**Lighting Moments + Design composition**

Collective-- Look, Transition, Look

Movement 1 scene 7 into Movement 2 Scene 1 PAGE 25 – 26 Start line Nasty Interesting Man, “Don’t do that, you’ll trip!”

Blocking/Movement of the Look into the Transition into the next Look

Eurydice with the NIM is in the Nasty interesting mans (N.I.M.) Apartment isolated on a small platform, in the corner upstage right and represented by a gobo of a single window and an orange dusk color on the Cyclorama. They are side lit and front lit. She is about to trip and die. The NIM off center stage right of the apartment platform is side lit with a similar orange dusk color coming from center stage right. He is standing in place looking towards Eurydice and says “You’ll trip”, that cues Eurydice to take the final step out the apartment, stage right on the apartment platform, she walks into her next light. Lit by a steep front facing light, She stops slightly, wavering, at the upstage left corner edge of the platform looking down and says her line “Orpheus!” right before “she trips” (She will not actually trip). Her line will cue both the streetlamp to turn on at a low light, adding to the previous image, and cue Orpheus to come on stage left quickly under and lit by the streetlamp. He lands looks up and says “EURYDICE!” (Note: they don’t see each other they are just looking, calling out). His line cues a transition: (this part of the transition has a domino effect rhythm to it) Accompanied by the transition music (The infinity falling sound and instruments falling) The apartment lights quickly fade out only leaving the streetlamp on lighting stage left. Eurydice & NIM will exit Stage right when those lights fade out. That fade out will cue the streetlamp to flicker quickly and shifts into a Black out, cueing Orpheus to exit Stage Left. As the infinity falling sounds continues, the sound of loud percussive instruments falling to the floor on a rhythm will be added on. The hit of the first percussive sound will cue the first splash of color on the Cyc, as more instruments fall each percussive hit will cue the last splash of light with color out and a different splash of color on a different part of the cyc in. On the last few percussive hits as the splashes of light happen the previous splashes of color don’t get cued out, let them all build until the music fades. The fade of music will cue all those splashes of color to melt down and off the cyc. The end of that cue powers on the river with LED strip lights turning on in a down the river fashion from stage left to right, the whole LED strip should be on by the end of the wave. The Stones to begin their entrance on the powering of the river and they will land in a horizontal line up stage right, facing the Audience. The finishing of the wave cues the water refraction effect to light up on the river, and side lights following the river rake on both sides to light the stones. This will cue an elevator ding, which cues the elevator doors to open and a prismatic light from the inside floods out onto the floor of the underworld. Inside the Elevator is Eurydice being rained on; the rain is a water refraction effect on her through a front light.