

ORCHESTRA

- 24
- 23
- 22
- 21 FLOWERS
- 20 FLOWERS
- 19
- 18 3rd Electric
- 17
- 16
- 15 FLOWERS
- 14
- 13 2nd Electric
- 12
- 11 SAIL 2
- 10 SAIL 1
- 9
- 8 PORTAL LEGS
- 7 PORTAL BORDER
- 6
- 5 1st Electric
- 4
- 3 MERMAID DROP
- 2 NET AND ROPES
- 1 CENTER PROSC
- 0 Plaster Line

Peter and the Starcatcher

Speaker Plot

DESIGNER:
Alyssa Marrero

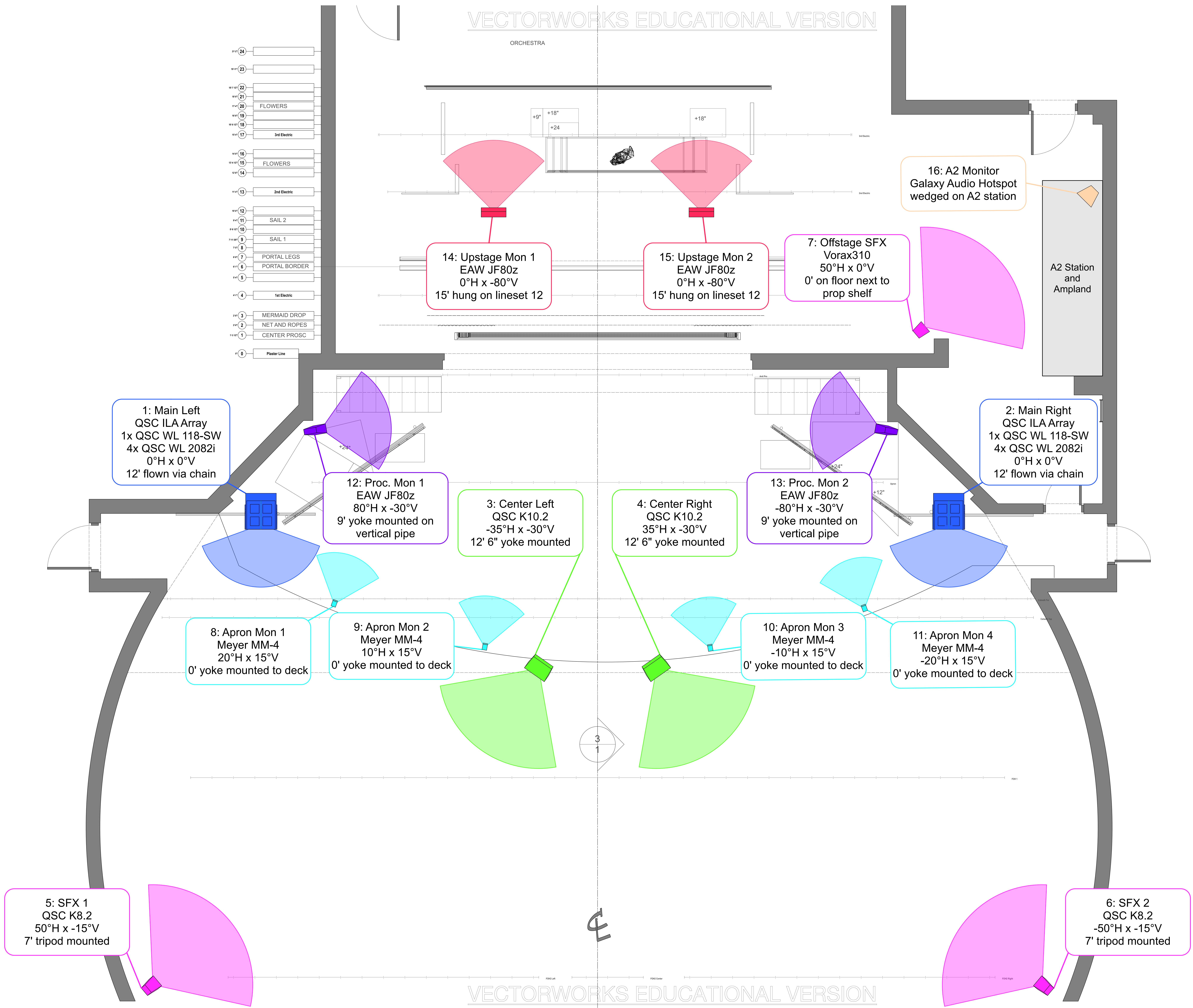
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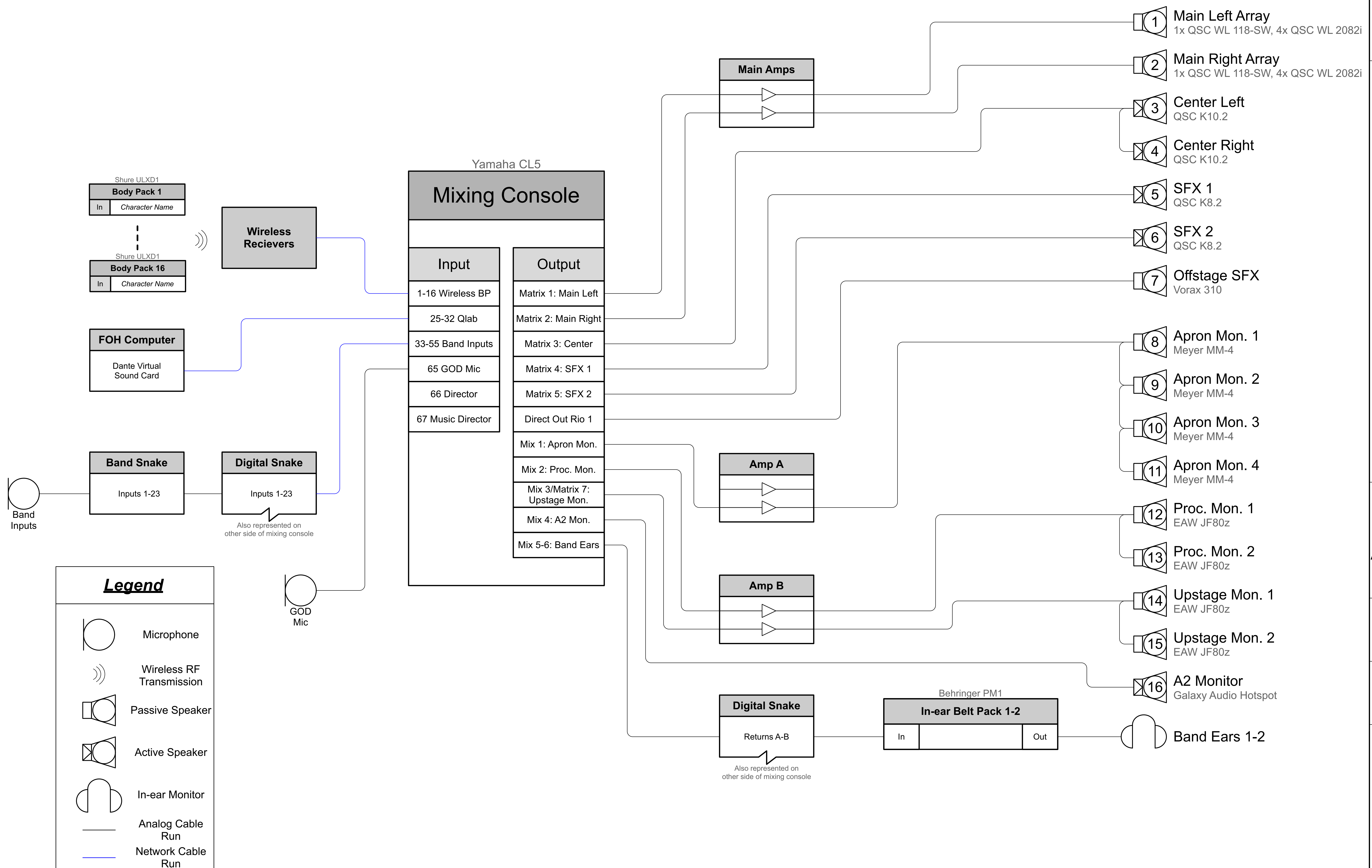
LAST UPDATED:
03/06/24

