

# The Elephant Man

## Lighting Plan/Description

Lily Donaldson (Bolton High School)



### The Grand Scheme










This light design is set in a blackbox theatre on a **large, square thrust stage** with an audience on three sides. The set would be blank with a **plain black floor** and a **large white scrim** near the back wall of the theatre with one white flat angled on either side of the scrim. LED cyc lights would be at the floor of the scrim. Another white scrim would be behind the front scrim. When shadows of people are used (behind the front scrim), more cyc lights hit the back scrim in order for a 'perfect silhouette' effect. The cycs would also be used on the front scrim for sky effects.



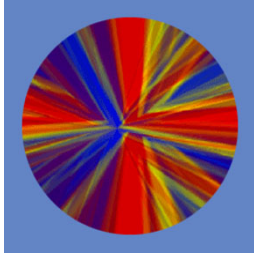

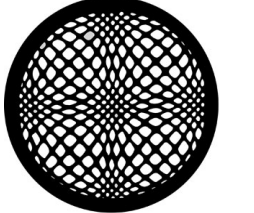

Few set props (i.e. chairs) are used in the production, so all of those would be **black** matching the floor, excluding the easel and the model of St. Philip's which would be **stark white**. Rooms would be differentiated with lighting areas.








The model would have a **pure white light** shining from **above** directly on it and white light also coming from the floor **below** it. That floor lighting would extend to where Merrick dies, also. When Merrick dies, the light from the model would transfer to him, and Treves would be standing in the same light at the end of the show when he comes back to say, "I did think of one small thing." To execute the floor lighting, a hole would be cut in the stage and mini ETC Source Fours would sit in the stage pointed directly up. A clear glass sheet would cover the holes.










*Notes: Lefts and Rights below are from house perspective. Gel colors are Roscolux. When LED lights are used, gel colors are converted to RGB color codes to suit the light programming. Gobos are Rosco brand. **Lighting area: circuits, circuits.** (i.e. E: 4, 5.)*










Scene	Setting	Char-acters	Cues/Descriptions	Colors (Gel/LED) and Gobos
1. He will have 100 Guinea fees before he's forty	London Hospital	Gomm, Treves	<ol style="list-style-type: none"> <li>1. Medium area in front with Gomm and Treves.</li> <li>2. Followspot on Treves on "A happy childhood in Dorset" (13).</li> <li>3. Blackout.</li> </ol>	#16 Light Amber  #52 Light Lavender  Spot: #317 Apricot











			E: 5, 7, 8.	
2. Art is as nothing to nature	A storefront	Ross, Treves	<ol style="list-style-type: none"> <li>1. Large area in middle (storefront with large poster of 'elephant man'.) Blue sky with white spots (clouds) on scrim. Sun shining from right corner.</li> <li>2. Blackout.</li> </ol> <p>J: 1, 4, 9, 11. K: 2, 3, 6, 10, Sun: 87.</p>	<p>Sky: From cycs. The RGB equivalent of</p> <p>#2006 Storaro Blue </p> <p>Sun: #3442 Halfstraw </p> <p>Area: #3203 Three Quarter Blue </p> <p>#16 Light Amber </p>
3. Who has seen the like of this?	Lecture Hall	Treves, Merrick, Voice	<ol style="list-style-type: none"> <li>1. Spot straight down on Treves, Far right. Projector with images of real elephant man projected from end of Treves' spot to beginning of Merrick's area far left. Merrick starts behind the scrim, a shadow, he contorts himself as Treves speaks.</li> <li>2. Blackout on scrim. He walks to front of scrim, still far left. On "they were unwieldy" (18) a backlight hits Merrick, who is henceforth contorted.</li> <li>3. On "I know what to do. / know." (18) a followspot also hits Merrick.</li> <li>4. Blackout.</li> </ol> <p>Treves' spot: 75.</p>	<p>Treves spot: #92 Turquoise </p> <p>Merrick Scrim: #96 Lime </p> <p>Merrick backlight: #94 Kelly Green </p> <p>Merrick front light: #96 Lime </p>





