Kelvedon Players

Stage Lighting at The Institute

Introduction

This guide sets out the minimum procedure that a lighting operator should go through before an event, before members of the public are admitted to the hall. This set-up procedure should be done early enough that you have time to correct any minor problems before it is necessary to open the hall to the audience, normally at least half an hour before the “doors open” time. If you are unfamiliar with the hall’s lighting system, you may wish to start earlier to have time to experiment and familiarise yourself with the control systems.

Switching on the power

The switch room is located in the Gent’s toilet at the front of the hall.

Locate the Stage Lighting switch and move the switch to the On position (down) - no other electrical switches in this room need be touched. This unit provides power to the lighting box (above) and to the dimmer racks.

Lighting box

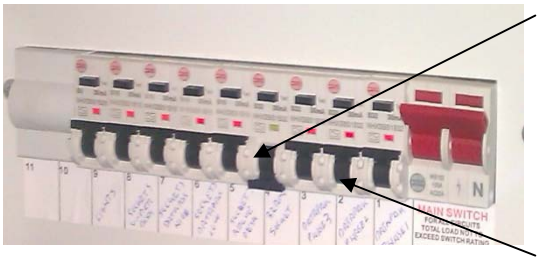
The lighting box fluorescent tube is operated by the switch at shoulder height on your right as you enter through the door.

Power supply units

If you are using the stage lighting system you must now switch on the power to the dimmer rack(s) using the supply unit mounted on the back wall.

The bank of trip switches will normally be covered and be in the up (on) position.

Switches 1 – 5 control the room lights and 13A supplies



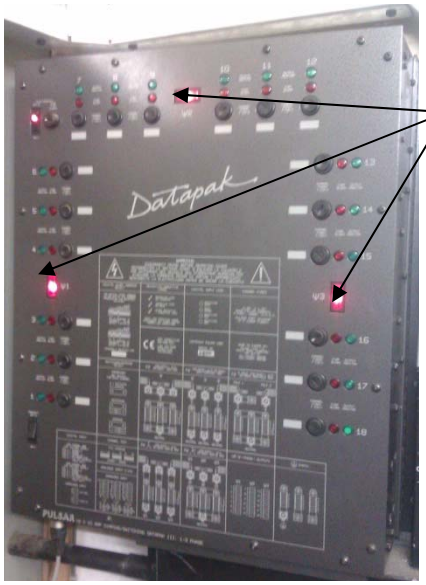
Switch 6 (from the left) controls the 32A supply for the Strand dimmer rack and may be down (off) if the dimmer is not being used. If the dimmer pack is required push this switch up to the on position.

Switches 7,8 and 9 control the supply to the Pulsar Datapack – each switch supplies 8 dimmers. (Note that this is a single phase supply simply split across 3 trip switches.)

Pulsar Datapack

The supply to the Pulsar Dimmer Pack is further controlled by the separate switch block containing three linked red switches. To switch on, move these to the up (on) position.

Occasionally, one of the three black switches on the main panel will switch off – if this happens move that switch to the up (on) position.



You can check that the dimmer pack is fully powered up by looking for the red lights on the front panel of the dimmer pack.

If one or more of these is not lit, check the black trip switches on the supply unit.

Strand Dimmer Pack

This unit may be installed in the lighting box or on the overstage grid.

If in the lighting box it must be plugged into the 32A supply on the back wall and switched on using the switch on the supply unit (as previously described). A DMX connection is also made to the underside of the Pulsar Datapak. If the Dimmer pack has been installed on stage, a 32A extension cable will be connected to the supply and run through the loft space to the stage along with a DMX connection. In this configuration the lanterns can be connected directly to the dimmer pack – 15A to 5A adapters will be required.

Lighting Control Desk(s)

Pulsar 18 way (analogue)

This desk can be used to provide simple control of the eighteen dimmer channels provided by the Pulsar Datapak. For the eighteen way desk, no power supply is required, it is simply connected to the Pulsar Datapack.

Zero 88 - Jester (dmx – memory control)

If twentyfour (or more) channels are required by the addition of the Strand dimmer pack or when more complex programmed lighting is required e.g when using “dmx” control of fixtures, the **Zero 88 Jester** desk will be required.