PLATE

1

OF 6





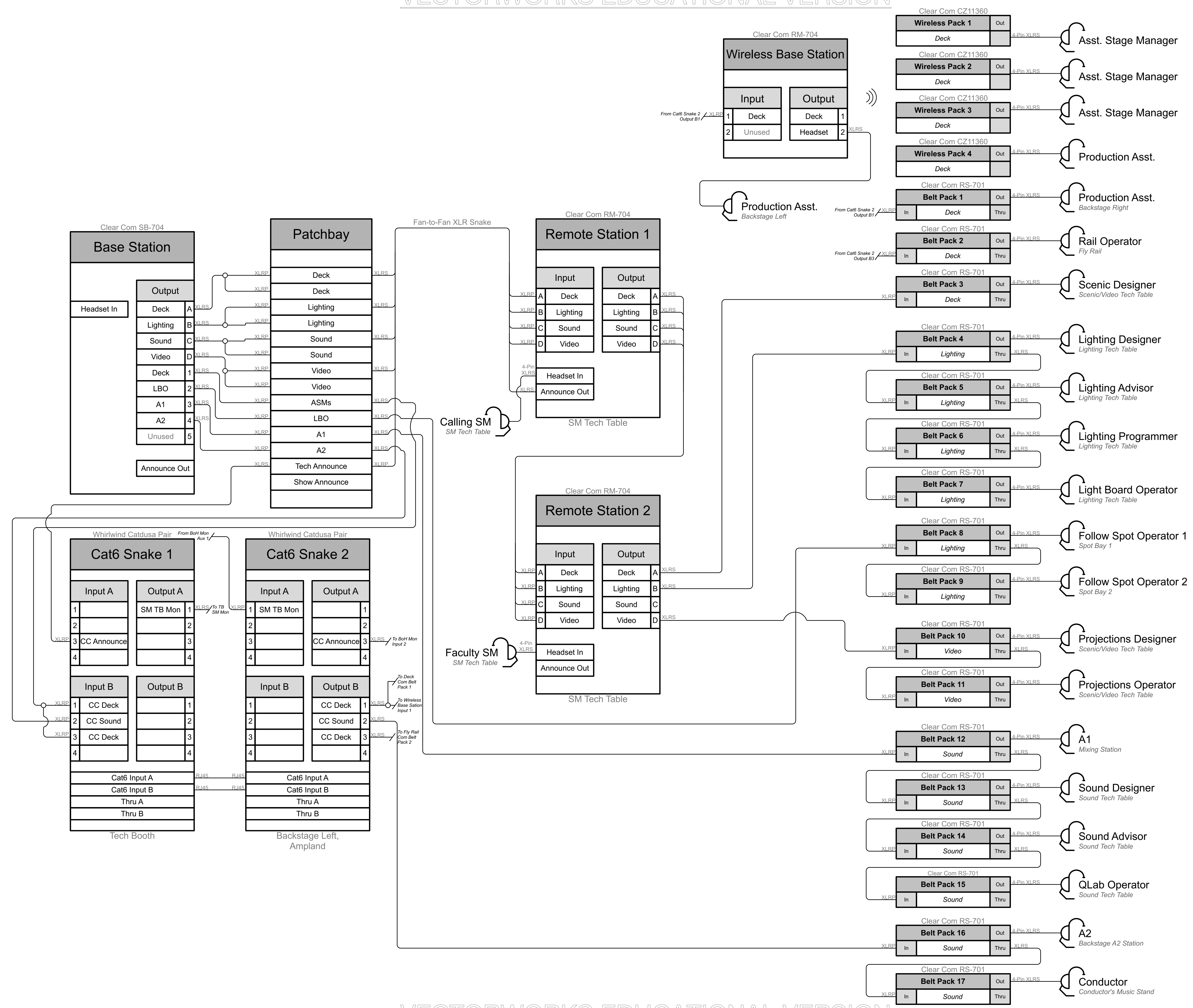
- 1 Main Left Array
1x QSC WL 118-SW, 4x QSC WL 2082i
- 2 Main Right Array
1x QSC WL 118-SW, 4x QSC WL 2082i
- 3 Center Left
QSC K10.2
- 4 Center Right
QSC K10.2
- 5 SFX 1
QSC K8.2
- 6 SFX 2
QSC K8.2
- 7 Offstage SFX
Vorax 310
- 8 Apron Mon. 1
Meyer MM-4
- 9 Apron Mon. 2
Meyer MM-4
- 10 Apron Mon. 3
Meyer MM-4
- 11 Apron Mon. 4
Meyer MM-4
- 12 Proc. Mon. 1
EAW JF80z
- 13 Proc. Mon. 2
EAW JF80z
- 14 Upstage Mon. 1
EAW JF80z
- 15 Upstage Mon. 2
EAW JF80z
- 16 A2 Monitor
Galaxy Audio Hotspot
- Band Ears 1-2

