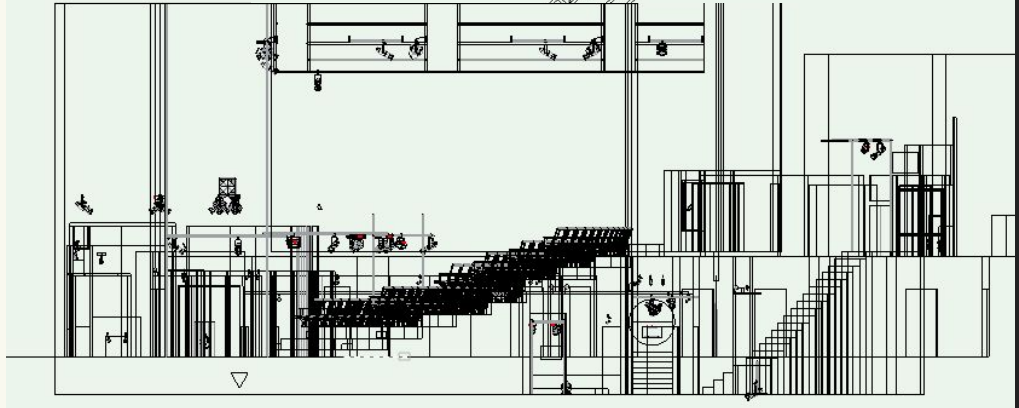
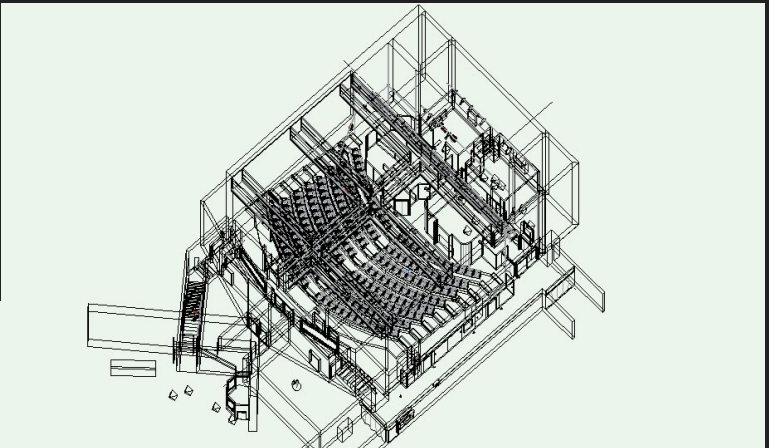
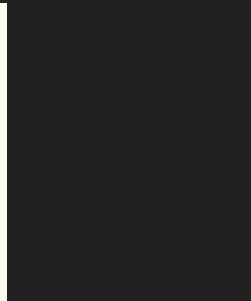
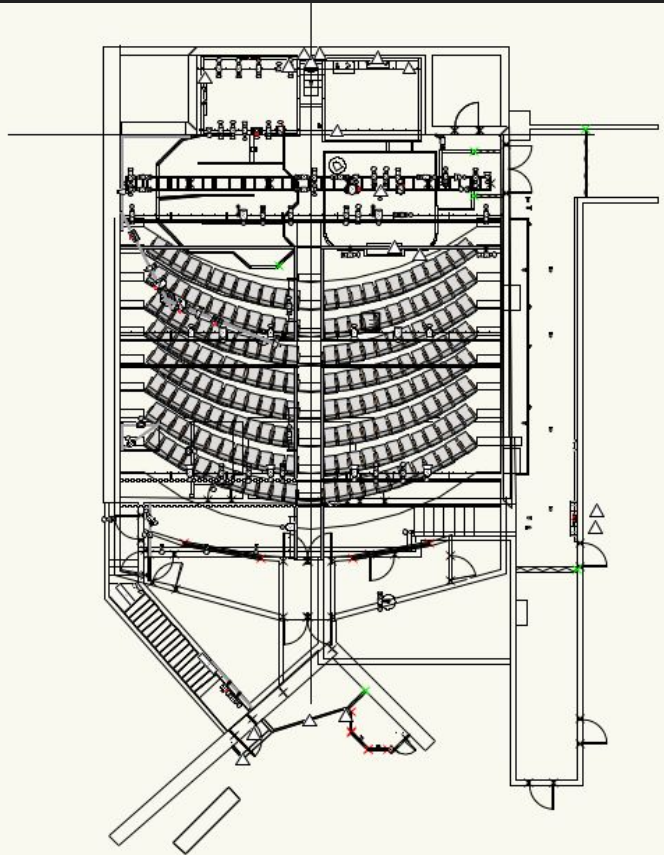