If this unit is being used, the mains supplies for the desk and monitor must be switched on at the 13A sockets above left of the house-light dimmer pack. Also check that the desk is connected to the Pulsar Datapack. When fully connected the desk will “light up”.

For information on using the control desks please see the separate section of this guide.

House Lights

The house lights are the lights that light the hall before and after events, and during the interval, but not during the performance itself and are located along the side walls of the hall. ie not the overhead fluorescent strip lights.

The “house lights” are dimmable and are switched on at the four way switch panel on the wall to the left of the lighting control desk. Switches 1-3 control the hall house lights and switch 4 the overstage fluorescent tubes. In both cases they are wired for two way switching, the “house lights” from a double switch above the main hall lighting switch at the hall entrance and the overstage lights from a switch by the door leading from the stage to the kitchen.

Switch on these lights then switch on the house lights dimmer pack using the white switch to the left of this .

The indicator lights in the bottom left corner of the dimmer box will show when the power is on.

Next turn the rotary switch located under the top shelf, to the “dimmable” position.

The house lights are controlled by the “flying” fader which usually lies on the desk to the left of the lighting control desk.

When the house lights are on, the hall fluorescent lights can be switched off using the wall mounted switches on the righthandside of the main entrance door. (Note – they are not controllable from the lighting control box.)

Check the Stage Lighting

You are now ready to check that the stage lighting is working correctly. This can be as simple as pushing up a few circuit or sub master faders to check that lights are working. If you are using special lighting effects they should be checked as should “specials” such as spots on particular areas of the stage.

When you are satisfied that the stage lighting is ready for use, set the pre-show levels and advise the Stage Manager and FOH staff that you are ready.

Remember to check that the stage working lights have been switched off before the performance commences or if the stage curtains are not being used, before the hall is opened to the audience.

Appendices

Connections between dimmer pack(s) and lighting fixtures

The lighting fixtures are connected to the dimmer pack(s) by a number of “patch panels”

- LIGHTING BOX - on the wall of the lighting box -

There are three sections to this patch panel –

- The left section supplies the FOH panel (10 circuits)
- The middle section supplies the Stage panel (10 circuits)
- The right section supplies a further 6 circuits to sockets on the stage grid

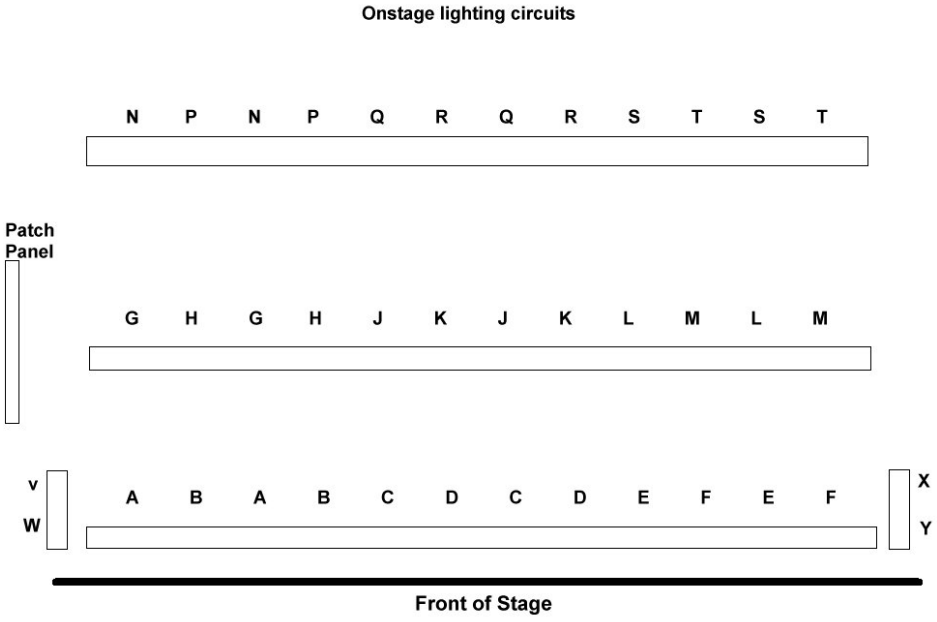
The cables from the bottom of the panels are the eighteen circuits of the Pulsar Datapak (hard wired) and are paired so that each dimmer can supply two separate patch circuits and lighting fixtures.

