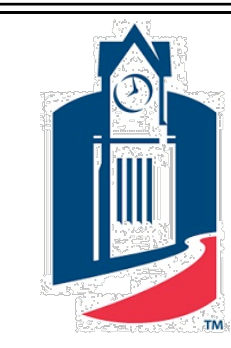


<p><b>Symbol Key</b></p> <p><b>ETC Source4 Ellipsoid</b></p> <ul style="list-style-type: none"> <li>Source4 10 Degree Ellipsoid 575w</li> <li>Source4 20 Degree Ellipsoid 575w</li> <li>Source4 30 Degree Ellipsoid 575w</li> <li>Source4 Zoom 25 - 50 Degree Ellipsoid 575w</li> <li>Source4 Zoom 25 - 50 Degree Ellipsoid 575w</li> </ul> <p><b>Aitman Fresnel</b></p> <ul style="list-style-type: none"> <li>8 Fresnel 750w</li> </ul>	<p><b>ETC Source4 PAR</b></p> <ul style="list-style-type: none"> <li>Source4 PAR Narrow Spot 575w</li> <li>Source4 PAR Very Narrow Spot 575w</li> <li>Source4 PAR Medium Flood 575w</li> <li>Source4 PAR Wide Flood 575w</li> <li>Source4 PAR EL 575w</li> <li>Aitman PAR64 Very Narrow Spot</li> <li>Aitman PAR64 Narrow Spot</li> <li>Aitman PAR64 Medium Flood</li> <li>Aitman PAR64 Wide Flood</li> </ul>	<p><b>Moving Head Profiles</b></p> <ul style="list-style-type: none"> <li>Martin MAC 250x (3 ass)</li> <li>Robe Color Spot 250 X (20 ass)</li> <li>High End Systeme Studio Spot 575 (24 ass)</li> </ul> <p><b>Moving Head Washes</b></p> <ul style="list-style-type: none"> <li>High End Systeme Studio Color 575 250 (10 ass)</li> <li>Robe Color Wash 250 X (20 ass)</li> </ul>	<p><b>Moving Head Beams</b></p> <ul style="list-style-type: none"> <li>High End Systeme Studio Beam (10 ass)</li> <li>High End Systeme Studio Beam (16 ass)</li> </ul> <p><b>Moving Mirror Profiles</b></p> <ul style="list-style-type: none"> <li>High End Systeme Heliobeam (8 ass)</li> </ul>	<p><b>Legend</b></p> <ul style="list-style-type: none"> <li>Unit Number</li> <li>Channel</li> <li>Universal Address</li> <li>Units Tied Out 90 Degree</li> </ul>	<p><b>Notes Block</b></p> <ol style="list-style-type: none"> <li>This plot represents ideas and concepts and should only be executed by trained personnel. Designer is not qualified to determine the structural soundness of this design.</li> <li>All fixtures underfoot on pipe unless otherwise indicated.</li> <li>All fixtures should be hung at 18" centers, from C-Clamp to C-Clamp unless otherwise indicated.</li> <li>Hash marks on pipe indicate 18" centers unless otherwise indicated.</li> <li>When placing beams, please allow extra cable so that final beam placement can be made on focus. Placed beam locations are approximate.</li> <li>Groundplan included for reference only and is not necessarily to scale. Please do not scale from this drawing.</li> <li>Each system is on its own layer in the Vectorworks Document. See abbreviation key.</li> <li>When creating load-in priorities, please note the priority given to each system according to the needs of the design.</li> </ol> <table border="1"> <tr> <th>Must Have</th> <th>Would Be Nice</th> <th>If Possible</th> </tr> <tr> <td>F/L C</td> <td>G/X C</td> <td>S/T C</td> </tr> <tr> <td>F/L W</td> <td>G/X W</td> <td>S/T W</td> </tr> <tr> <td>H/X SL (P C)</td> <td>S/T M</td> <td>H/S SL</td> </tr> <tr> <td>H/X SR (P W)</td> <td>S/P M</td> <td>H/S SR</td> </tr> <tr> <td>B/L</td> <td>Shds At</td> <td></td> </tr> <tr> <td>T/L C</td> <td>Mids At</td> <td></td> </tr> <tr> <td>Deck U</td> <td>Inside At</td> <td></td> </tr> </table>	Must Have	Would Be Nice	If Possible	F/L C	G/X C	S/T C	F/L W	G/X W	S/T W	H/X SL (P C)	S/T M	H/S SL	H/X SR (P W)	S/P M	H/S SR	B/L	Shds At		T/L C	Mids At		Deck U	Inside At		<p><b>Abbreviation Key</b></p> <ul style="list-style-type: none"> <li>F/L = Front Light</li> <li>H/X = High Cross</li> <li>B/L = Back Light</li> <li>T/L = Top Light</li> <li>T/P = Top Pattern</li> <li>S/T = Scenic Toner</li> <li>S/P = Scenic Pattern</li> <li>I/P = Imploding Pattern</li> <li>G/X = Gobo Cross</li> <li>H/S = High Side</li> <li>C = Cool</li> <li>W = Warm</li> <li>M = Moving</li> <li>S = Scenic Plot</li> <li>U = Upper</li> <li>F = Floor</li> </ul>	<div style="text-align: center;">  <p>Presents <b>Into the Woods</b></p> </div> <p>Directed by: Dr. Lawrence Dooley Lighting Designer: Matthew Ishee Master Electrician: Sam Ferrel</p> <p>Scale: 1/4"=1'   Drawn: 4/22/2023   Updated: 9/14/2023   Hang Plot</p> <p style="text-align: right;">Plate 1 of 4</p>
Must Have	Would Be Nice	If Possible																													
F/L C	G/X C	S/T C																													
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