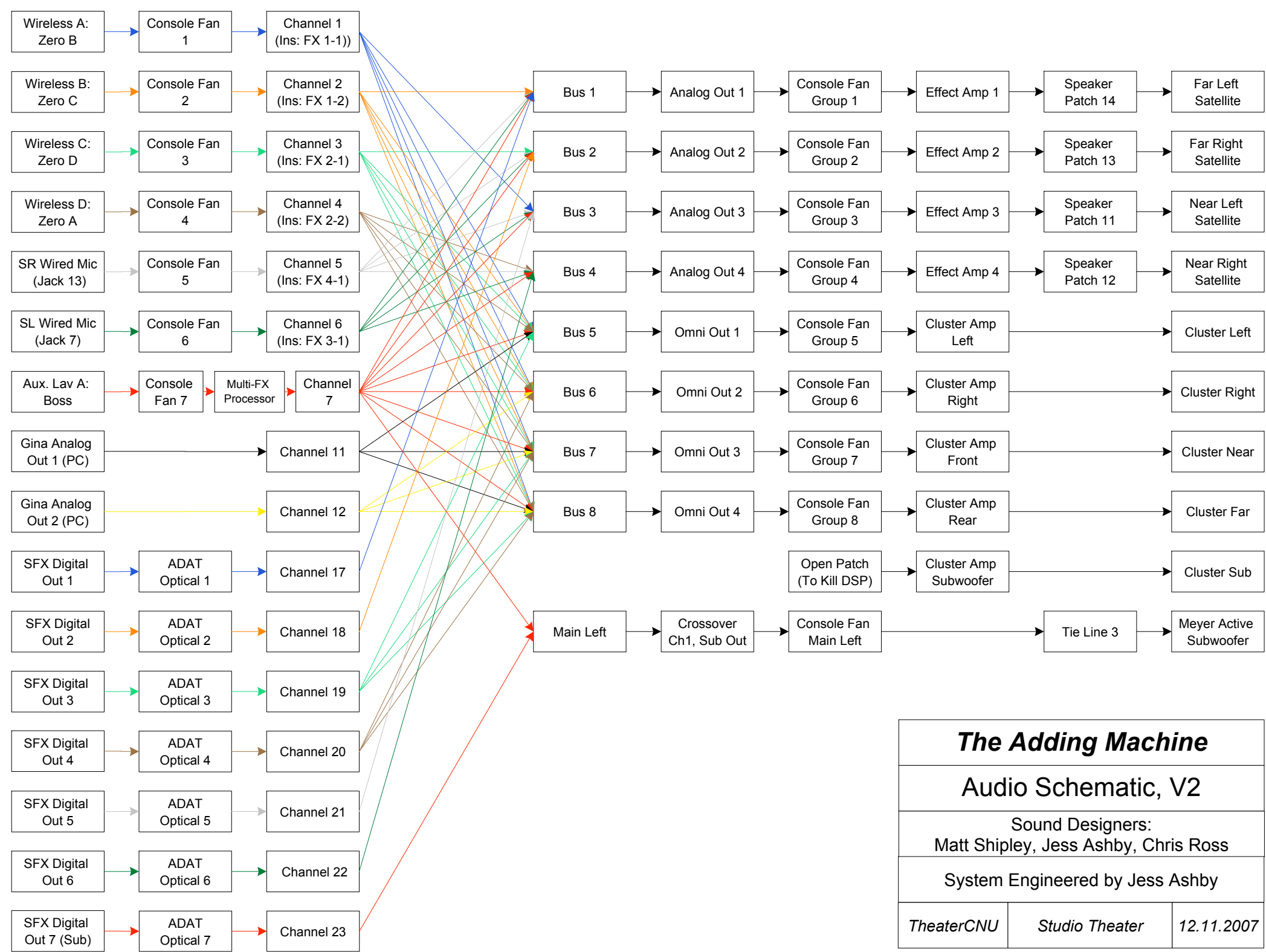
Sound Designers: Ashby, Shipley, Ross



(the adding machine)

