

# *Matilda & Tempest*

## MASTER LIST OF NEEDS

### 1. AREA SPECIFIC

- WARM FRONT LIGHT (ALL THREE SIDES) – R04 (MEDIUM BASTARD AMBER)

#### 1. FULL STAGE WASH AREA SPECIFIC

- BACKLIGHT

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### 2. AREA WASH

- I. STORM EFFECTS – R384 & L354 FULL STAGE AREA WASH
- II. UNEASY MOMENTS – R91 FULL STAGE AREA WASH
- III. ROMANTIC VIBES AND HARPIES – R339 FULL STAGE AREA WASH
- IV. PROSPERA'S SPELL AT END – R348 & R93 & R00 WITH GOBOS FULL STAGE AREA WASH

### 3. SPECIALS/SCENIC

- I. LOW SHADOW FLOOR UNIT UPSTAGE LEFT – R00 (MEDIUM BASTARD AMBER) SHOOTING DIRECTLY ACROSS THE STAGE
- II. LOW SHADOW FLOOR UNIT UPSTAGE RIGHT – R04 (MEDIUM BASTARD AMBER) SHOOTING DIRECTLY ACROSS THE STAGE
- III. LOW SHADOW FLOOR UNIT UPSTAGE LEFT – R04 (MEDIUM BASTARD AMBER) SHOOTING DIAGONALLY ACROSS THE STAGE
- IV. LOW SHADOW FLOOR UNIT UPSTAGE RIGHT – R04 (MEDIUM BASTARD AMBER) SHOOTING DIAGONALLY ACROSS THE STAGE
- V. LOW SHADOW FLOOR UNIT DOWNSTAGE LEFT – R04 (MEDIUM BASTARD AMBER)
- VI. LOW SHADOW FLOOR UNIT DOWNSTAGE RIGHT – R04 (MEDIUM BASTARD AMBER)
- VII. TOP PLATFORM OF STATIONARY UNIT FOR PROSPERA – R04 (MEDIUM BASTARD AMBER)
- VIII. FLOOR UNIT FOR PROSPERA ON TOP OF STATIONARY UNIT – R04 (MEDIUM BASTARD AMBER)

- IX. TOP PLATFORM OF STATIONARY UNIT FOR ARIEL – R4960  
(CALCOLOR60)**
- X. SUNLIGHT ANGLE FROM UPSTAGE**
- XI. LIGHT BULBS HANGING**
- XII. CENTER DOWNLIGHT**
- XIII. DISCO BALL LIGHTS**
- XIV. FULL STAGE WASH – R386**
- XV. FULL STAGE WASH – R124**