Jack's Tale

Lighting Storyboard

Tucker Theatre
Middle Tennessee State University
Department of Theatre and Dance

Lighting Design: Catherine M. Pratt
Assistant Lighting Design: Mekiah Hayslett & Vivian Seals
Production Electrician: Emily Litzenberger River

Scene	Action	Composition	Lighting Research
Act I Opener Page 1	• Musicians enter and tune instruments • Music brings in cast to gather and share stories • Opener is sung	• Lighting emulates gathering around campfire in evening • Sunset on Cyc • Warm and inviting environment	
Mama's Home Page 2	• Band leader starts us off into the story • Introduced to Jack, his brothers, and their Mama • Mama tells the boys she is off to sell the land so they don't starve • Mama 1 is sung • Boys draw straws for who cooks each day and go off to sleep	• Build world of the story • lean into saturated tones to help establish we are in the world of the story • Transition to evening to show time of day shifts	
Day 1 of Work Page 4	• Tom stays home to cook • Mama 2/BB Giant is sung •Tom messes around all day • Giant comes and eats the food prepared • Will and Jack come home to no food • Boys go to Sleep	• Environment is calm and relaxed to match Tom's personality • Saturate environment/shifts to more amber tones when Giant enters • Transition to evening as brothers come home	

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Day 2 of Work Page 7	• Will stays home to cook • Mama 3/BB Giant is sung •Will messes around all day • Giant comes and eats the food prepared • Tom and Jack come home to no food. Tom understands but Jack is frustrated • Boys go to Sleep	• Environment transitions to calm and cool tones to match Will's personality • Lean more lavender than blue to show a more calm personality • Ambers come back in when Giant comes • Shift to evening as brothers return	
Day 3 of Work Page 9	• Jack stays home and cooks and cleans all day • Mama 4/BB Giant is sung • Giant comes and instead of kills Jack and his brothers, he enjoys a big meal • Giant shares he is moving on as area is becoming civilized • Jack receives axe as gift	• Environment becomes more lively with warm tones as Jack does all the work during the day • Intensity and Saturation increases throughout song as speed and work Jack does speeds up • Tones shift again when Giant enters, however, it quickly restores back to Jack's tones as he welcomes the Giant • Shift to evening as Jack heads to rescue his brothers	

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Clearing of the Land Page 13	• Jack goes to land and frees his brothers • Axe is used by Jack to finish clearing the land • Axe 1 is sung • Mama returns and they learn of the King and money they owe • Discover the king's problem with the hackberry tree. Tom and Will decide to go chop down the tree • Bedtime underscore is played and they head to sleep	• Cool saturation and environment with the somber news of losing the land • Show transition from evening to night time • Peace and calm in evening as boys go to bed	
Journey to Town Part 1 Page 17	• Tom and Will take Jack's axe to go cut down the hackberry tree • Jack follows after them • Jack Walked On 1 is sung • Jack shares his cornbread with Beggarman and receives the gunnysack • Learns the magic in the axe must freely be given for it to work • Jack Walked On 2 is sung • Jack shares the rest of his cornbread with the Old Women and receives a pickle jar.	• Next day starts somber like previous evening as gravity of situation is still in the air • Shift environment as Jack start's on his journey • Build out shifts in lighting to show distance traveled • Transition to warmth tones of pinks and ambers for kindness Beggarman and Old Woman shows Jack	

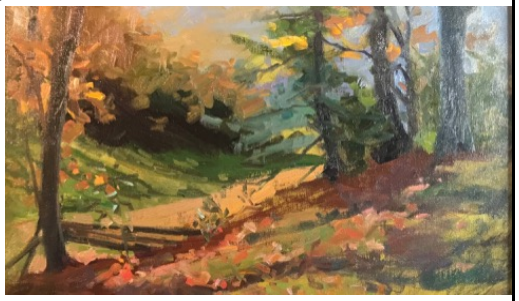
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Journey to Town Part 2 Page 21	• Jack Walked on Underscore 1 Plays • Jack find 7 turkeys and catches them in the gunnysack thinking they are a fortune • Axe 2 Gunney Sack 1 is Sung • Jack makes it to town while Jack Walked on Underscore 2 is played • Jack finds his brothers heads on stakes from failing to cut down the tree and goes to sleep by them	• As Jack continues on, build environment to show journey • Slow fade to sunset as Tom find turkeys • Magic as Turkeys go into gunnysack • Journey shows again as we fade to night • Fade to blues and purples for evening and memory of family	
Jack and the King's Daughter Page 23	• New Day, Jack goes to town and finds the King's House • Jack meets the King's Daughter, Heat of My Flame is sung • Trading Up/Axe3/Kiss my Mouth is played	• Shift environment to day and King's place • Shift to warmth with some pinks for King's Daughter • Show love and hope for future as King's Daughter sings with ambers, pinks, and lavenders like a sunrise • Restore to King's palace look when King enters	