Body Mic Assignment Sheet

Body Mic	Character	Actor
Wireless Lav 1 (Ch1)	Mrs. Zero "B"	Cate Carney
Wireless Lav 2 (Ch2)	Mrs. Zero "C"	Marilyn Schappacher
Wireless Lav 3 (Ch3)	Mrs. Zero "D"	Kat Dahms
Wireless Lav 4 (Ch4)	Mrs. Zero "A"	Brandi Buisset
Wireless Lav 5 (Ch7)	The Boss	Josh Hopkins



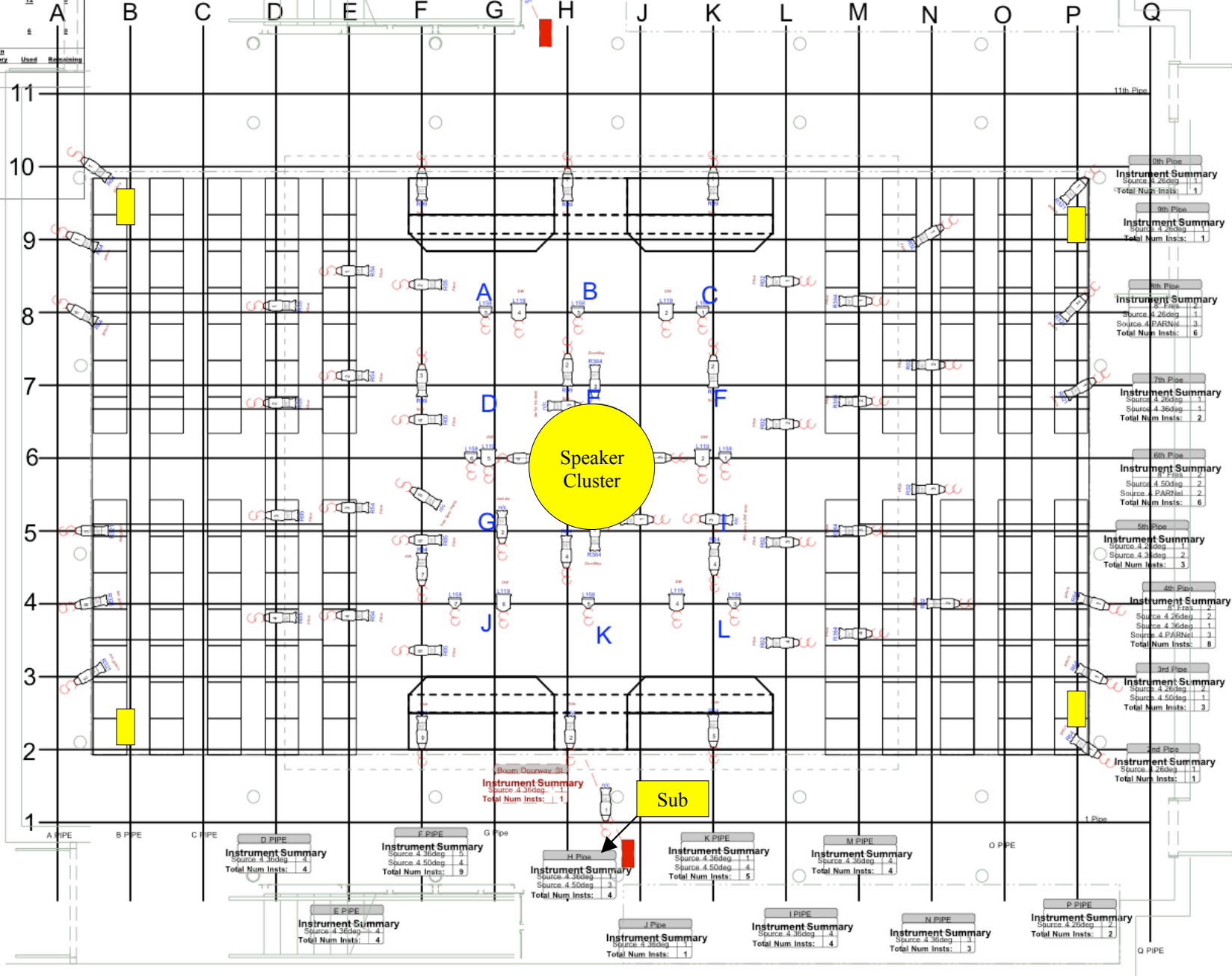
<i>The Adding Machine</i>		
Audio Schematic, V2		
Sound Designers: Matt Shipley, Jess Ashby, Chris Ross		
System Engineered by Jess Ashby		
<i>TheaterCNU</i>	<i>Studio Theater</i>	<i>12.11.2007</i>