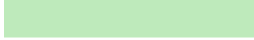

<p>4. This indecency may not continue*</p>	<p>A fair</p>	<p>Man, Pinheads, People, Merrick, Ross, Policemen</p>	<p>1. Large area on left. A fair. Varied, colorful lights with geometric gobos move around on top of a slightly dimmed top light. An audience sits behind the fair, a the cycs light the background a mixture of wavy, moving bright colors that backlight the audience. They are merely figures.</p> <p>I: 12. J: 13, 14, 15.</p>	<p>Area: #19 Fire,  #89 Moss Green  Gobo: Abstracts 0108   #4790 CalColor 90 Magenta,  Gobo: 77395 Geometric 5   #318 Mayan Sun,  Gobo: 71028 Geometric Explosion</p>
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				 <p>#378 Alice Blue</p>  <p>Gobo: 77636 Shapes Breakup 1</p>  <p>Cycs/Backlight: The RGB equivalents of...</p> <p>#26 Light Red</p>  <p>#12 Straw</p>  <p>#70 Nile Blue</p>  <p>Treves: #86 Pea Green</p> 
4. cont.	Train	Merrick,	2. A small area right.	RGB Equivalents of...







	station	Ross, Conductor	K: 16, 17.	#60 No Color Blue,  #321 Soft Golden Amber 
5. Police side with imbecile against the crowd.*	Dark-Ness. Uproar, shouts	People	<ol style="list-style-type: none"> <li>1. People (formerly the audience) evenly distributed behind scrim. Light hits the back wall strongly, and the people dimly (they are almost shadows). They riot. A modge podge of warm lights. Waves of color move quickly across it in front (with gobos).</li> <li>2. These lights and rioting start fading very slowly, completely fading by "Sure, Treves, Treves, Treves." (24)</li> </ol>	Color splashes: #23 Orange  #26 Light Red,  #14 Medium Straw   Gobos: #325 Henna Sky,  #12 Straw  Both 33606 Waves 
5. cont.	Station	Policeman Conductor Merrick	3. A small area right.  K: 16, 17.	RBG Equivalent of... #60 No Color Blue, 









				#321 Soft Golden Amber 
5. cont.	Hospital: Room	Treves Policeman Conductor Merrick	4. A small area middle. 5. Blackout  J: 18, 19.	RBG Equivalents of... #40 Light Salmon  #395 Teal Green 
6. Even on the Niger and Ceylon, Not this	Hospital: bath and fore-ground	Treves, Sandwich, Merrick	1. A medium area in the middle with Merrick in a bathtub. Small area outside of Merrick's area, far back left, where Treves and Mrs. Sandwich speak at first. 2. Blackout.  M: 20, 21, 22. R: 23, 24.	#40 Light Salmon  #395 Teal Green 
7. The English public will pay for him to be like us	Hospital: bath and fore-ground	Merrick, Bishop, Treves, Gomm	1. A large area in the middle. Merrick towards the back of it in bathtub. Rest in foreground of him. 2. Blackout.  M: 20, 21, 22, 25.	#40 Light Salmon  #395 Teal Green 
8. Mercy and justice elude our minds and actions	Hospital: bath and fore-ground	Merrick, Treves, Gomm, Porter, Snork	1. A medium area in the middle, with Merrick off center right. Gomm and Treves start off in a small area connected to the left of the medium area. Snark and Porter start off half in the light of the back of the medium area, peaking. 2. Blackout.  M: 20, 21, 22.	#40 Light Salmon  #395 Teal Green 







			H: 26.	
9. Most important are women	Hospital: Sleep and foreground	Merrick, Treves, Mrs. Kendal	<ol style="list-style-type: none"> <li>1. A spot on Merrick in the far back right of the stage. Treves and Kendal talk in a medium area to the left mid-front.</li> <li>2. Blackout.</li> </ol> <p>S: 27, 28.</p> <p>H: 29, 30.</p> <p>J: 31.</p>	<p>Merrick Spot: #40 Light Salmon,</p>  <p>#395 Teal Green</p>  <p>Office: #316 Gallo Gold,</p>  <p>#61 Mist Blue</p> 
10. When the illusion ends he must kill himself	Hospital: craft	Treves, Mrs. Kendal, Merrick	<ol style="list-style-type: none"> <li>1. Medium area in middle. Merrick in middle at easel, the special white light (above and below) is dim on the easel. Treves is on left. Kendal on right.</li> <li>2. Blackout.</li> </ol> <p>M: 20, 21, 22.</p>	<p>#40 Light Salmon</p>  <p>#395 Teal Green</p> 
11. He does it with just one hand*	Hospital, Round-about	Merrick, Treves, Duchess, Countess, Lord John, Princess, Kendal	<ol style="list-style-type: none"> <li>1. Small area in middle. Merrick sits in it, working on model of St. Philip's church. The white lights below and above it are full and bright. A dim white followspot on Merrick. Treves is in a small lighted area to his left. Kendal is in a small lighted area to his right. Duchess is in the far back left corner. Countess is in the far back right corner. Princess is in the far front left corner. Lord John is in the far front right corner. 'Enters' and 'Exits' are denoted by characters' respective lights going on or off.</li> <li>2. Solo light on Merrick and model as he puts a piece on at the end.</li> <li>3. Blackout.</li> </ol>	<p>Merrick Area: #40 Light Salmon</p>  <p>#395 Teal Green</p>  <p>Model lights: No gel</p> <p>Treves: #86 Pea Green</p>  <p>Kendal: #332 Cherry Rose</p> 




