

TVM - 2026

Q2Q Notes Sound

SQ 2 -
SQ 4 -
SQ 8 -
SQ 10 - **Boost Thunder Stem +7db**
SQ 12 -
SQ 14 -
SQ 16 -
SQ 18 -
SQ 20 -
SQ 22 -
SQ 24 -
SQ 26 -
SQ 28 -
SQ 30 -
SQ 32 - **Add f&s (0:01) of SQ30 in the group**
SQ 36? - **Weird Level, baby laugh?, pop also on the loop, drone is a little HOT overall**
SQ 38 -
SQ 40 - Ensure it f&s after when storm returns
SQ 42 - Louder thunder stem +7db, ensure the lead in isn't too firm
SQ 44 -
SQ 46 - Thunder stem too loud bring down -7db
SQ 48 -
SQ 50 -
SQ 52 - Weird cutoff of rain in the thunder stem, double check for that
SQ 54 -
SQ 56 - Slower fade time
SQ 58 - +7db Thunder & cut wind effect
SQ 60 - trim the tip of it to eliminate gap (0.07s or so)
SQ 62 - Integrated fade on the tail (7secs or so)
SQ 64 -
SQ 65 - NEW CUE - Silence into the car scene 0:01 snap Jo enters
SQ 68 -
SQ 70 - +7db on the thunder
SQ 72 -
SQ 74 -
SQ 76 -
SQ 78 -
SQ 80 -
SQ 82 -
SQ 84 - Delete the cue (Ensure nothing is grouped elsewhere before we do)
SQ 86 -
SQ 88 -

TVM - 2026

February 18th 2026

Design Chat w/Creative

Prelims - 3rd week of March

Finals - End of 1st week of April

- Sub in addition
- Sounds like a storm abstract blending of both
- Level of naturalism due to it being in the round
- Hera being the other worldly presence

Hera Moments

- Ancient being (classical instruments, and layering)
- Worship monologue

Rock

- Quick
- Diffusion with the sound

Calling Cues

- Some thunder to be called
- Underscore, blends
- Absence of the rain vs the silence (winds,
- Rain continues through
 - Silence but not taking out soundscape

Pre-show

- Hera is a 90s teen girl that energy, lesbian energy

Bows

- TBD (Think 90s lesbian)

Settings

- Greek countryside

Lightning

- Sound for the lighting (Strobe)

Play Around

- With the thunder (can have some highs and lows)

Have Fun

- Play around

TDC - 2026

Feb 17th - Rehearsal Notes

Overview

- Ran through a few of the last numbers first and then did a full run of the show sans Man in Chair integration (they have yet to integrate him, to happen Thursday)
 - I am planning on attending Thursday's rehearsal for Man in Chair integration
 - Hoping I will be able to pop in Friday night too, my own schedule depending (Additional Man in Chair work)
- Was able to hear every song! and really start to coordinate my observations for my mixing script with the additional added harmonies from ensemble/chorus throughout
- As well as generally continuing working away at adding mic cues and other notes to my script

Spit Take Flags

- Spit takes are used as a comedic gag throughout
 - There is a lot of "spit takes" throughout Scene 4 (Pg 28 onward) [we are talking like 7 in a row a lot] that happen to from Tottendale onto Underling, I just want to flag as we may need to consider that to avoid the mic heads getting water damage from the water
 - Additionally there is a spit take during the number *Love is Always Lovely* where Underling spits a LOT of water on Tottendale
- Just flagging as I am not 100% sure what best practice is in terms of using the rented mics and how to approach it (Aka do we cover mic heads with windscreens to mitigate water damage risk as a precaution or just risk it and hope there is no issue)

Physical/Blocking Related Notes

- A few moments Janet is doing cartwheels and other lifts, just a note to keep in mind
 - She also does several changes during *Show Off* so just a consideration when integrating mics
- Robert also wears a blindfold in *Accident Waiting to Happen* so could alter our mic placement, just a note [Cheek placement would be fine as long as opposite to the side he gets (slapped) on]
- Robert is on rollerblades in *Accident Waiting to Happen* just to note for us
- *I Do I Do In The Sky* there are 3 lifts that happen just a note for the mix

Dynamic Notes/Highlights

- Fancy Dress "Wedding Bells will ring" they sing this softer and then build up
- Bride's Lament "*Bunny Bunny*" ensemble builds