DESIGNER:
Alyssa Marrero

SCALE:
N/A

LAST UPDATED:
03/06/24

PLATE
2
OF 6



DESIGNER:
Alyssa Marrero

SCALE:
N/A

LAST UPDATED:
01/10/24

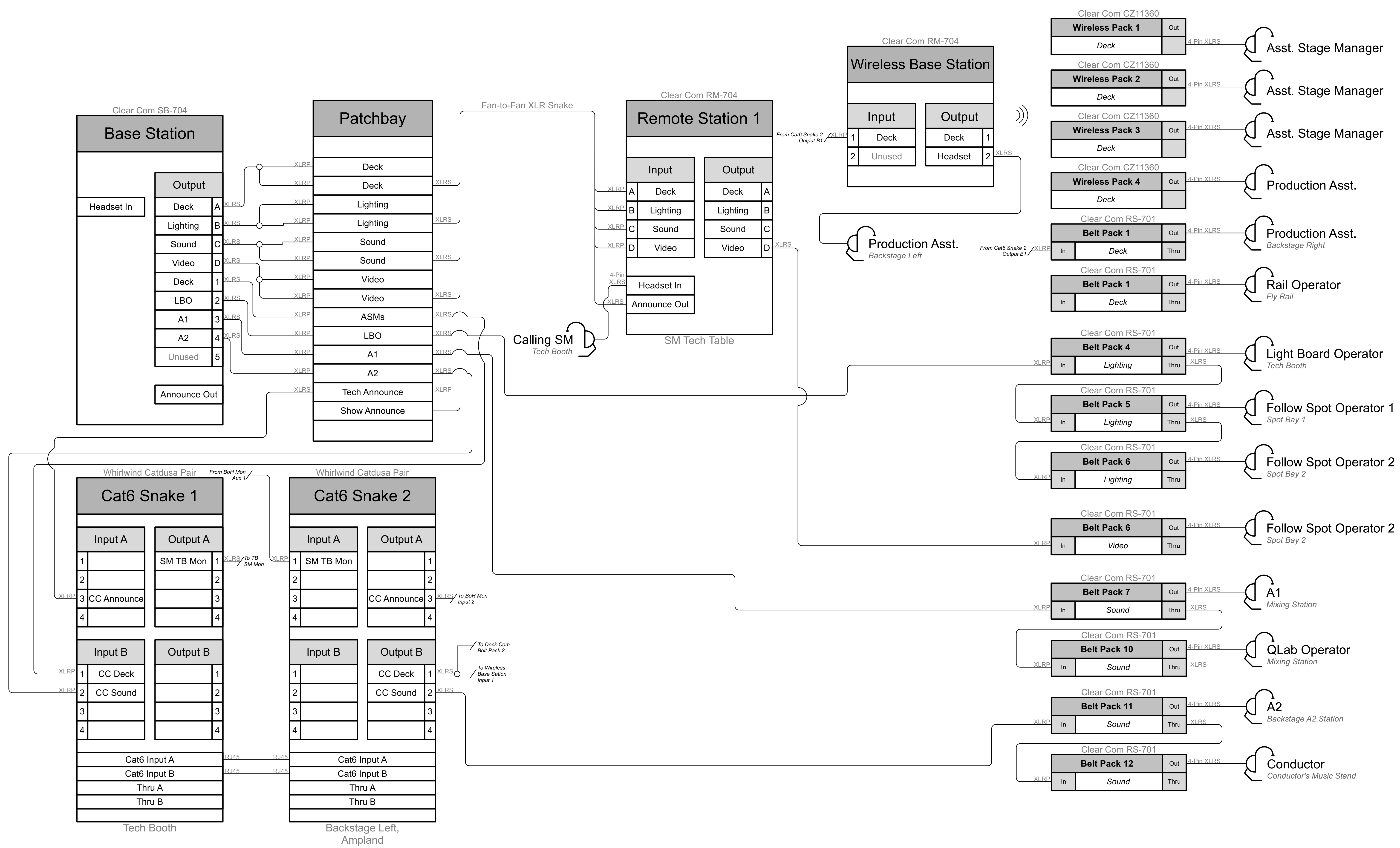
PLATE
3
OF 6

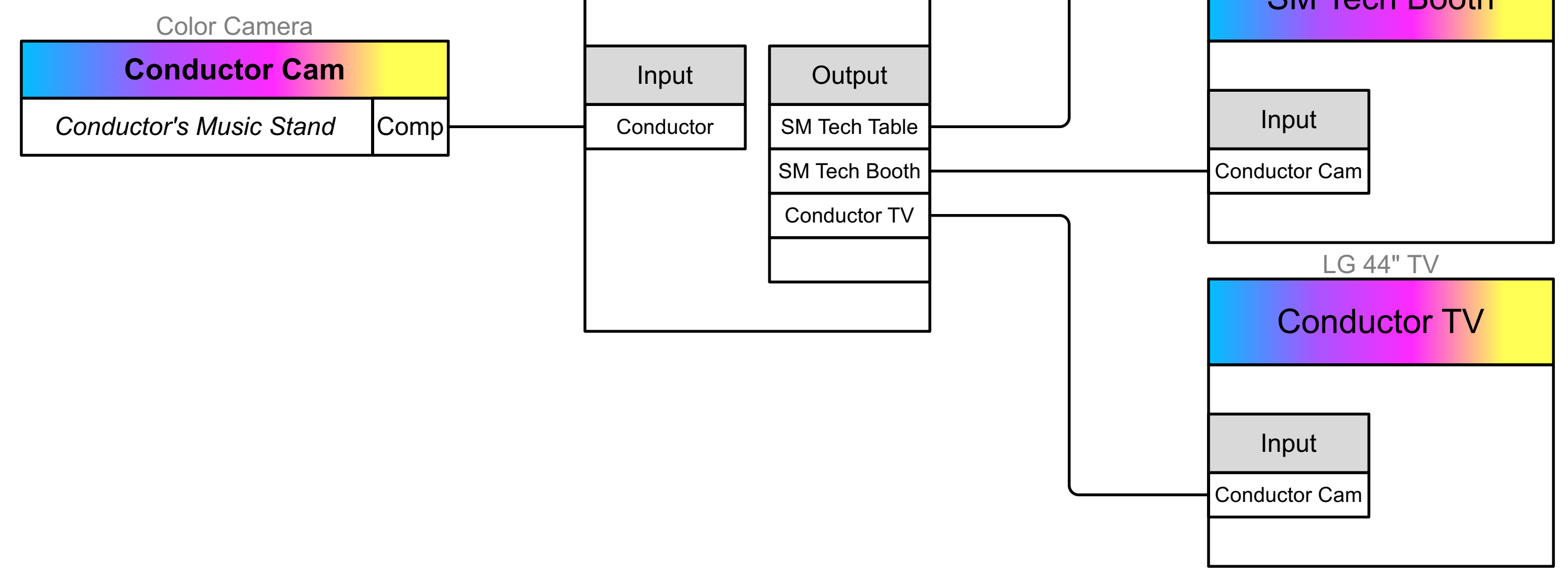
