

CUE	TIME	video	#	Sc	PURPOSE (Preface)	CALLED ON (Trigger)	PG
pre					PRESET w/HOUSE TO FULL WORKS ON	ARRIVE	pre
1					WORKS OUT, PRESHOW	5 BEFORE HOUSE OPENS	pre
2					HOUSE TO HALF	AFTER CHECKING WITH SM AND BOX OFFICE	pre
3					<b>BO</b>	Preshow anncmnt complete	pre
4	20s	02s	#1	1.1	Low level lighting, slow fade up	As or before men enter	3
5		28s			Battle lighting	on battle cry	3
6		43s			Freeze/ Witches in pool	witchy freeze light in pool	3
7		1:00s			Witches ex pool, fill wtch lght	Witches mostly out of pool	3
8	10s	2:00s			wtch ex w mgic, prep contrast	"Filthy <u>air</u> " 1st time	3
9	0s	2:13s			Battle lighting	on battle cry	3
10		2:36s			<b>B.O.</b>	Handshake, surveys area, <u>beat</u>	3
11		2:50s		1.2	Late afternoon mid level	Actors in place	3
12		4:57			Shift to US (might cut)	Duncan, "who comes <u>here?</u> "	4
13		6:02s		1.3	<u>Lighting</u>	As exit is being completed	5
14	15s	6:02s		1.3	brings witch ltg, hghlght DSC	autofollow	5
15	15s	7:07s			More focus DSC	Wtch 5 "thee a <u>wind</u> "	5
16	7s	7:59s			<u>Magic winding up (maybe cut)</u>	"Wtch 5 "MacB doth <u>come</u> "	6
17	0s	8:16			restore to Q 15 with US for MB	Wtch 1 " <u>Peace</u> "	6
18	3s	8:27s			Fill for US, less pool	Wtchs " <u>hiss</u> " x US	6
19	5s	10:00s			More creepy fill as wtch slither	MacB " <u>Stay</u> , you imperfect..."	7
20	3s	10:24s			Witches ex magic ex too	Mac "Speak, I <u>charge you</u> "	7
21	15s	10:57s			Shifts to darker	Ban, "You shall be <u>king</u> ."	8
22	15s	11:45s			slow isolate DSC	Ang, "I know <u>not</u> " McB's x DS	8
23	7s	12:26s			x fd SLC less DSC. Hint for guys	McB, "the imperial <u>theme</u> " x SLoC	9
24	5s	13:22s			USL	McB, "the imperial theme" x SLoC	9
25	5s	13:35s		1.4	xfade to army camp	Beat before McB is gone, anticipate	9
26	5s	16:01s			Isolate McB DSC	McB, "So humbly take my <u>leave</u> ." McB's x DS	11
27	3s	16:20s			Restore to Q25	DSC out	11
28	5s	16:39s		1.5	xfd to US for Ldy M in castle	Dun, "a peerless <u>kinsman</u> ."	11
29	7s	17:34s			Ldy M x's down stairs, focus on mid level	Ldy M, "I fear thy <u>nature</u> ."	11
30		18:01s			fill deck level	Ldy M, "crown's <u>withal</u> ."	12
31	10s	18:29s			x's DSL of C steps	Ldy M, " <u>Come</u> you spirits."	12
32	15s	20:23s		1.6	xfad to ext castle, full 2nd level welcome.	Ldy M, "the rest to me"	13
33	3s	22:07s		1.7	castle int, full deck, +pool	Ldy M's, <u>exit</u> , after her glare.	14
34	5s	23:30s		1.8	isolate stairs	McB, "drown the wind" sits	14
35	7s	23:46s			Deck fill, mostly C, some for SL	McB, " <u>on</u> th' other"	14
36	10s	24:58s			isolate stairs, Q34	Ldy M, "Does unmake <u>you</u> "	15
37	3.5s	26:14s			focus Mid SR for M's final words	McB, " <u>Away</u> , and mock"	16
38	5s	26:19s		2.1	xfd to castle int, gen deck fill, night,	McB, "doth <u>know</u> ." exit. Or autofollow?	16
39	7s	26:39s			focus SLC stairs, but keep smidge SR on deck for M's ent	Ban, " <u>Their</u> candles are out."	16
40	3s	27:03s			lantern brings a bit from SR	Ban, "Who's <u>there?</u> "	16

41	7s	28:22s		isolate prayer	McB, "Get thee to <u>bed.</u> "	17
42	7s	30:02s		gen fill deck / stairs	McB, "that I was <u>going</u> "	17
43	5s	30:11s		SR stairs	McB, <u>x to stairs</u>	17
44	7s	31:05s		2nd level Center	McB, "ravishing <u>strides.</u> "	18
