

PIPPIN SOUND DESIGN CUESHEET v.1

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ACT ONE

| PAGE # | CUE | SOUND EFFECT | TYPE | SOUND LOCATION | CUE LINE |
|---------|-----|-------------------------------|--------|------------------|---|
| Preshow | A | PRESHOW Music | Music | Speakers | <i>WHEN HOUSE OPENS</i> |
| Preshow | B | WIND Soundscape | Effect | Speakers | <i>-AUTO-CONTINUE-</i> |
| Preshow | C | FADE PRESHOW Music | VC | FADE DOWN | <i>WHEN SHOW STARTS</i> |
| Preshow | D | PRESHOW ANNOUNCEMENT | V/O | Speakers | <i>-AUTO-FOLLOW-</i> |
| Preshow | E | INTERMISSION ANNOUNCEMENT | V/O | Speakers | <i>-AUTO-FOLLOW-</i> |
| Preshow | F | THANK YOU | V/O | Speakers | <i>-AUTO-FOLLOW-</i> |
| Preshow | G | END PRESHOW Music | VC | FADE OUT | <i>-AUTO-FOLLOW-</i> |
| Pg. 1 | H | END WIND Soundscape | Effect | Speakers | <i>TOP OF #1 Magic To Do</i> |
| Pg. 3 | I | HORROR STINGER | Effect | Speakers | LEADING PLAYER: ... for the rest of your lives. |
| Pg. 4 | J | LIGHTS BURSTING ON | Effect | Speaker | <i>WHEN LIGHTS CHANGE</i> |
| Pg. 7 | K | Horn Fanfare | Music | Speakers | <i>TOP OF ACT 1, SCENE 2 – HOME</i> |
| Pg. 18 | L | War Soundscape (Medieval) | Effect | Speakers | <i>“GLORY” WAR DANCE BREAK</i> |
| Pg. 18 | M | END War Soundscape (Medieval) | VC | FADE OUT | <i>END OF “GLORY” WAR DANCE BREAK</i> |
| Pg. 22 | N | BIRDS CHIRPING | Effect | Speakers | “SIMPLE JOYS” – LEADING PLAYER: ... A CHANGE OF SCENE |
| Pg. 38 | O | BLADE SFX | Effect | Speakers | <i>WHEN PIPPIN STABS CHARLES</i> |
| Pg. 40 | P | HORROR STINGER | Effect | Speakers | “MORNING GLOW” – ALL: MORNING GLOW IS HERE AT LAST |
| INTMSSN | Q | Intermission Music | Music | Speakers | <i>END OF ACT ONE</i> |
| INTMSSN | R | WIND Soundscape | Effect | Speakers | <i>-AUTO-CONTINUE-</i> |
| INTMSSN | S | END Intermission Music | VC | FADE OUT | <i>START OF ACT TWO</i> |
| INTMSSN | T | END WIND Soundscape | Effect | FADE OUT | <i>-AUTO-CONTINUE-</i> |

ACT TWO

| PAGE # | CUE | SOUND EFFECT | TYPE | SOUND LOCATION | CUE LINE |
|----------|-----|---------------------|--------|-----------------|---|
| Pg. 46 | U | BLADE SFX | Effect | Speakers | WHEN THE KNIFE IS REMOVED FROM CHARLES' BACK |
| Pg. 46 | V | MAGICAL EFFECT | Effect | Speakers | -AUTO-CONTINUE- |
| Pg. 53 | W | DUCK QUACKS | Effect | Speakers | THEO: Bite me! |
| Pg. 55 | X | FARM Soundscape | Effect | Speakers | TOP OF #13c – Ordinary Life |
| Pg. 55 | Y | PIG OINKS | Effect | Speakers | CATHERINE: ... and the pig sty is... well , a sty. |
| Pg. 55 | Z | END FARM Soundscape | VC | FADE OUT | TOP OF #14 – Extraordinary |
| Pg. 57 | AA | SICKLY QUACKS | Effect | Speakers | THEO: Pippin... Pippin, Otto is sick. |
| Pg. 68 | AB | HORROR STINGER | Effect | Speakers | PIPPIN: Me? |
| Pg. 68 | AC | FIRE CRACKLING | Effect | Speakers | -AUTO-CONTINUE- |
| Pg. 73 | AD | END FIRE CRACKLING | VC | FADE OUT | LEADING PLAYER: ... you'll see what it's like without us... |
| Pg. 75 | AE | WIND Soundscape | Effect | Speakers | AS THEO STARTS TO EXIT OFF STAGE |
| Pg. 76 | AF | END WIND Soundscape | VC | FADE OUT | AS LIGHTS FADE TO END THE SHOW |
| POSTSHOW | AG | WIND Soundscape | Effect | Speakers | AS HOUSE LIGHTS COME UP/AFTER ORCHESTRA IS DONE |
| POSTSHOW | AH | POSTSHOW Music | Music | Speaker | -AUTO-CONTINUE- |
| POSTSHOW | AI | END WIND Soundscape | VC | FADE OUT | WHEN HOUSE IS EMPTY |
| POSTSHOW | AJ | END POSTSHOW MUSIC | VC | FADE OUT | -AUTO-CONTINUE- |

KEY:

VC – Volume Change

V/O – Voiceover

Effect – Sound Effect or Soundscape

Music – Music

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