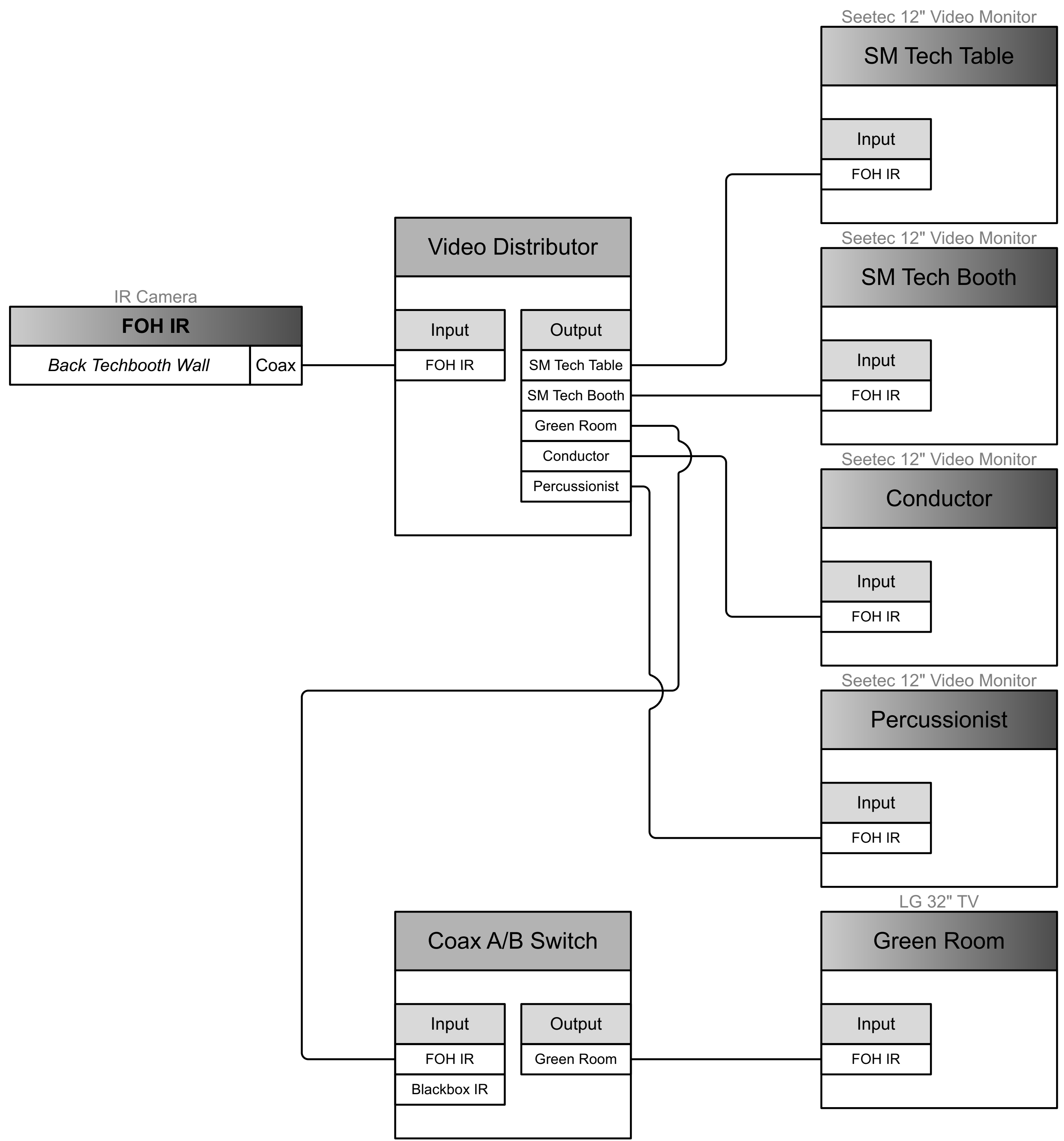
DESIGNER:
Alyssa Marrero

SCALE:
N/A

LAST UPDATED:
01/10/24

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OF 6





Note: For show, SM Tech Table is struck.
All other components stay.