45	5s	32:25s	2.2	xfade to deck level, dark dim. Ldy M, keep 2nd level up	McB, "or to <u>hell.</u> "	18
46	7s	39s	#2	add highlight DSC,	McB, " <u>amen</u> stuck in throat.	19
47	7s	3:13s		DSC special out, keep upper	McB, "not know <u>myself</u> "	20
48	7s	3:25s	2.3	Gen fill deck	Mc B, "thou couldst"	20
49	20s	7:25s		Slow build for 2nd level McB's ent	Duff, " <u>gave thee the</u> lie last night."	21
50	1:00m	9:28s		general build brighter	Duff, " <u>Awake, Awake!</u> "	23
51	7s	14:15	2.4	xfade castle ext night, c door light for Duf, deck level, C stairs	Beat after hug ends	25
52	7s	0:00s	#3 3.1	Coronation	Ang, "friends or <u>foes!</u> "	27
53	1s	1:22s		special on MacBs	Ban, " <u>Hail King</u> Scotland" kneels	27
54	3s		#4	shift	After coronation complete	27
55	5s	0:00s		Focus DSC	<u>Beat before</u> Ban, "Thou hast"	27
56	5s	1:17s		Gen fill	<u>Beat after</u> Ban, "I will not."	28
57	10s	2:43		Focus Stairs	McB, " <u>To be</u> thus is nothing"	28
58	10s	4:36s		slow restore general fill	McB, " <u>fate into the list.</u> "	29
59	12s	4:45s		Focus on Stairs	McB, "of my <u>speeches.</u> " or autofollow	29
60	5s	7:07s		special on MacB SRofC	McB, " <u>call upon you straight</u> "	30
61	5s	7:27s	3.2	xfade to SL of C on deck	McB, " <u>out to-night</u> "	30
62	12s	7:40s		general fill with 2nd level	<u>Ldy M, "tis</u> safer to be..."	31
63	7s	9:30s		emphasize their isolation	McB, " <u>there's</u> comfort yet"	31
64	7s	11:15s		SL special out, bring up DSC	McB, " <u>themselves by will</u> "	32
65	5s	11:27s		SR pool out on her x to C	Ldy's x to C	32
66	3s	11:33s		C pool out as Ldy leaves	Ldy's exit	32
67	12s	11:40s	3.3	slow fade up, park near palace.	Murderer's enter	32
68	35s	12:00s		bit shift as needed for murder	1st Murderer, " <u>stand to't.</u> "	32
69	5s	13:37s		shift light for banquet	1st Murderer, " <u>much is done</u> "	33
70	5s	14:07s	3.4	Banquet scene	shift complete	33
71	5s	15:36s		Focus on SR of C convo and Ban in pool	McB, "the <u>table round</u> "	33
72	5s	16:46s		Focus to table, no ghost, add DSC	McB, "hear <u>ourselves again.</u> "	34
73	7s	17:04s		Special on USC chair ghost	Len, " <u>may't</u> please your..."	34
74	5s	18:07s		Focus less table, more DSC, & Ban	Ldy M, " <u>feed regard</u> him not."	35
75	7s	18:26s		Ban x's away from chair add pool	McB, " <u>How</u> say you?"	35
76	5s	18:43s		Ban gone, pool out. Restore	Ldy M, " <u>unmanned'd in</u> folly"	35
77	7s	19:51s		Ban returns add pool	McB, " <u>I drink to</u> general joy"	36
78	3s	20:06s		Ban x's to stage, everyone scatters	McB, "Avaunt"	36
79	5s	21:02s		Ban gone, pool out. Restore	McB, " <u>unreal mockery</u> hence"	36
80	7s	22:09s		low level, focus C deck DS of table	Ldy M, "go <u>at once</u> "	36
81	5s	24:45s		B.O.	Beat after McB's, "young in <u>deed.</u> "	37

82	5s			INTERMISSION		int
83	5s			HOUSE TO HALF	AFTER CHECKING WITH SM AND BOX OFFICE	int
84	5s			BO		
85	5s	0:00s	#5 4.1	lightning and pool Fog	Actors in place	38
86	5s	0:05s		general creepy something	autofollow	38
87	5s	1:46s		Mac entrance on Deck	wtch 1, "something wicked <u>this..</u> "	39
88	5s	2:27s		Focus Deck C where wtchs hold mac down no pool	Wtch 1, "pour in sows blood"	39
89	5s	2:45s		Apparition #1 in pool and Lightning	McB, "unknown <u>power</u> "	40
