3D Lighting Design for Mystery of Irma Vep

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Objective

Create a pre-visualization concept for a light design based on the play script for
*The Mystery of Irma Vep*

Process

- Read screenplay
- Take cue notes
- Import drawn set onto stage plane
- Hang and patch light fixtures
- Place duplicate characters on stage for focus point references
- Add set pieces if available
- Program cues

Cue List

Cue	Fade Time	Follow	DESCRIPTION	CALL
ACT 1				
1			Dark	subtle opening music
2	3		Full light no color	low sound of thunder
3	1		Scene 1 Blackout	after line, "He's killed the wrong wolf"
4	2		Late evening - side booms at faded blue and top lights dim no color	
5	0.1		Top lights and side booms Green and Turqoise color	Monster enters
5.1	1		Returns to late evening lights from cue 4	when monster disappears
5.2	0.1		Same as cue 5	monster reappears through french doors
6	2		Evening lights again, slightly brighter	Nicodemus enters with dead Lady Enid
7	1		SR Spotlight on bleeding portrait. top lights turn red	gunshot goes off at the portrait
8	2	5	Same as cue 6	
9	3		Scene 2 blackout	Enid and Jane end their conversation
10	2		Top light full no color orange and pink top light on backdrop behind french doors	
11	0.25		One SR spot on portrait, all tiop lights are red top pars are dimmed	screaming Irma pops out of portrait
12	3		Scene 3 blackout	After Edgars yells "Irma"

Light Plot
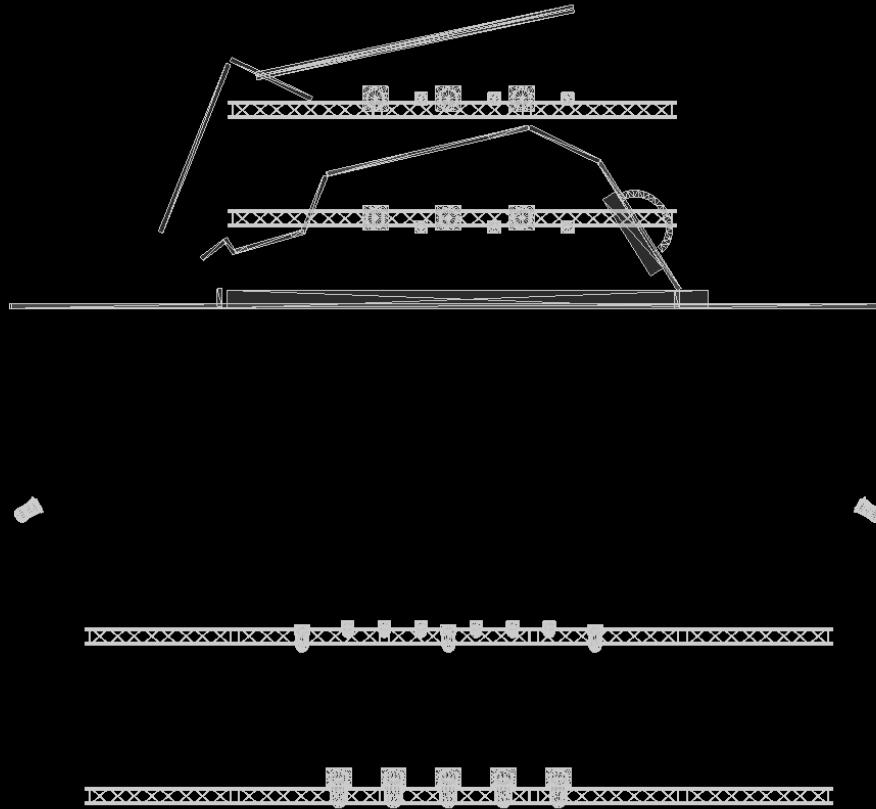
Challenges

- Understanding tutorial videos and manual
- Objects library has limited inventory
- No natural darkness
- Time constraints

Conclusion

GrandMA 3D is free and easy to setup. However, it can be tricky when it comes to adjusting your light instrument levels and colors vs. configuring the graphics of the program i.e. stage ambiance and beam intensity.