Peter and the Starcatcher

Internal Video Monitoring

DESIGNER:
Alyssa Marrero

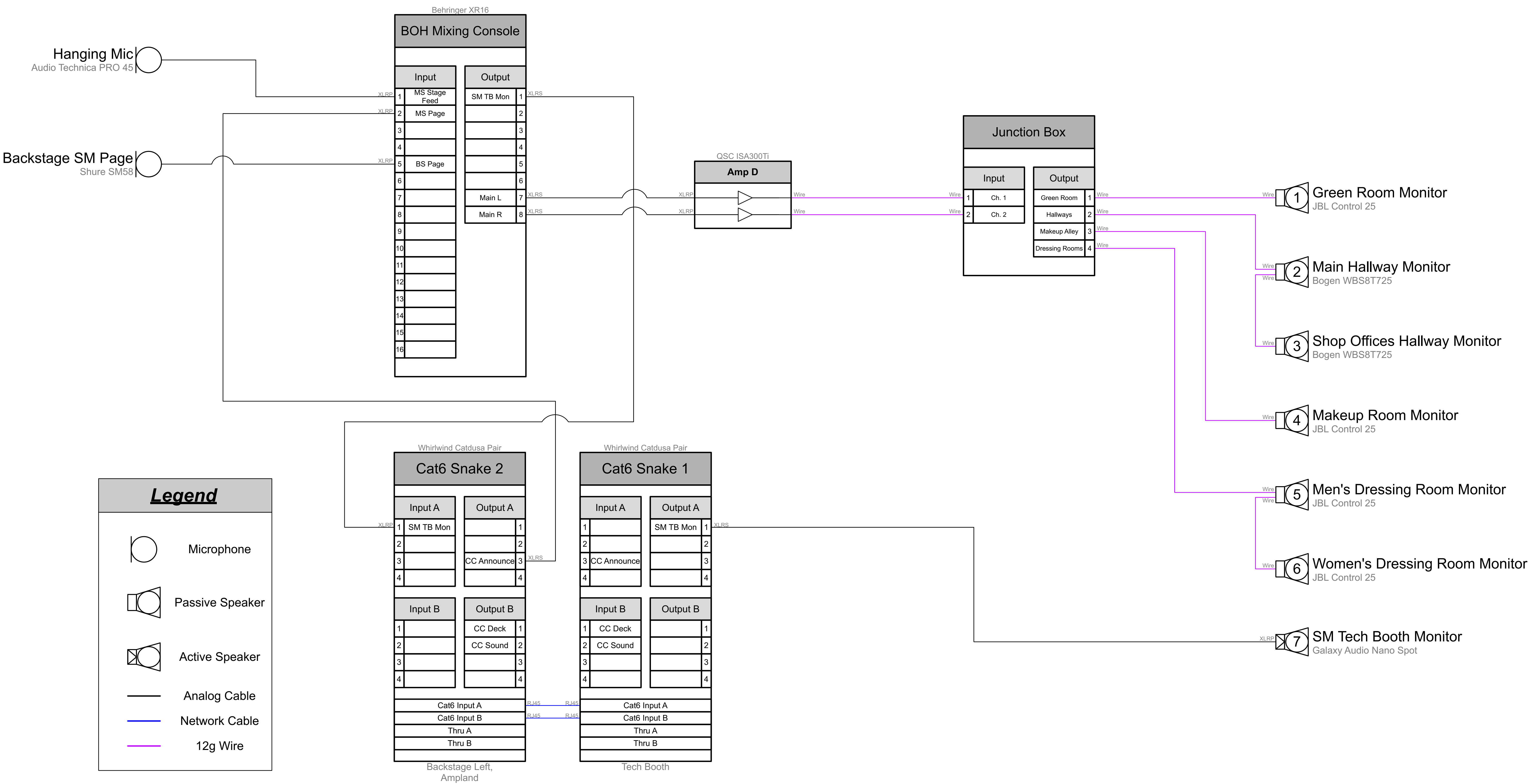
SCALE:
N/A

LAST UPDATED:
01/09/24

PLATE

5

OF 6



Peter and the Starcatcher

TheatreUCF
 Sound Designer: Alyssa Marrero
 Last Revised: 01/09/2024

Outputs

				<u>FOH Console</u>				
<u>Bus</u>	<u>Name</u>	<u>Mixer</u>	<u>Device</u>	<u>Socket</u>	<u>Subsnake</u>	<u>Speaker Name</u>	<u>Speaker Model</u>	<u>Speaker Hardware</u>
	1 Apron	CL5		1		Apron Monitors 1-4	Meyer MM-4	Yoke
	2 Proscenium	CL5		2		Proscenium Monitors 1-2	EAW JF80z	Yoke
	3 Upstage	CL5		3		Upstage Monitors 1-2	EAW JF80z	Yoke
	4 Backstage	CL5		4		TBD	QSC CP8	
	5 Offstage SFX	CL5		5			Vorax 310	
	6 Robin	CL5	RIO 1	6	Band Snake A	Robin in-ears	Behringer PM1	Belt clip
	7 Percussion	CL5		7	Band Snake B	Perc. in-ears	Behringer PM1	Belt clip
	8 Spare ears	CL5		8				
	9 Spare ears	CL5		9				
	10 A2 Monitor	CL5		10		A2 Monitor	Galaxy Audio Hotspot	
	11 Spare Bus	CL5		11				
	12 Hair Vox L	CL5						
	13 Hair Vox R	CL5						
	14 Ear Vox L	CL5						
	15 Ear Vox R	CL5						
	16 Keys L	CL5						
	17 Keys R	CL5						
	18 Perc L	CL5	CL5				N/A	
	19 Perc R	CL5						
	20 Vocal Delay	CL5						
	21 Vocal Reverb 1	CL5						
	22 Vocal Reverb 2	CL5						
	23 Band Verb	CL5						
	24 Spare	CL5						
Matrix 1	Main L		Q-Sys Core	Dante 23		Main L	QSC ILA Array	
Matrix 2	Main R		Q-Sys Core	Dante 24		Main R	QSC ILA Array	
Matrix 3	Center		RIO 1		16	Center	QSC K10.2	Yoke
Matrix 4	SFX 1			Omni-Out 7		BOH L	QSC K8.2	Tripods
Matrix 5	SFX 2		CL5	Omni-Out 8		BOH R	QSC K8.2	Tripods
Matrix 6	Spare							
Matrix 7	Spare							
Matrix 8	Spare							

BOH Console

<u>Bus</u>	<u>Name</u>	<u>Mixer</u>	<u>Device</u>	<u>Socket</u>	<u>Speaker Name</u>	<u>Speaker Model</u>	<u>Speaker Hardware</u>
	1 Mainstage SM Mon	XR16	XR16	1	MS booth SM Mon	Galaxy Nano	Yoke
	2 Blackbox SM Mon	XR16	XR16	2	BB booth SM Mon	Galaxy Nano	Yoke
Main L+R	Main left and right	XR16	XR16	7 + 8	Backstage Monitors		

Peter and the Starcatcher

TheatreUCF

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Last Revised: 01/10/2024

Inputs

FOH Console

<u>Channel</u>	<u>Name</u>	<u>Mixer</u>	<u>Subsnake</u>	<u>Device</u>	<u>Socket</u>	<u>Bus Assignment</u>
1	Peter	CL5		ULXD 1-1	Dante 1	Ear Vox L+R
2	Molly	CL5		ULXD 1-2	Dante 2	Hair Vox L+R
3	Prentiss	CL5		ULXD 1-3	Dante 3	Ear Vox L+R
4	Ted	CL5		ULXD 1-4	Dante 4	Ear Vox L+R
5	Stache	CL5		ULXD 2-1	Dante 5	Hair Vox L+R
6	Smee	CL5		ULXD 2-2	Dante 6	Ear Vox L+R
7	Jameson	CL5		ULXD 2-3	Dante 7	Hair Vox L+R
8	Mackenzie	CL5		ULXD 2-4	Dante 8	Ear Vox L+R
9	Joshua	CL5		ULXD 3-1	Dante 9	Ear Vox L+R
10	Matthew	CL5		ULXD 3-2	Dante 10	Ear Vox L+R
11	Polastry	CL5		ULXD 3-3	Dante 11	Ear Vox L+R
12	Brandon	CL5		ULXD 3-4	Dante 12	Hair Vox L+R
13	Owen	CL5		ULXD 4-1	Dante 13	Ear Vox L+R
14	Foster	CL5		ULXD 4-2	Dante 14	Hair Vox L+R
15	Perry	CL5		ULXD 4-3	Dante 15	Ear Vox L+R
16	RF Spare	CL5		ULXD 4-4	Dante 16	Ear Vox L+R
17		CL5	N/A			
18		CL5				
19		CL5				
20		CL5				
21		CL5				
22		CL5				
23		CL5				

