

Light Lab Guidelines

- The SmartFade console works as a **Two-Scene Preset**.
 - To build a “look,” adjust the faders on the top (B) or bottom (A) row.
 - Use the A/B Crossfader on the right to transition between rows B & A.
 - The Master (also on the right) controls all channels on both rows.
- **Standard Rep Plot rules apply.**
 - You may: change color & gobos / refocus / adjust shutters of Rep units,
 - You may not: move / strike / recircuit / unplug Rep units
- There are **2 spare circuits on the 2 FOH pipe**, for adding specials.
 - Additional units are available in the drawers under the deck.
 - Do **not** hang full-size units from other theatres on the grid.
 - Be gentle when tightening c-clamps; the grid pipes are very thin.
- To access the grid, **use the stepstool or rehearsal cubes**.
 - Do not, under any circumstances, hang or climb on the grid.
- **Do not remove any items from the Light Lab**, including and especially:
 - Stepladder & rehearsal cubes
 - Wooden figures
 - Lighting instruments, accessories, cable, dimmers, or lightboard
 - Wrenches or other tools
 - This binder
- **Please leave the Light Lab as you found it—or better!** When you leave...
 - Run all faders down to zero.
 - Turn off light board. (Press power, then √.)
 - Put away all color, gobos, and other gear.
 - Turn off room lights.
- Additional softgoods are available upon request. If you wish to use any of the items below, please contact Prof. Eckelman for permission & help.
 - Rear Projection Screen – Grey
 - Sharktooth Scrim – White
 - Filled Scrim – White
 - Full-Stage Duvetyne – Black
- **If something goes wrong, or you have a question, please contact:**
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 - **Technical Director: Larry Stahl** (lstahl2@washcoll.edu)
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