Josh's Specific Notes

- Sound of the band is to be a mix of the instrument dynamics as well as my mixing alteration (Would maybe be helpful maybe to have a meeting with Jo and band [Could be after sitz even cause that allows for a full sense])

Call Report - Acting 3 Winter 2024

Time: 6pm - 10pm

Date: 02/27/2024

Location: Mainstage

Created By: Anna Simmons

Attendance: A. Simmons, J. Espin, B. Wong, M. Strickland (8pm)

Absent: N/A

Objectives:

- Finish cabling
- Focus the speakers (JBL hung ones)
- Test system

Call Breakdown:

- Moved the speakers and subs to the edge of the stage allowing more clearance between the apron and big red
 - Measured distance from the CL and wall to ensure
- Finished cabling the main and subs and re-running lines through the pit to avoid having to deal with the limited apron space onstage for runs
 - Taped runs of cable w/black gaff and placed cable mats as needed down with vinyl
 - The house left was fine as is and we just had to re-lay the cable mats
 - We extended the HR run by just unravelling some of the coil, taped as needed
- Replaced the NL4 cable between the two subs to accommodate the shift in positioning
 - Labelled the cable "Sub *flower drawing*" to indicate the purpose of cable
- Prepped more runs/extensions and labelled the cables
- Worked with Scott to get the subs to work, after some troubleshooting all was resolved
- Sound out of subs and mains (behind big red)
- Moved the program video camera
 - Pulled gray Cat5 from the snake near the booth to use in the QLab rack later (And relabelled it "Dante"), and the additional box (forgetting the name right now so apologies) needed to run power
 - Labelled blue Cat5 "Camera" to plug into the wall for video feed and can give POE
- Worked with flys to determine pipe for hang
 - LX 35 is where we decided
 - Flew in the pipe, and mounted the camera
 - Realized our cable run would be a little short and in order to let lighting utilize their full time we were advised to hold off on setting it up
 - Struck the camera from position
- Finished cable tasks

- Cleaned up
 - We found an empty tote to use that we have labelled “A3” which contains various cables that are all labelled and the camera that we will need to mount

Next Steps:

1. Hang the camera
 - a. Call has been scheduled for that purpose, so will be dealt with
2. Any other smaller tasks
 - a. As we see fit!

Notes:

- Thanks for all the hard work today team!
- Major thank you to Scott for the guidance today!
- Team touched base at the end of the night to determine the next steps

Springworks

Show Report - April 11th, 2023

<i>Astro Hive</i> Start Time: 20:12pm	<i>Astro Hive</i> End Time: 20:43pm	Duration: 31 Minutes
Changeover Start Time: 20:43pm	Changeover End Time: 20:56pm	Duration: 13 Minutes
<i>Light Print</i> Run Time: 21:03pm	<i>Light Print</i> End Time: 21:30pm	Duration: 27 Minutes

Stage Managers: Anna Simmons & Micah Yeoman	Assistant Stage Managers: Lexie Bucovetsky & Alice Nguyen
Lighting Operator: Kate Chubbs	Sound Operator(s): Eli Young & Vincent Hau
Flys Operator: Alex Grozdanis	Dressers: Emma Haynes & Lily Stubbs

1.1. Show Summary

- 1.1.1. House opened at 19:30
- 1.1.2. House closed at 20:05
- 1.1.3. House count to be added later:

1.2. Astro Hive Tech Notes:

- 1.2.1. Audio needs to ensure mic is on SR during their pre-show, as SM team had to turn it on today
- 1.2.2. Monitors in the dressing room need to be on prior to show
- 1.2.3. Lx 26 was called slightly early on my part
- 1.2.4. Lx 39 was called slightly early on my part
- 1.2.5. Lx 41 was called slightly early on my part
- 1.2.6. Lydia's dress has begun to unravel, Lexie was able to tie it from further unravelling
- 1.2.7. Demetri's button fell off his shirt during the piece, he was able to pick it up off the ground
- 1.2.8. Tiffany had some costumes problems today, was taken up with the team

1.3. Light Print Tech Notes

- 1.3.1. AUD 12 and AUD 13 will be switching cue numbers. AUD 12 is now fading track 3. AUD 13 will be mic ON.
- 1.3.2. Turning off the blue lights behind the cyc will now be added to the SM changeover plan.
- 1.3.3. There were some issues with the audio comms and some cues were missed. This needs to be addressed tomorrow as it can impact the timing of cues.
- 1.3.4. LX 34 and AUD 14 will no longer be called on the same G/O