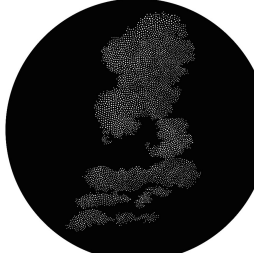
			M: 20, 22. R: 32. S: 33. A: 34. C: 35. J: 36. K: 37.	Rest of characters: #48 Rose Purple 
12. Who does he remind you of?	Round-about	Treves, Kendal, Bishop, Duchess, Gomm, Princess, Lord John, Merrick	<ol style="list-style-type: none"> <li>Merrick is frozen at his working space with model. The lights on the model are dim. Backlights and scrim cycs behind. Merrick. Duchess is in the far back left corner. Countess is in the far back right corner. Princess is in the far front left corner. Lord John is in the far front right corner. Kendal is in the middle of the left edge of the stage. Bishop is in the middle of the right edge of the stage. Treves travels from the left of Merrick to the right of Merrick, depending on which side of the stage the character he is listening to is on.</li> <li>On "Merrick visibly worse than '86-'87," Treves goes to the front middle of the stage, a light on him.</li> <li>When Merrick adds another piece to St. Philip's, the model lights go up full.</li> <li>Blackout.</li> </ol> R: 38 S: 39. A: 40. C: 41. N: 42. D: 43.  M: 44.	Merrick backlights: #393 Emerald Green,  #70 Nile Blue   Treves: #86 Pea Green   Rest of characters: #87 Pale yellow green  Model: No gel  Merrick: #388 Gaslight Green 













			J: 45. K: 46. B: 47.	
13. Anxieties of the Swamp	Hospital: Craft and Outside	Merrick, Treves, Lord John, Gomm, Kendal	<ol style="list-style-type: none"> <li>1. Medium area in the middle with model lights up. A small area outside of it to the right. The other characters converse in the left area as Merrick strains to listen from the middle one.</li> <li>2. (49) When Treves and Kendal go to Merrick, the left area blacks out.</li> <li>3. Blackout.</li> </ol> <p>M: 20, 21, 22. L: 48, 49.</p>	<p>#40 Light Salmon</p>  <p>#395 Teal Green</p> 
14. Art is permitted but nature forbidden*	Hospital: Craft	Merrick, Kendal, Treves	<ol style="list-style-type: none"> <li>1. Cycs display dark sky. A light rain is projected onto the scrim via gobo. A medium area in the middle with the lights up.</li> <li>2. Blackout.</li> </ol> <p>M: 50, 51, 52.</p>	<p>Cycs: The RGB equivalents of...</p> <p>#2008 Storaro Indigo</p>  <p>#377 Iris Purple</p>  <p>#78 Trudy Blue</p>  <p>Rain:</p> <p>#3208 Quarter Blue</p>  <p>Gobo: 77882 Shower</p>

				 <p>Area: #4830 CalColor 30 Pink</p> 
15. Ingratitude	Hospital: Merrick's Room	Merrick, Ross	<ol style="list-style-type: none"> <li>1. A small area far front right.</li> <li>2. Blackout.</li> </ol> <p>G: 53, 54.</p>	<p>#86 Pea Green,</p>  <p>#3441 Full Straw</p> 
16. No reliable general anaesthetic has appeared yet	Hospital: Craft	Merrick, Treves	<ol style="list-style-type: none"> <li>1. Medium area in middle. Model lights up.</li> <li>2. Blackout.</li> </ol> <p>M: 20, 21, 22.</p>	<p>#40 Light Salmon</p>  <p>#395 Teal Green</p> 
17. Cruelty is as nothing to kindness*	Treves' Dream	Treves, Merrick, Gomm	<ol style="list-style-type: none"> <li>1. Cyc lights on scrim denote sky. Starting with the beginning of Treves' dream, the sky is a sunset. Throughout the dream, it changes to nighttime to sunrise to daytime. Daytime comes when Treves wakes. The sun is a globe of light that moves up and down according to time of day via a moving mirror light (Rosco I-Cue). Treves sits in a small area in the front middle. Merrick stands in a small area in the left middle. Gomm stands in a small area in the right middle.</li> </ol>	<p>Sky (LED Cycs) Gels and Sun gel converted to the RGB equivalent.</p> <p>Sunset: #385 Royal Blue</p>  <p>#69 Brilliant Blue,</p> 

