

## Light Design

### Flip me, if you can! by Aramelo

#### General atmosphere:

Mood1: Romantic, warm, mysterious atmosphere. Darker light. 5x5x4 m.

Mood2: Cold, bright light. Whole stage is bright (8x5x7 m).



Mood3: Warm, bright light. Whole stage is bright (8x5x7 m).



#### Safety:

No lights or only very dark lights from the sides, only strong lights from the back and front.

#### Light cues:

Cue1: Spotlight comes in along the trampoline. Mara steps in on the side and spotlight follows Mara.

Cue2: When Mara jumps on the trampoline, Mood1 fades in.

Cue3: When Mara bounces on the trampoline for the first time, the stage slowly becomes brighter and changes into Mood2.

Cue4: Mara runs into the audience. Soft hall light on the first row of the audience.

Cue 5: Mara goes back on stage (Hall lights off) and when 3. Music starts, Mood 3 comes in.

Cue6: Ole is in front of the trampoline and Mara jumps from the trampoline off into a handstand on Ole. All stage blacks out and only a spotlight is on Mara and Ole.

Cue7: Mara licks Ole's face. 2 seconds after -> Blackout.

Cue8: After 3 seconds of blackout, Mood 3 comes back in for the bow.