Instruments	Num In Inventory	Used	Remaining
Source 4 36deg	25	22	3
Source 4 PARNet	12	8	4
Source 4 50deg	10	14	-4
Source 4 26deg	2	2	0
8" Free	5	5	0

Accessories	Num In Inventory	Used	Remaining
8" Free	5	5	0

Legend
Color
Unit Number
Channel

Boom Overway SR
Instrument Summary
 Source 4 36deg: 1
 Total Num Insts: 1
Circuit Info
 Number Req'd Circuits: 1
 Number Of TwoFars: 0



D PIPE Instrument Summary
 Source 4 36deg: 4
 Total Num Insts: 4

F PIPE Instrument Summary
 Source 4 36deg: 5
 Source 4 50deg: 4
 Total Num Insts: 9

H PIPE Instrument Summary
 Source 4 36deg: 1
 Source 4 50deg: 3
 Total Num Insts: 4

K PIPE Instrument Summary
 Source 4 36deg: 4
 Source 4 50deg: 1
 Total Num Insts: 5

M PIPE Instrument Summary
 Source 4 36deg: 4
 Total Num Insts: 4

E PIPE Instrument Summary
 Source 4 36deg: 4
 Total Num Insts: 4

J PIPE Instrument Summary
 Source 4 36deg: 1
 Total Num Insts: 1

I PIPE Instrument Summary
 Source 4 36deg: 4
 Total Num Insts: 4

N PIPE Instrument Summary
 Source 4 36deg: 3
 Total Num Insts: 3

P PIPE Instrument Summary
 Source 4 26deg: 2
 Total Num Insts: 2

6th Pipe Instrument Summary
 Source 4 26deg: 1
 Total Num Insts: 1

9th Pipe Instrument Summary
 Source 4 26deg: 1
 Total Num Insts: 1

8th Pipe Instrument Summary
 Source 4 26deg: 2
 Source 4 PARNet: 3
 Total Num Insts: 6

7th Pipe Instrument Summary
 Source 4 26deg: 1
 Source 4 50deg: 1
 Total Num Insts: 2

5th Pipe Instrument Summary
 Source 4 50deg: 2
 Source 4 PARNet: 2
 Total Num Insts: 6

5th Pipe Instrument Summary
 Source 4 26deg: 1
 Source 4 36deg: 2
 Total Num Insts: 3

4th Pipe Instrument Summary
 8" Free: 1
 Source 4 26deg: 2
 Source 4 36deg: 1
 Source 4 PARNet: 3
 Total Num Insts: 8

3rd Pipe Instrument Summary
 Source 4 26deg: 2
 Source 4 50deg: 1
 Total Num Insts: 3

2nd Pipe Instrument Summary
 Source 4 26deg: 1
 Total Num Insts: 1

Booth

CNU Fall '07

Scale: 1/8" = 1'-0"

ADDING MACHINE LIGHT PLOT

Director: Gregg Lloyd
 Lighting Design: Genny Wynn