The Gravesend Inn: a Haunted Hotel Light Plot Update

Nick Calafiore



The Haunted Hotel

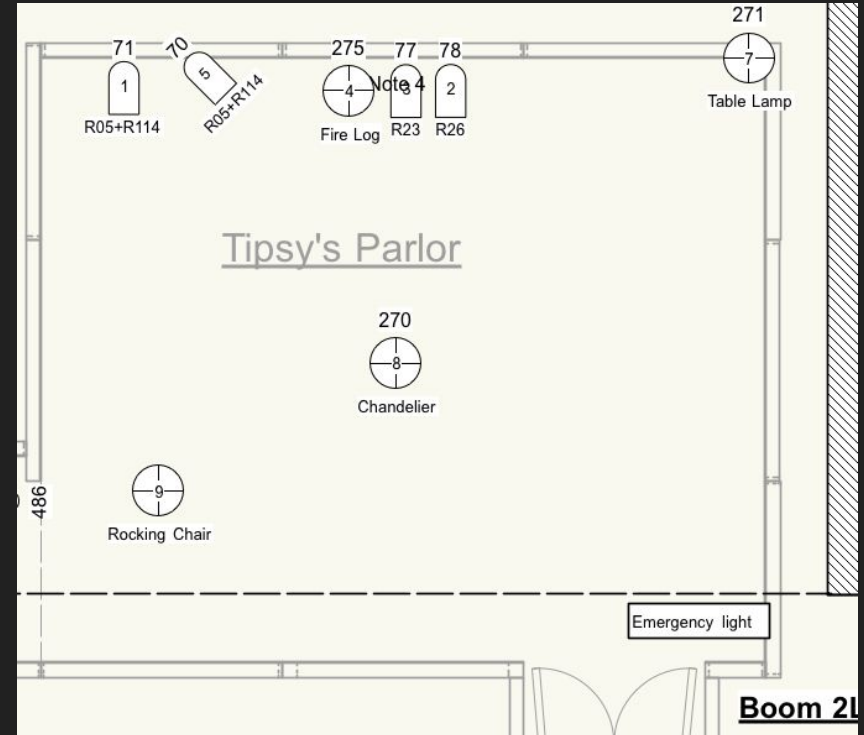
- A yearly attraction at Citytech; an interactive haunted house utilizing industry standard technology
- Debuted in 1998, and has been improved upon since
- Serves as a large scale event for Technical Production classes
- I've worked in the lighting crew's for three seasons, working as crew head for the previous two

Issues With Lighting Paperwork

- Similar mistakes were being made
- Paperwork worked well for traditional hanging positions (on pipe), however Haunted Hotel utilizes many situation specific positions (often bolted onto scenery)
- Working on a tight schedule, correcting mistakes takes a lot of time away
- While leading the crew in 2019, I took notes of the paperwork's issues

Case Example: Topsy's Parlour

- AKA: the “upside-down room”
- Existing documentation lacks elevations of fixtures mounted to scenery
- Installation is critical, as once the roof is suspended, we can no longer access it
- This year, cables were still installed incorrectly, and required two fixtures to share the same circuit