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Jack and the Taking/Tree Page 27	• Old King enters, makes deal with Jack that if he trades in a fortune his Mother does not own him for the land. • Old King says a turkey is not a fortune, but when he discovers that there are seven he makes the deal • Jack then makes deal with the King that if he chops down the tree he can marry his daughter and have half his land • Jack uses his axe and successfully cuts down the tree	• Saturate environment with Trading Up to show tension between King and Jack • Saturate environment more and include some unsaturated angles to show surprise as Jack says he will chop down tree • Brighten environment and show some magic as tree is chopped down • Establish saturated pinks and lavenders as King's Daughter becomes excite	
Root Cellar Page 32	• King sends his daughter away and asks Jack to come to the root caller • King tries to trick Jack into taking $100 for the tree instead of the deal they made • Jack refuses and gets locked in the cellar • King comes back at night and send Jack off to be a soldier	• Darken environment to bring out root cellar feel • Texture of trees to show trapped and eeriness • Isolate down to Jack as he is left down there • Transition to night as Jack is left alone	
Jack Goes to Soldier Page 34	• Jack comes out of the root cellar and looks at horizon before heading to war	• Open up area and shift to sunrise as Jack heads to war • Leave out some saturation to bring forth seriousness of going to be a soldier • Bring forth time transition to evening to show time passing as Jack was gone	

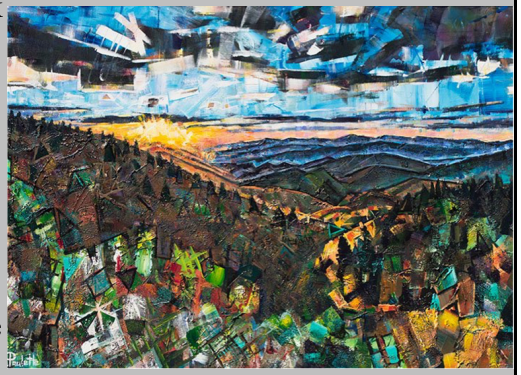
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Jack comes back Page 35	• Time jumps and we see Jack as he returns from the war • Jack goes to Old King's House and finds his daughter is dying • Jack makes another deal to marry his daughter and get half the land if he makes her well • Jack looks over the contract from the King while King gets his belongings	• Open stage up in evening, glimmer for future Jack has for himself • Decrease saturation as Jack learns about King's Daughter dying	
Jack and Raggedy Bones Page 37	• Jack goes to the King's Daughter and sees she is going to die • Jack meets Raggedy Bones • Jack Walked On 3 is sung • Jack cheats Raggedy Bones and ties him up in the gunnysack • Daughter gets better, King tries to get out of the deal • Jack goes to take Raggedy Bones to the woods to release while a wedding party is planned	• Isolate to home and shifts to blues to highlight somber environment • Increase textures as Raggedy Bones is formed • Increase textures as Jack and Raggedy Bones argue over King's Daughter • Magic comes back as Jack traps Raggedy Bones in his sack • Fade out texture as King's Daughter wakes, lighting shifts to move lavenders and blues for evening	
Jack and Raggedy Bones in the Woods Page 41	• Jack Walked on Underscore 3 plays • Jack releases Raggedy bones deep in the woods • Jack heads back to the Old King, expecting a wedding party	• Shift to deep blues as Jack travels to woods • Bring back a hint of eeriness as Raggedy Bones is let go • Textures slowly increase as Raggedy Bones visits with Jack • Texture and eeriness fades as Raggedy Bones leaves	

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Jack and the King Page 42	• Jack returns to town and is tricked with there being no party • Old King locks Jack in a trunk pretending the contract is in it • Trunk is nailed shut and pushed into the ocean • Jack lands on a perfect beach (America)	• Transition to King's lighting as Jack returns to the palace • Keep some blues- sense of stillness and something off • Burst of ambers as Jack is locked into trunk • Dim lighting as Music chord starts • Water texture on trunk as it hits water	
Jack and the Giant Page 44	• Box Underscore BB Giant Reprise is sung • Meet the Giant again, who is not happy to see Jack • Jack and him do a stone throwing contest to see if the Giant will kill Jack or share the land • Giant finds a rock and throws it, Jack throws a seagull who flies away • Giant decides to move on through the country • Mama- Rep/Heat of my flame Rep is sung and Jack goes to sleep	• Brighten intensity and saturation as Jack recognized the Giant • restore environment as song ends • Magic as Jack captures Seagull • Lighting effect in color as Giant throws Rock • Magic effect and transition to sunset as Seagull flies away • Focus in and shift down to evening as he builds a fire	

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Jack and the King Page 46	• Next day, Kings Daughter comes • Jack and King's Daughter finally have a kiss • Old King comes, tries to get Jack to clear the land for half of it and get to marry his daughter • Jack and daughter don't fall for it again, send King back to his own kingdom • Jack and Daughter stay and do their best in the new land	• Sunrise for new day • Bring in pinks and lavenders as King's Daughter enters • Lighting accent on trunk as King is locked up and ocean texture on it as he splashes in, slowly fade out • Slow restore to pinks and lavenders as Jack and Jill settle into their new life	
Closing Page 49	• Ensemble comes back on and ends the story • Sing Closer- Psalm 37	• Restore back to opening look • Close out story surround by campfire • Warm environment that focuses on the community that is present	

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