24	CL5			
25 Qlab 1	CL5		CL5	Main L
26 Qlab 2	CL5		CL5	Main R
27 Qlab 3	CL5		CL5	Center
28 Qlab 4	CL5		CL5	SFX 1
29 Qlab 5	CL5		CL5	SFX 2
30 Qlab 6	CL5		CL5	Offstage SFX
31 Qlab 7	CL5		CL5	Upstage SFX
32 Qlab 8	CL5		CL5	Spare
33 Bass Top	CL5	Band Snake 1	RIO 1	1 Perc L+R
34 Spare	CL5	Band Snake 2	RIO 1	2 Perc L+R
35 Snare Top	CL5	Band Snake 3	RIO 1	3 Perc L+R
36 Snare Bottom	CL5	Band Snake 4	RIO 1	4 Perc L+R
37 Tom 1	CL5	Band Snake 5	RIO 1	5 Perc L+R
38 Spare	CL5	Band Snake 6	RIO 1	6 Perc L+R
39 Table	CL5	Band Snake 7	RIO 1	7 Perc L+R
40 Cymbals	CL5	Band Snake 8	RIO 1	8 Perc L+R
41 Bongos	CL5	Band Snake 9	RIO 1	9 Perc L+R
42 Woodblocks	CL5	Band Snake 10	RIO 1	10 Perc L+R
43 Xylophone	CL5	Band Snake 11	RIO 1	11 Perc L+R
44 Gong	CL5	Band Snake 12	RIO 1	12 Perc L+R
45 Glockenspiel	CL5		RIO 1	13 Perc L+R
46 Mallet Laptop L	CL5		RIO 1	14 Perc L+R
47 Mallet Laptop R	CL5		RIO 1	15 Perc L+R
48 Perc Spare	CL5		RIO 1	16 Perc L+R
49 Perc Spare	CL5		RIO 1	17 Perc L+R
50 Piano Front L	CL5		RIO 1	18 Keys L+R
51 Piano Front R	CL5		RIO 1	19 Keys L+R
52 Piano Spare	CL5		RIO 1	20 Keys L+R
53 Piano Spare	CL5		RIO 1	21 Keys L+R
54 Synth L	CL5		RIO 1	22 Keys L+R
55 Synth R	CL5		RIO 1	23 Keys L+R
56				
57				

58

59

N/A

60

61

62

63

64

CL5

65 SM God

CL5

CL5

Omni in 1

66 D God

CL5

CL5

Omni in 2

67 C God

CL5

CL5

Omni in 3

68 SigGen

CL5

CL5

Omni in 4

69 Loop

CL5

CL5

70 Pink

CL5

CL5

71 Aux L

CL5

CL5

Omni in 7

72 Aux R

CL5

CL5

Omni in 8

TB Talkback

CL5

CL5

Omni in 5

Peter and the Starcatcher

TheatreUCF

Sound Designer: Alyssa Marrero

Last Revised: 01/09/2024

Band Schedule and Input list

<u>CL5 Channel</u>	<u>Channel Name</u>	<u>Subsnake</u>	<u>Device</u>	<u>Socket</u>	<u>Input type</u>	<u>Mic/DI type</u>	<u>Deployment</u>
33	Bass Top	BS 1-1	RIO 1	1	Microphone	sE V Kick	Short boom stand
34	Spare	BS 1-2	RIO 1	2			
35	Snare Top	BS 1-3	RIO 1	3	Microphone	sE V7x	tom clip
36	Snare Bottom	BS 1-4	RIO 1	4	Microphone	Shure Beta 57a	Tom clip
37	Tom 1	BS 1-5	RIO 1	5	Microphone	sE V Beat	tom clip
38	Spare	BS 1-6	RIO 1	6			
39	Table	BS 1-7	RIO 1	7	Microphone	sE7	Boom stand
40	Cymbals	BS 1-8	RIO 1	8	Microphone	sE7	Boom stand
41	Bongos	BS 1-9	RIO 1	9	Microphone	DPA 4099	Universal mount
42	Woodblocks	BS 1-10	RIO 1	10	Microphone	Shure Beta 98a	tom clip
43	Xylophone	BS 1-11	RIO 1	11	Microphone	Beta 98	Clip
44	Gong	BS 1-12	RIO 1	12	Microphone	Shure Beta 98a	tom clip
45	Glockenspiel		RIO 1	13	Microphone	Beta 98	Clip
46	Mallet Laptop L		RIO 1				Underneath
47	Mallet Laptop R		RIO 1		DI	Radial USB Pro	Macbook
48	Perc Spare		RIO 1	16			
49	Perc Spare		RIO 1	17			
50	Piano Front L	N/A	RIO 1	18	Microphone	AKG C414	Boom stand
51	Piano Front R		RIO 1	19	Microphone	AKG C414	Boom stand
52	Piano Spare		RIO 1	20			
53	Piano Spare		RIO 1	21			
54	Synth L		RIO 1	22			Underneath
55	Synth R		RIO 1	23	DI	Radial USB Pro	Macbook

Peter and the Starcatcher

TheatreUCF

Sound Designer: Alyssa Marrero

Last Revised: 01/10/2024

RF Mic Plot

<u>Body pack</u>	<u>Character</u>	<u>Actor</u>	<u>Mic style</u>	<u>Element</u>	<u>Color</u>	<u>Receiver</u>	<u>Input Patch</u>	<u>CL5 Channel</u>
1	Peter	Eileen Lee	Ear-rig Lav	DPA 4060	Beige	ULXD 1-1	Dante 1	1
2	Molly	Ella Zarrilli	Hairline Lav	DPA 4060	Beige	ULXD 1-2	Dante 2	2
3	Prentiss	Aj Morales	Ear-rig Lav	DPA 4060	Black	ULXD 1-3	Dante 3	3
4	Ted	Elliott Horwitz	Ear-rig Lav	DPA 4060	Black	ULXD 1-4	Dante 4	4
5	Stache	Johnny Flannagan	Hairline Lav	DPA 4060	Black	ULXD 2-1	Dante 5	5
6	Smee	Nathan Olmeda	Ear-rig Lav	DPA 4060	Beige	ULXD 2-2	Dante 6	6
7	Lord Aster/Ensemble	Jameson Stobbe	Hairline Lav	DPA 4060	Beige	ULXD 2-3	Dante 7	7
8	Alf/Ensemble	Mackenzie Prince	Ear-rig Lav	DPA 4060	Beige	ULXD 2-4	Dante 8	8
9	Captian Scott/Ensemble	Joshua Markham	Ear-rig Lav	DPA 4060	Beige	ULXD 3-1	Dante 9	9
10	Bumbrake/Teacher	Matthew Twarog	Ear-rig Lav	DPA 4060	Beige	ULXD 3-2	Dante 10	10
11	Gremppkin/Mack/Sanchez/Fighting Prawn	Christian Polastry	Ear-rig Lav	DPA 4060	Black	ULXD 3-3	Dante 11	11
12	Slank/Hawking Clam	Brandon Diaz	Ear-rig Lav	DPA 4060	Black	ULXD 3-4	Dante 12	12
13	Bird/Ensemble	Owen Ware	Ear-rig Lav	DPA 4060	Beige	ULXD 4-1	Dante 13	13
14	Ensemble	Foster Elkins	Hairline Lav	DPA 4060	Beige	ULXD 4-2	Dante 14	14
15	Ensemble	Christian Perry	Hairline Lav	DPA 4060	Beige	ULXD 4-3	Dante 15	15
16	Spare					ULXD 4-4	Dante 16	16