90	5s	2:53s		Apparition descends	Apparition, " <u>Fife</u> "	40
91	5s	3:05s		Apparition #2 in pool and Lightning	Wtch 1, "than the <u>first</u> "	40
92	5s	3:21s		Apparition descends	Apparition #2, "harm <u>Macbeth</u> "	40
93	5s	3:30s		Apparition #3 in pool and Lightning	McB, "shalt <u>not live</u> "	40
94	5s	3:51s		Apparition descends	Apparition #2, " <u>come against</u> him."	40
95	5s	4:52s		Ban ent's thru door with backlight	All, "so <u>depart</u> "	41
96	5s	5:00		Mac hides face, shift in ghost	McB, "mine <u>eye-balls.</u> "	41
97	5s	5:03		Lightning	McB, "show me <u>this</u> " autofollow?	41
98	5s	5:18s		Restore with witches exit	witches last exit, autofollow?	41
99	5s	6:49s		BO	McB, "where <u>they are</u> "	42
100	5s	7:03s	4.2	Duff castle int, Deck level, cradle	Actors in place	42
101	7s	9:50s		Focus SR o C stairs	Ldy D, "swears and lies"	43
102	5s	10:50s		general fill	Ldy D, x's to door	43
103	5s	12:40s		isolate dead bodies, wtchs pick up	Ldy D dragged off SL	44
104	5s	13:30s		BO		44
105	5s	13:35s	4.3	Deck center	Actors in place	44
106	5s	16:10		xfade to focus SR on Deck, Duff's bad news	Ross enters	45
107	5s	20:52s		BO	Beat after embrace ends	47
108	5s	20:56s	5.1	Dunisnane, deck	Actors in place	47
109	5s	21:43s		Ldy M is on 2nd level with candle, boggy marsh.	visual on her entrance.	48
110	5s	21:55s		x's down stairs, little bit DSC	visual on her x to SR stairs	48
111	5s	22:08s		Ldy M at pool	visual on Ldy M at pool	48
112	5s	23:20s		Ldy M in pool	visual on Ldy M in pool	48
113	5s	24:00s		pool out, and stairs and 2nd level	Ldy M, "to bed" 2time	49
114	5s	24:35s		2nd level and stairs out	Woman, " <u>directly</u> " <u>Ldy M exit</u>	49
115	5s	25:25s	5.2	xfade to country, Focus deck stairs	Woman, " <u>good night</u> "	49
116		26:34s	5.3	2nd level and stairs	Len, "towards <u>Birnam.</u> "	50
117		26:43s		2nd level and stairs lower	x's to deck	50
118		29:55s	5.4	xfade to country, deck, center doors ent, full deck	McB, "come to <u>Dunsinane.</u> "	52

119		31:09s	5.5	xfade to Dunsiance castle int, focus more C deck	War cry exit	53
120		31:50s		Focus on stairs as he sits	McB, "taste of <u>fears.</u> "	53
121		36s	#6	x's up to kill messenger	McB, "Liar <u>and slave</u> "	54
122		1:12s		isolate, melancholy	McB, "Arm and <u>out</u> "	54
123		1:55s	5.6	xfd to castle ext, men ent SL, gen fill	McB, "On our <u>back</u> "	54
124		2:37s	5.7	xfade to field, intermittent fighting	War cry exit	55
125		3:48s	5.8	xfade to diff field, fighting.	Duff, "find him fortune"	55
126		4:19s		Something to signify "big" battle	Duff's " <u>Turn!</u> "	56
127		5:30s		something darker, bloodier	Duff's, " <u>Untimely ripped.</u> "	56
128		7:17s		McB kneels		56
129	0s	8:08s		Freeze light	Beat before sword freeze	57
130	0s	8:27s		<b>BO</b>	find visual cue	57
131		8:45s		General full stage, Duff ent C doors	Actors in place	57
132		9:32s		Focus on new king	Duff, "Hail", 1st time	57
133		9:55s		Gen fill special out	Colm, "your <u>several loves.</u> "	57
134		11:11s		army exits, lower intensity	army exits	57
135	2.5s	11:17s		witches are revealed, special on Colm	Colm, visual picks up sword	57
136		11:23s		<b>BO</b>	Beat after witches Hiss and Colm looks up	57
137				CC		
138				HOUSE UP		