Run Through Notes - The Division 12/04

- 101: Timing good, could maybe be a second later but sounded good
- 244: Call on the line "worn"
- 270: sounded alright
- 283: was either really quiet or
- MIC CUE OSC Commands need integration for Avery's bit as others exit car
- 300 Vibe Shift
- 310: Time warp "Sharp and steel"
- the rain stayed in for a while is it supposed to? do we need a fade
- Bells sounded alright
- 322 we need to fix it up, accidental autofollow (FLAG THAT PART)
- MIC OFF CUE NEEDED
- 330 was autofollowed, David removed that, fired on time
- fade out on cow?
- California MIC ON OSC NEEDED (Came in a bit hot)
- 340 clocks chime
- 345 fine, maybe louder (if andrew asks)
- 350: fine
- MIC OUT NEEDED AS TOM EXITS
- 357 KITCHEN: is it too loud?
- PAUSED BETWEEN 363 & 367 to edit/revise
- 365: added shift from last barricade to pub (
- 367: Drone
- CUT 368 (DELETED)
- 369: drones pt 2: do we want it to be called earlier
- 370: not in QLab yet
- 371: fine
- 374: CUT
- 375: Transition to Lviv, sounded fine, fade of Norwich added in
- 380: To California
- MIC ON CUE NEEDED FOR INTRO TO CALIFORNIA MAYBE BRING DOWN LEVEL
- 383 MIC OUT CUE when Tom is done "Frustrated man"
- 385: Transition to Auschwitz (Maybe look at this more)
- MUSEUM MIC ON OSC needed
- 386 out
- MUSEUM MIC OFF?
- 395 Exit bus
- 400 Mic On
- 402 Michael's Mic out?
- 404 drone (lower)
- 405 Fade drone (longer fade?)
- 406 pedestrians
- 410 Fade to water
- 412 CUT
- 415 Dry splash

- 420 fade amb
- 422 Tom playing recorded
- 425 clock transition
- 430 dark chime
- 435 reverberated dark chime
- 440 triangle
- 445 dramatic chime
- 450 reverse dramatic chime
- 460 Ukraine AF (David deleted it)
- 465 what?... is that Landon's speech
- 467: Train
- 468: train rolling stop
- 470: rivers and streams
- 475: library (maybe bring it down more) had an autofollow we removed, come back and REVISE THIS
- 480: Fade
- 485: bell
- 490: bell
- 495: doorbell
- 500: doorbell
- 501 door opens, revise the time on that one
- 505 fade & stop street & rivers
- 507: bells isolated & pocketwatch sounds
- 508: bells isolated
- 508.2 jumped cues (actors)
- 508.4 dong
- 509 CUT
- 510 snapshot
- 512 CUT
- 513 CUT
- 520 reverse doorbell
- 523 & 524 CUT
- 527 Hospital Ambi (Cut cue later?)
- 528 iPhone ding
- 529 iPhone ding
- 530 iPhone ding
- 534 iPhone ding
- 535 iPhone ding (note: says longer in SM sheet, do we want to change the rate of this?)
- 536 CUT
- 540 pocketwatch
- 550 fade & stop pocketwatch into curtain
- 555 fade 270 chervona ruta
- 560 fade 270 chervona ruta stop

The Lightning Thief - Sitzprobe Notes

General Notes:

- Band is on top of the set
- Each performer is mic'd for the duration of the show
 - Percy: Sings quite high at times so LPF
 - 13 total?
 - 3/13 are only the singular roles no ensemble
 - Track where people are singing so you can make a track and or program a group fader on ensemble (only if that would work)
- Full band mix in monitors is the goal

Specific Notes:

- Song 1 (All)
 - Group song at start, seems like everyone is on
 - Solo moment (Peaks, filter this vocal)
 - There's some talking in it
 - Lot of group singing here
 - A talking point of a narrator type thing, change preset maybe here
 - Band moment here, solo
 - No band just dialogue moment
 - Another band solo moment after
 - Solo with some scoring after
 - A lot of dialogue throughout so timing will be interesting here (monitor volumes)
 - Spooky moment with band solo
 - Percy solo, quiet part with band
 - Group ending of the song
- Song 2 (Percy & Annabeth?)
 - Guitar
 - Duet
 - Chimes in there too at times, then the drums come in too after the chorus 1
 - Dialogue bits in there too
 - Key Change, Percy solo
 - Bold instrumental here
- Song 3
 - Band plays soft while they talk still