Peter and the Starcatcher

TheatreUCF
 Sound Designer: Alyssa Marrero
 Last Revised: 01/23/2024

Sound Cue Sheet

Cue	Name	Pg	Desired Location	Cue Cut	Notes
0	Preshow		Before house opens		roomtone
1	Preshow out		before actors walk on stage		
2	Ship dock	2	After "And so our story begins..." With stache snap		Ship bell start with snap
4	Wasp/Neverland Intro	4	After "...DOCKS OF PORTSMOUTH!"		
6	Trunk Switch	5	After "-I'll switch 'em"		
8	Starting the Play	6	With "START YER PLAY!"		might change to fade down?
10	Crate Moment In	9	After "...the crate of boys bursts open!"		silences soundscape
12	Crate Moment Out	9	After "Back in the box, y'monkeys!"		brings back soundscape
14	Cannon Boom	12	After "but a cannon is fired from the deck of the wasp"		with band
16	Molly/Bumbrake Cabin	15	With transition, Before "First class ain't what it used to be."		david wants rats
18	Door open	15	With Alf miming door		
18	Water Rush Alf Leaving	16	With Alf leaving, After "Best be off. TTFN."		
20	Bumbrake creak 1	16	With "you" in "Don't make me come after you!"		Stops any smaller creaks in soundscape
22	Bumbrake creak 2	16	With "dear..."		
24	dark/damp gangway	17	With scene transition		creak at start, fades out previous soundscape, dripping noises
26	alf swinging door open	17	With actor movement door open		either band or SFX
26	Gangway down	17	Before "C'mon up for some poker, Alf?"		
28	Alf Swinging Door Close	17	With actor movement door close		either band or SFX
30	Molly Swinging Door	17	With actor movement door open		either band or SFX
31	Molly Swinging Door Close	17	With actor movement door open		either band or SFX
32	Hatch open	17	With actor movement hatch open		
28	Hallway Rats	17	With Molly hitting floor after jump		her jump causes rats to scurry
34	Dice Door open	17	With actor movement door open		fades down soundscape slightly
36	Dice Door close	17	With actor movement door close		
38	Choir Door open	17	With actor movement door open		
40	Choir door close	17	With actor movement door close		
42	Punishment door open	17	With actor movement door open		
44	Branding iron	17	With branding iron hitting actor's skin		sizzle of iron hitting skin
46	Punishment door close	17	With actor movement door close		stops branding iron sizzle
48	Orphan Cabin	18	during transition into orphan cabin		stops previous soundscape
50	Orphan door open	17	With Alf entering orphan cabin		clarify where this door is supposed to open, keys jingling and door open
52	Alf leaves Orphans	20	With Alf leaving stage		door opens, slams, and locks
53	Orphans leave	25	With orphans leaving		brings up ship sounds
54	Flashback	26	After "...but he didn't really mean it."		fades out previous soundscape, (wind noises, faint sounds of children far away, faint crying/wimpering)
55	Birds flying away	26	With cane hit, after "WHERE'S THAT MULE!"		
56	Flashback warped	27	Before "At the mention of Mother..."		warp soundscape in some way to match zoning out
58	Flashback return	27	After "Home."		
60	Back to reality	28	After "Anyone who laughs is dead!"		return back to soundscape before flashback
62	Captain's Cabin	28	After "... do not leave boys behind."		brings in next soundscape
64	Captain's cabin out	29	After "...roughly below deck."		figure out where to stop this soundscape, might move to stop of music
66	Sanchez Door close	29	After "sanchez do you mind" with actor closing door		
68	Cat Hallway	36	After "Huzzah!"		transition into new soundscape
70	Cat door open	38	With Boy opening door		silences soundscape with door sound
72	Cat door close	39	With Molly closing door		brings back soundscape with door sound
73	Captian's cabin again	40	With transition, before "Once upon a time, a beautiful baby was born..."		
74	Ship Deck Night	44	with transition, after "huzzah!"		make soft waves that slowly grows into stronger waves
75	Amulet Call	44	After "Talk to me daddy"		Lowers soundscape
76	Amulet adjust	44	With actor movement, After first "Can you hear me now?"		magical jingle from shake
77	Molly Caught	45	With "What are you doing"		brings soundscape up again
78	Space stars	46	After "Pity" when Molly looks to sky, with band start		band has stuff, layer over it
80	Space stars out	47	with band stop, with "shoom!"		takes out star layer, shooting star sound

82 Stronger waves	50 After "WHAT'S ANYBODY EVER DONE FOR ME?"	brings in start of storm waves
83 Gust of wind	51 After "...he's going over!"	
84 Peter Can't Swim Splash	51 After "SWIM!" when Boy hits the water	Splash with Waves in soundscape get louder with this now that we are in the water
86 Storm Starting	52 After "ALL will be well!"	Brings out some waves
87 Better Tell Slank	52 After Seagull exits stage	brings down waves slightly more
88 Thunder 1	52 After "Better tell Slank!"	brings storm up again
88.5 Molly Saves Peter	52 With Molly dragging Peter	quiets storm for a safe space
89 Headed for the Wasp	53 After "We need the Wasp to catch up to us quick!"	
89.5 Turning the ship	54 With peter turning ship wheel, after "...everything he's worth!"	Wave caused by ship turn
90 Thunder 2	54 After "STRAIGHT FOR THE WASP!"	louder thunder
92 tiny cabin below	54 With "...in a tiny cabin below!"	changes storm to what it sounds like from the inside
94 Jolt 1	54 After "I must find Molly!"	Strong wave hitting side of ship from left
96 Jolt 2	55 After "...what was that?!"	from right
97 Jolt 3	55 After "straight for the Isle of Love"	from the left
97.5 Gotta get the girl	55 After "Cease and desist, sir"	silences soundscape
98 Back outside	55 After "But do come with."	Storm back to outside, wind and rain stronger
100 Thunder 3	55 After "...blowing spray!"	
102 Wave hitting Neverland	55 After "...crashes into the waves!"	Tall wave hitting the side of the ship
102.5 Feeling Guilty	55 After "...I'm feeling a weensy bit guilty."	lowers storm for dramatic effect
103 Over it	55 After "...I'm over it."	brings soundscape up again
103.5 Well...	56 After "Victory is OURS!"	lowers storm for dramatic effect
104 Thunder 4	56 After "...MINE!"	strengthens wind and rain and waves
106 Storm Fade Down	56 With "...tiny craft againts the bouncing main."	
106.5 Storm Up	57 After "And you have something of ours."	brings storm up for fight choreo
107 Storm Down	57 before "Save yer trunk, bill."	brings storm down for lines
107.5 Storm Up	57 After "...too posh to push!"	brings storm up for fight choreo
107.7 Storm down	57 Before "Wind 67 knots!"	brings storm down for lines
108 Storm fade up	57 After "Everybody!"	storm back to normal volume and strengthen
110 Thunder 5	57 After "...DEVISTATION!"	fades down storm again
112 Boxing Bell	59 After "...the greatest of grand prizes!"	possibly band
114 Airhorn	59 After "...come out rhyming!"	DJ airhorn
116 Lightning hitting ship	60 After "...y'bathtub captain!"	thunder crack and wood breaking
118 Ship splashing	60 After "A WHOLE SHIP HALFD!!!"	stops wood breaking and ship halves splash
120 Slank Splash	62 After "...right in the puss!" when Slank 'falls in the water'	
122 Waves eating Slank	62 As waves cover Slank, after "too wicked to end well."	wave washes over slank, increase and sound like they ate slank then fade down
124 Not Again Splash	65 with Peter hitting water	
125 Get the Trunk to the Island	66 Before "Molly, noooo!"	brings storm up again for start of song
126 Storm Fade Out	68 After "Slightly better weather!"	stops soundscape
128 Intermission soundscape	With houselights up	beach sounds and magical twinkles sporatically
130 Intermission out	With houselights down	
132 Clear island skies	74 As Peter is revealed at end of song	birds chirping
134 Bumbrake and Alf in the water	76 With lights up on Bumbrake and Alf, "...what's left of the neverland-"	Panned left, bring down clear skies soundscape
136 Back to Peter	76 With lights down on on Bumbrake and Alf, after "...wind in wessex!"	brings out the water and brings back clear skies
138 Jungle Scary	76 After "...in the jungle"	BoH SFX, keeps jungle soundscapes in both speakers
140 In the jungle the mighty jungle	78 After "...the mark of true leadership."	brings jungle soundscape to main speakers
142 Jungle Freeze	81 After "WANT THAT TRUNK"	cuts soundscape, just with molly
144 Back to Jungle	82 After "I'll find you!"	fades jungle back in (find a place to stop this)
146 Roar 1	84 After "...vicious crocodile."	off stage speaker
148 Timer start	85 After "...NOW!"	real timer sound with band timer sound
150 Roar 2	85 After "... hungry, Mister Grin?"	off stage speaker
152 Roar 3	87 After "...HER NAME-OH!"	offstage speaker
154 Roar 4	88 After "Stiky pudding, it's so good..."	offstage speaker
156 Timer Ding	89 After "...another English!"	Stops tick tock of timer, ding from band
158 Roar 5	89 After "...minute is up!"	offstage speaker
160 Roar 6	91 After "...bad day to be British."	upstage monitors, delay in main L&R to give sense of distance but still loud enough to be scary
162 Grin eating timer	91 As Prentiss throws timer	have a ringing while it is in the air thrown, chomp, starts ticking loop
164 Roar 7	92 After "...SAVE US!"	upstage monitors, delay in main L&R to give sense of distance but still loud enough to be scary
166 Roar 8	92 After "I have a plan!"	upstage monitors, delay in main L&R to give sense of distance but still loud enough to be scary
168 roar 9	92 After "...with you on it, Peter."	upstage monitors, delay in main L&R to give sense of distance but still loud enough to be scary
170 Roar 10	93 After "...open wide!!!"	
172 Burp	93 After Molly throws amulet	chomp and burp