Deliverables

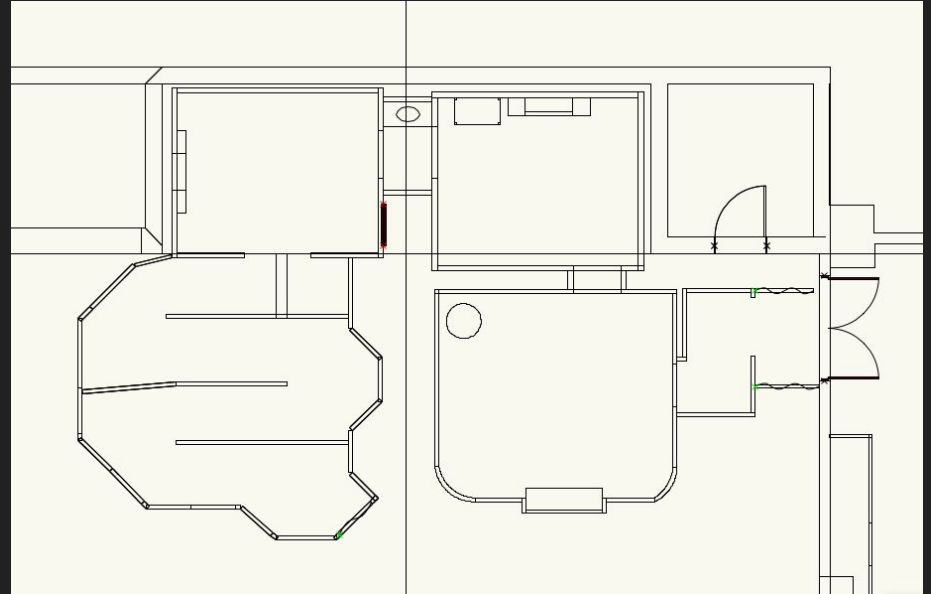
- New 3D Plot
 - Hanging Cards
 - Cable layouts
 - Scenery-mounted fixture elevations
- Updated Lightwright Database
 - Instrument schedule
 - Channel Hookup
- Other paperwork
 - Shop order
 - Load in Schedule

Preparations for Drafting

- Organize all notes, coming up with solutions for each
- Gather symbols for every fixture to be represented in the plot
- Meet with designer and get everything approved
- Gather existing documentation of Haunted Hotel (Building ground plans, Scenery diagrams, Lighting system paperwork)

Drafting Stage

- Began with empty Voorhees Theatre file
- Added missing hanging positions, building hallways, and other small fixes
- Next, scenery is drafted, on a separate layer
- Fixtures are populated last, carefully copying the design over from the old plot

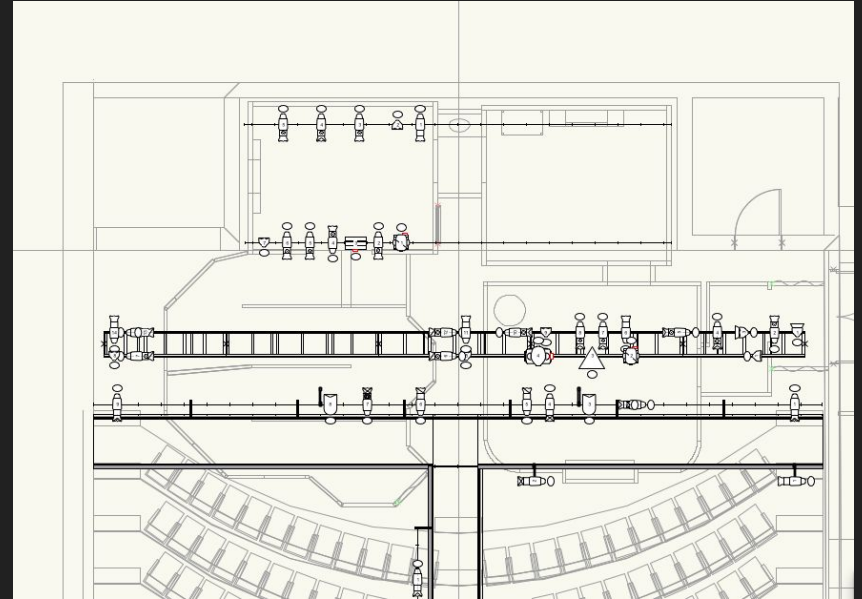


Hurdle: Dimension Mismatches

- While I had a scenic ground plan, many original construction drawings were missing
- Without these documents, I didn't have height measurements for many of the production's flats
- College shutdown prevented getting my own measurements
- Solution was to compare measurements, carefully estimating from measurements I had
- Ensured that any critical dimensions of lighting fixtures were based off of accurate dimensions

Generating Paperwork in Vectorworks

- After the entire production was drafted, areas can be broken up into viewports
- Having one massive printout of the everything isn't helpful; areas are broken up into smaller sheets
- Users are kept in mind too, designers and electricians need different information when using the plot
- Light plots, hanging cards, and section views are created