			<p>2. Blackout except sky.</p> <p>I: 55. L: 56. B: 57.</p> <p>Sun: 88.</p>	<p>#316 Gallo Gold, </p> <p>#21 Golden Amber. </p> <p>Nighttime: Very dim #85 Deep Blue </p> <p>Sunrise: #3441 Full Straw, </p> <p>#30 Light Salmon Pink, </p> <p>#03 Dark Bastard Amber </p> <p>Daytime: 2006 Storaro Azure </p> <p>Sun: #08 Pale Gold </p> <p>Areas (a mixture of splashes and rotating gobos): #34 Flesh Pink, </p> <p>#37 Pale Rose Pink, </p>
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				<p>#52 Light Lavender,    Gobo: GT22 Halftone  Cloud 3</p>  <p>#305 Rose Gold    Gobo: GT23 Halftone  Cloud 4</p> 
<p>18. We are dealing with an epidemic</p>	<p>Treves' Dream</p>	<p>Treves, Merrick, Pinheads</p>	<ol style="list-style-type: none"> <li>1. The sky lights continue. Treves in small area front middle. Merrick's area forms a 'U' around Treves' as he paces. Top</li> <li>2. Pin One stands in small area left middle. Pin one stands in small area right middle. Lights up on Pins on "<i>Pins enter</i>".</li> <li>3. When Merrick puts a piece on St. Philip's, model</li> </ol>	<p>Cont. from above</p>

			<p>lights up. 4. Blackout.</p> <p>R: 32. S: 33. D, E, F: 58.</p>	
19. They cannot make out what he is saying	Hospital: Church	Merrick, Bishop, Treves, Gomm	<ol style="list-style-type: none"> <li>1. A small area far back left where Merrick prays with Bishop. A medium area far front right with Gomm and Treves, then Bishop.</li> <li>2. When Merrick puts a piece on St. Philip's, model lights up.</li> </ol> <p>R: 59. G: 60, 61.</p>	<p>#40 Light Salmon </p> <p>#395 Teal Green </p>
20. The Weight of Dreams*	Hospital: Craft	Merrick, Snork, Funeral Procession, Pinheads	<ol style="list-style-type: none"> <li>1. A medium area middle with model lights up. Shadows of the funeral procession from behind the scrim. Backlights on each pin, who begin on far left and far right middle.</li> <li>2. Lights change as Merrick falls asleep. A spot on each pin as they move Merrick. As they sing (67), they go back to their respective areas at the edges of the stage. Their spots go out.</li> <li>3. As Merrick dies, the lights on the model (both from above and below) 'transfer' to Merrick (Merrick's white light cross fades in as the model's white light fades out.)</li> <li>4. Blackout on all except Merrick at "Hey! Hey!" (67)</li> <li>5. Merrick's light slowly fades out as "The Elephant Man is dead!" is heard from the black. (67) Blackout.</li> </ol> <p>M: 20, 21, 22.</p>	<p>Area: #40 Light Salmon </p> <p>#395 Teal Green </p> <p>Funeral: the RGB equivalent of: #3406 Roscosun 85N.6 </p> <p>Pin Backlights: #120 Red Diffusion </p> <p>Pin Spots: #121 Blue Diffusion </p> <p>Model and Merrick</p>

				specials: no Gel
21. Final Report to the Investors*	Office	Treves, Gomm	<p>1. Treves is in a small center stage area (where the model lights are). Gomm is on the same plane to the right, but in his own small area. When Treves 'exits', his light goes out. On "I did think of one small thing" (69), the model's white light (both above and below) hit Treves, and as he says that line, the scrim lights up with the shadow of the contorted Merrick (with his back to the scrim), in a bluish white color. As Treves and Gomm say their last lines, Merrick straightens himself out; a reversal of scene 3. A long beat after Gomm's curtain line, "It's too late, I'm afraid. It is done." (69) During the beat, a slight light on Merrick from directly above and the back wall lights fade a bit. Then, the lights go out on Gomm and Treves, and the scrim light trails after into a complete blackout. Curtain.</p> <p>M: 20, 21. L: 62, 63.</p>	<p>Treves and Gomm area: #40 Light Salmon,  #395 Teal Green  Specials: No gel Scrim: #66 Cool Blue </p>