174 Enclosure breaking	93 On "...shatters through his bamboo enclosure-"	Maybe starts chomping of heavy breathing/huffing?
174 Ticking Fading	93 After "Airborne leviathan"	roar and ticking fade out
176 Beach	94 As Mollusks exit stage	fades jungle into beach
178 Distant roar	95 After "...right place, but-"	boh speaker roar
179 Grin growl	96 After "...to be the luscious siren-"	growling crock cuts off stache, in main speakers
180 Roar 11	96 After "...y'reptilian ham!"	main L+R
181 Jungle's edge	96 After "Abandon scene!"	some jungle with beach sounds?
181.5 Running from the Mollusks	99 After "Come and get me!"	brings in jungle sounds, fades out beach
181.7 Peter falling	101 With falling lift, on "Mollyyyy..."	fades down jungle lower volume
182 Magical Splash	101 With "SPLASH!"	fades in grotto with splash, fades out jungle
184 magic grotto	101 With "...a shimmering lake of golden water..."	suble bubbles and twinkles
186 Thunder	105 After "THE TRUNK!"	
188 Bloomers in the wind	106 Lights up on Alf and Bumbrake	Pan right
190 Bloomers out	106 Lights down on Alf and bumbrake	
192 Thunder	107 After "I wish Peter was here"	starts rainstorm
194 Rainstorm down	108 After "...reach the beach!"	fade down
196 Jiggly lock	112 With Peter jiggling lock	figure out if needed or if it sounds fine organically
198 Beach	112 Before "the Mollusks got him remember?"	fade out rain, starts beach
200 Pineapple slomo in	119 After "Yo! Think fast!"	slomo warp sound in and slow down beach waves
201 Pinapple slomo out	119 With cut of pinapple, with actors returning to normal speed	slomo warp sound out, return beach waves to normal
202 Roar/tick tock 2	125 After "Get the hook!!"	starts ticking loop
204 tick tock out	126 with smee throwing finger	chomp sound and ticking fade out
206 Beach out	137 with "peter watches the wasp..."	fades out soundscape

Peter and the Starcatcher

TheatreUCF

Sound Designer: Alyssa Marrero

Last Revised: 01/10/2024

*This list denotes additional gear to be pulled that is not currently installed

Gear list

<u>Item</u>	<u>Quantity</u>	<u>Purpose</u>	<u>Notes</u>
<u>Speakers</u>			
QSC K8.2	2	SFX 1+2	Placed BoH on tripods
QSC CP8	1	Backstage monitors	Still unsure if needed, pull to have ready just in case
Galaxy Audio hotspot monitor	1	Robin emergency monitor	
Vorax 310	1	Offstage Monitor	Will be placed on top of prop shelf
<u>Snakes</u>			
12x4 fan-to-fan snake	2	For band inputs to RIO	
<u>Wireless</u>			
ULXD1 Body Pack	17		
DPA 4060 lav Beige	12		10 for cast, 2 spare
DPA 4060 lav Black	7		5 for cast, 2 spare
<u>Microphones/DIs</u>			
Shure Beta 57a	1	Snare Bottom	
Shure Beta 98a	2	Woodblocks and Gong	
Shure KSM 137	1	Piano Back	
sE V Kick	1	Bass Top	
sE V7x	1	Snare Top	
sE V Beat	2	Toms	
sE7	2	Table + Cymbals	

Beta 98	2 Xylophone + Glockenspiel
DPA 4099	1 Bongos
Sennheiser e603	1 Bass Bottom
AKG C414	2 Piano Front L+R
Radial USB Pro	2 Mallet Table and Synth

Power

Furman 6-outlet power strip	4	Might need more
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Computers

Macbook laptops	2 QLab and Robin Synth
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Instruments

Yamaha CP88	1
Double-braced keyboards stand	1

Miscellaneous

Speaker tripod stands	2	
Drum shield	1	Might not need
Music Stands	2	
Mic Stands	11	Varying sizes

Video

Conductor cam	1	figure out best place to set this up
Seetec 4k monitor	2 Robin and Percussionist stage view	mounted to microphone stands