If the Strand Dimmer Pack is being used and is located in the lighting box, it can be patched to the lighting fixtures through these panels.

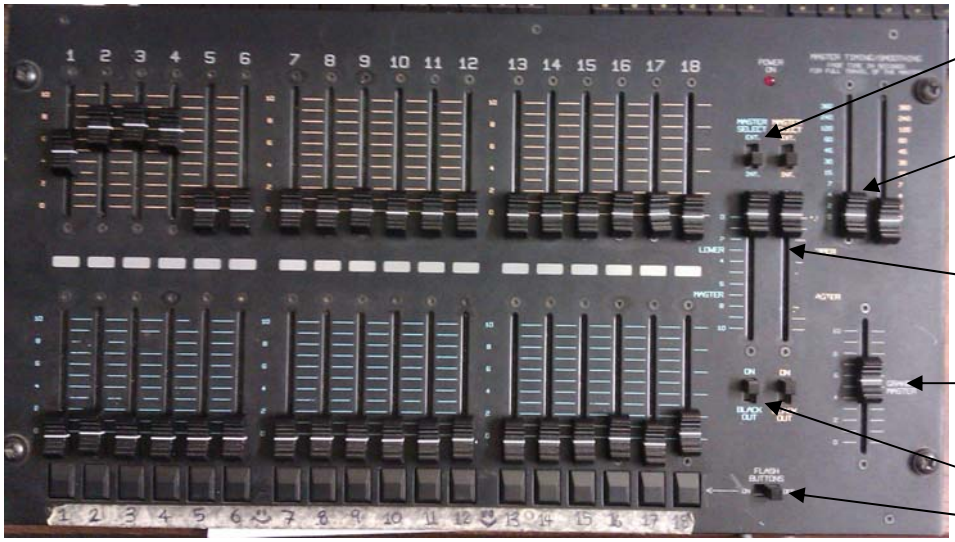
- FOH - on the stage right wall of the hall - picture required – eight circuits with two “flying sockets” on the stage left wall.
  The FOH lighting bar has six circuits of 5A sockets (A – E) and this provides further patching of the fixtures on this bar. The

- STAGE - the stage right wall – ten circuits – picture required.

The cables (alphabetic) supply paired 5A sockets on the three lengths of trunking on the overstage grid as shown in the following diagram.



Operating the 18 way (analogue) desk



As previously mentioned, this desk can be used where “simple” lighting using only 18 ways of the Pulsar Dimmerpak is required. Basic operation allows a scene to be setup on either the top or bottom row of faders (1 – 18) with the next scene on the other row and alternating through the performance, using the Crossfade faders. Note that these faders are reversed so that in the same position one is “full” while the other is “off”.

1. Ensure that the desk is connected to the Datapak via the XLR connector situated to the left of the work surface. When connected (and the Datapak is powered) the red indicator light will be lit.
2. Move the Grand Master fader to the “full” position (up/10). This fader can normally be left in this position.
3. Ensure that Black Out switches are in “On” position (up) and that the Master Select switches are in the “Int” position (down). These switches can normally be left in this position.
4. If the Flash Buttons are not required, move the Flash Button switch to “Off” (right).
5. The Master Timing/Smoothing faders control the timing of the cross fade. If set at 0, the cross fade will take as long as it takes to move the faders. A setting of between 2 and 4 will help to give a smoother cross fade and higher timings might be used for more advanced effects.

To setup a scene :-

1. Position the Crossfade faders as required (“up” to give control of the upper row and “down” for the lower row).
2. Set the light levels for the required scene using faders 1 - 18.
3. A second scene can then be set by moving the Crossfade faders to the opposite position and setting the lighting levels using faders 1 – 18 on the other row. This process can then be repeated throughout a performance as required.

Operating the Zero 88 Jester desk

Detail required for simple and more complex operation