- Spooky moment into vocals
- Super big instrumental here wow
- Passes out, music disappears
- Music comes in alone
- Moments of dialogue within the track
- Song 4?
 - **Melodica (Mr D)**
 - Bluesy vocals
 - Solo
 - Talking bits
 - Swing rhythms
 - Another vocalist (maybe 2 cant tell) comes by to talk to Mr. D during the song
 - Then another vocalist come sin and another piece of dialogue between Percy and someone
 - Talking over vocals during the end of the song too
- 4a
 - “Where’s my mom” SB
 - Piano comes in during dialogue between Percy & other (idk the character)
 - Low vocals, very low from one vocalist
 - Piano and vocals
 - Percy and instruments, key change
 - Another vocalist comes in and the key changes again
 - That same vocalist takes a solo moment
 - More dialogue between
 - Grover and Percy talk
 - Vocalist returns to solo
 - Percy joins in
- Song 5?
 - Rock moment
 - Elec guitars
 - Melodica is back in
 - High note from one of the vocalists
 - High notes from a few vocalists so limit this one if possible
 - Talking points in the song with scoring under
 - Short instrumental, then they yell

- Guitar solo for 16ish bars (idk length)
- Then one of the vocalists speaks
- Solo from a vocalist now
- Intense vocals and scoring the whole time
- Song 6a
 - It's not me its the toilet
 - Instrumental solo interlude
 - Spooky music again
 - "Ooooo" they sing? Idk
- Song 7?
 - "Water just spoke to me"
 - Guitar soft, some talking
 - Melodica here?
 - "To the gods"
 - Group singing, ensemble work here
 - Then all sing together
 - Soloist (high register)
 - Grover solo
 - Bass solo (lowwww vocals)
 - Then talking again
 - Another soloist
 - "Oh noooo" monitor volume
 - Talking leading up
 - Percy's solo, key change
 - Then they stop him
 - Sings again
 - Cheering as group
 - Group singing again
 -
- Song 7a?
 - "To my dad"
 - Deep ambience from band while talking happens
 - Thunder SFX?
 - Then spooky moment
 - More vocalists here
 - Spooky ambience builds more
 - Percy speaks over it

- Other vocalists also speak
- They sing on top of the rumble and spooky music
- Loud
- Then solo from a vocalist (high pitch, caution)
- Song 8?
 - “They’re going to expel me again.”
 - “Truly sorry”
 - Band comes in, upbeat moment
 - Percy solo
 - Heavy on the drums
 - Slows down and Percy sings
 - Ensembles joins in bgnd
 - Instrumental picks up and Percy solo
 - Others join in again
 - Solos again
 - Pause, solo no instrumental
 - Piano
 - Higher Percy solo with minimal instrumentals
 - Ensemble bgnd again
 - High notes Percy
- 10
 - “From this world”
 - Percy solos
 - Grover too?
 - Another vocalist comes in
 - High notes
 - Duet?
 - Group ending

-
-
-

Questions

- Is the keyboard running effects internally or externally?
- Pedalboards? (Just want to know how we need to have it incorporated, if needed)
- **Melodica? How are we doing this?**

Call Report - Acting 4 at [REDACTED]

Time: 5pm - 7:20pm

Date: 11/15/2023

Location: [REDACTED]

Created By: Anna Simmons

Assigned: A. Simmons

Attendance: A. Simmons [REDACTED]

Absent: N/A

Objectives:

- Do levels for “Eventually, We Land”

Call Breakdown:

- Did levels for “Eventually, We Land”
 - Got through all of the cues, except [REDACTED]
 - Have yet to level pre & post show elements, will happen on Thursday at tech time

Next Steps:

1. Go and fix the items noted during tech time on Thursday
2. Build a new [REDACTED]
3. Build a [REDACTED]

Thoughts on Call:

- Quite succesful, went fairly smooth and were able to cover most of what I wanted to during the time
- Major shoutout to the actors for being understanding the goals of production and allowing us to work over here in audio land without interruptions or interference

Notes:

- Fix levels for [REDACTED]
- Rebuild the [REDACTED]
- Build c [REDACTED]
- Add effects on the [REDACTED]

Call Report -

Time: 1pm - 4pm

Date: 11/15/2023

Location:

