



Lighting Cue Sheet - Modelled Example

Cue Number	Scene	Page	Cue Point	Description	Time Up	Time Down
0.5	-	1	Front of house clearance	Houselights down	5	5
1	1	1	Follow on	Sunlight wash	3	3
2	1	2	Abraham and Balthasar enter	Add in SL Spot	4	1
3						
4						
5						
7						
8						
9						
10						

Cue Number: Each cue has its own sequential number

Scene: Production scene

Page: Script page

Cue Point: Line or action that triggers the cue

Description: What happens to the lighting in this cue

Time Up: Number of seconds that lanterns that increase in level fade up

Time Down: Number of seconds that lanterns that decrease in level fade down