



LG
DESIGNS

UNIVERSITY OF
MINNESOTA,
MORRIS
Raymond J. Lammers
Proscenium Theatre

- LEGEND**
- (1) SOURCE 4 19 DEG (2) SOURCE 4 26 DEG (3) SOURCE 4 36 DEG (4) SOURCE 4 50 DEG
 - (5) ZOOM 30 DEG (6) ZOOM 40 DEG (7) ZOOM 50 DEG (8) SOURCE 4 PARNEL
 - (9) FRESNEL (10) SOURCE 4 PAR NSP (11) SOURCE 4 PAR MFL (12) SOURCE 4 PAR WFL
 - (13) PAR VNSP (14) PAR NSP (15) PAR MFL (16) PAR WFL (17) ROSCO BLOC
 - (18) ETC VMD (19) GAINING RGB (20) CHAUVET ROUE R2 SPOT (21) IRS
 - (22) CHAUVET COLORBAND HP (23) ALTMAN SKY CYC (24) CHAUVET PUCK RGBWV

- NOTES**
1. CONSULT LD OVER ANY CHANGES
 2. FIXTURE WITH SAME CHANNEL NUMBER CAN BE TWO-FERRED
 3. SUFFICIAL PLACEMENT OF GROUND ROW WILL BE DETERMINED AT LOAD IN
 4. LD WILL DETERMINE TEXTURE AT LOAD IN
 5. SALL TECHNOLOGY WILL BE PATCHED IN 2ND UNIVERSE
 6. SALL TECHNOLOGY MUST BE PROGRAMMED AS "NON-SIM AT FULL"
 7. SALL FRONT LIGHT MUST BE 26 DEG LARGE BODY
 8. FIXTURES ON DECK NOT INCLUDED IN DM PLOT
 9. JR_S4 CAN USED FOR TEXTURE WASHES FRONT OF HOUSE
 10. I-CUES PROGRAMMED AS 16-BIT
 11. PROFILES FOR FIXTURES UNDER "FAVORITES" ON DM
 12. HANGING FIXTURES WILL BE ADDRESSED AFTER LOAD-IN

LAST UPDATED: 9/25/17

LIGHTING PLOT

PRODUCTION: SPRING AWAKENING	KEY ACC RECEIVE UNIT # DIMMER CHANNEL
DIRECTOR: R. SCHULTZ LIGHTING DESIGNER: L. GRANHOLM SCENIC DESIGNER: L. GRANHOLM SOUND DESIGNER: J. ANDERSON COSTUME DESIGNER: A. OLSEN, A. THORSON PRODUCER: UMM DRAFTED BY: L. GRANHOLM	PLATE NUMBER 1 OF 1