Generating Paperwork in Lightwright

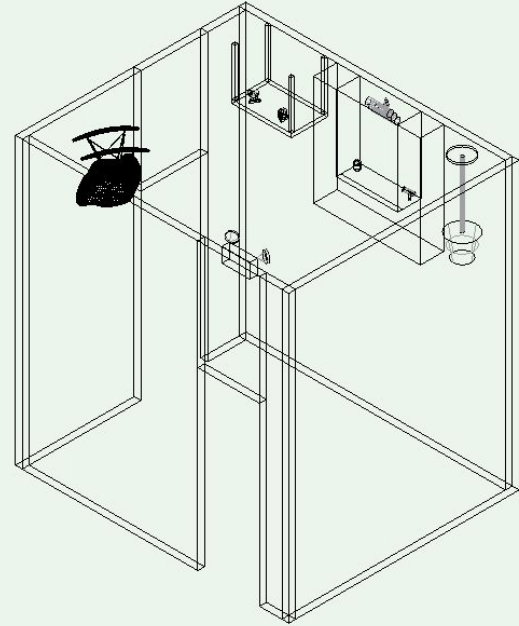
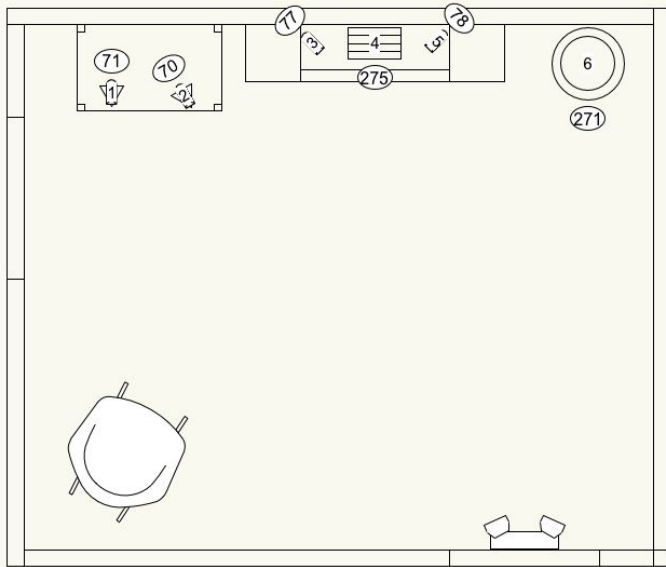
- Lightwright can be “linked” to Vectorworks, ensuring data represented visually on the plot is accounted for in its database
- Data is assigned to fixtures (gel colors, unit numbers)
- Database has all information required to create lighting paperwork, which can be generated efficiently
- Instrument schedules, dimmer hookups, and channel hookups are created

Culmination.lw6 **Instrument Schedule** Page 12 of 12
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Culmination.lw6

Tipsy's Parlor

U#	Circuit#	Channel	Instrument Type & Accessory & Load	Color
			Emergency Light	
			Rocking Chair Motor	
			Sconce	
			Sconce	
			Sconce	
			Sconce	
1		(71)	PAR MR-16 Birdie-WFL w/Footplate 65w	R05+ R114
2		(70)	PAR MR-16 Birdie-WFL w/Footplate 65w	R05+ R114
3		(77)	PAR MR-16 Birdie-WFL 65w	R23
4		(275)	Fireplace Logs	
5		(78)	PAR MR-16 Birdie-WFL 65w	R26
6		(271)	Standing Lamp	

Improved Topsy's



Other Paperwork

- While this paperwork doesn't automatically generate, having an updated plot is helpful
- Updated Shop order
- Load in schedule

THE GRAVESEND INN: A HAUNTED HOTEL SHOP ORDER

May 1st, 2020

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Conclusion

- Project was a success, the Haunted Hotel's lighting system is accurately represented digitally
- Hopefully this paperwork will smooth out lighting's load-in in the future
- I've gone from knowing basic Vectorworks functions to advanced use, and understand the workflow of drafting a large-scale project

What I would've done differently:

- Began drafting of the groundplan at an earlier date, as notes were only necessary for the lighting system
- Taken my own measurements of the attraction while it was in place
- Solidified workflow, as there were a few errors I needed to go back and correct

Thank You!

John Robinson - *Thank you for all the help, and for tolerating the hundreds of questions I've asked!*

Ellie Mallardi- *Thank you for being the best Professor a Crew Head could ask for!*

