



BEOWULF

Relaxed Performances Notes

NB: All cue points for Lights, Sound and Stage remain the same.

Performers (In Chronological Order):

- DEBBIE: “and I will be no more” is performed in a crescendo manner, along with the arms going up
- DEBBIE: the knife pointy edge is never pointing directly at the audience, either down or up
- DEBBIE: not as big of a jump up from sitting on the monitor, so it’s not so sudden. Leave a tiny gap between the last word and the leap up (“there would be teeth and fire and...”)
- DEBBIE: “The Promise” parts 1 and 2, vocally bring down slightly
- DEBBIE: song on the monitor, make it inviting, not threatening
- DANNY: when wearing the mirror mask, bring down the speed of head motion by 50%
- DEBBIE: “there is no alternative to battle” – less stress on the word “battle”
- DEBBIE: on the lift, point the dagger upwards
- DEBBIE: when killing Grendel “I drive it down”, delivery line slightly slower
- DEBBIE: there will be less blood

Lighting

- House lights are left on during the entire show
- We removed the moving lights (spots) that go around and over the audience at pre-show
- The flashing alternating amps have been changed to a slower speed, and the brightness has been brought down (in all the states they are used at high speed)
- For all blinders cues, the intensity has been brought down, and a 1 second fade has been added, so they are not as sudden
- We have lowered the intensity on the light which reflects off Danny’s mirror mask
- We have cut the fan and flood strobe effect. We’ve left the flood light, at a lower intensity
- We have cut the strobes/flashing lights from the sides

Sound

- All levels of music and sound have been brought down
- We have added a 1 or 2 seconds fade-up on various SFX so they are not as sudden

Haze/Dry Ice & Pryo

- The haze level in general has been brought down and it has been agreed by the operator that they will also be the judge of whether it needs to be modified live during the show
- The ice burst at the beginning has been made 2 seconds shorter, so it doesn’t spill as much in the audience
- All flame bursts have been programmed to 0.5 seconds

Stage Management

- We are using a smaller blood bag
- The claws will not be pushed through the amps, on either SL and SR

FOH

- No changes