Created By: Anna Simmons

Assigned: A. Simmons

Attendance: A. Simmons

Absent: N/A

Objectives:

- Prepare for levels
- Preset sound levels
- Connect to Mac
- Patch everything in QLab
- Any other audio tasks that may arise

Call Breakdown:

- Began with finishing, sourcing and building the last few cues for both productions.
- Then, relabelled the QLab file and began ensuring all cues were in the file and audio folder within the bundle.
- Renamed the bundle.
- Logged into the computer via Ethernet, and began patching accordingly.
- Tested some baseline levels through the space.
- Revised paperwork in preparation for levels

Next Steps:

1. Start levels
2. Keep noting down elements that might need additional time (to do in Tech Time)
3. Clean up the QLab files further
4. Keep updating documentation
5. Any other tasks that emerge in the process

Thoughts on Call:

- Fairly productive time, got a lot done and feeling ready for levels.

Notes:

- If there's a patching problem or it gets reset make sure to set the masters to -30db unless told otherwise by
- Needing a USB C to Ethernet for later this week

Call Report - Acting 4 at

Time: 7:40pm - 10pm

Date: 11/15/2023

Location:

Created By: Anna Simmons

Assigned: A. Simmons

Attendance: A. Simmons

Absent: N/A

Objectives:

- Do levels for "Click Bush Train Bug"

Call Breakdown:

- Did levels for "Click Bush Train Bug"
 - Got through most of the cues with the exception of the
 - Have yet to level

Next Steps:

1. Go and fix the items noted during tech time on Friday
2. Level the rest of the cues

Thoughts on Call:

- Successful, got through the majority of the cues with a few exceptions that and I decided would be better to run with more time on Friday
- Overall, would give it a 8/10 as would have liked to get through everything but am also okay with us not getting to everything as there isn't much left to do

Notes:

- Level remaining cues
- Loop
- Add reverb to

Call Report - Acting 4 at [REDACTED]

Time: 6 - 10pm

Date: 11/16/2023

Location: [REDACTED]

Created By: Anna Simmons

Call: Q2Q - Eventually, We Land

Assigned: A. Simmons

Attendance: A. Simmons

Absent: N/A

Objectives:

- Q2Q the entire show
- Fix any cues that need alterations
- Cut any that might no longer be necessary
- Plan timing with lighting

Call Breakdown:

- Began by updating some cues with new audio cues/revised
- [REDACTED] lead the Q2Q and we worked scene by scene to ensure we hit all the cues
- Adjusted some levels with the actors as they would be in scene
- Changed some cues to autofollows/continues as needed
- Removed some autofollows/continues as needed
- Adjusted timing of cues (including pre-wait and post-wait)
- Modified all group cues to timeline mode that needed the finer precision editing
- Added and removed fades & stops as needed
- Renumbered the cues

Next Steps:

1. Tech notes as needed
2. Have a dress rehearsal
3. [REDACTED]
4. Rebuilt the bow music cue with fades and follows as needed

Thoughts on Call:

- Was a little close on time but we got through all the cues in the end
- A few might need more tweaking as there was limited quiet time during the earlier prep call
- [REDACTED]

Notes:

- Thanks [REDACTED] for the adapter!

- Updated the QLab file in the [REDACTED] audio Mac at the end of the Q2Q (and throughout)
- Established list of remaining elements that might need tech time (not many)
 - Post show
 - [REDACTED]
- Thank you stage management for being so ontop of things tonight

Call Report - Acting 4 at [REDACTED]

Time: 10:00am - 2:00pm

Date: 11/16/2023

Location: [REDACTED]

Created By: Anna Simmons

Call: Tech Time - Eventually, We Land

Assigned: A. Simmons

Attendance: A. Simmons

Absent: N/A

Objectives:

- Do tech edits for "Eventually, We Land"
- Fix a few cues that need tweaks in consultation and collaboration with [REDACTED]

Call Breakdown:

- Began by finishing levelling the few cues we did not get to the previous call.
- Rebuilt a few cues that needed adjustments.
- Overhauled 4 cues and rebuilt as needed
- Did pre and post show music.
- Updated the QLab file to a newer version (11/16) with updated changes
- Went through each cue with [REDACTED] to ensure clarity, kind of a pre Q2Q prior to Q2Q

Next Steps:

1. Do Q2Q
2. Finish building over the chunk of time in the afternoon
3. Figure out whats happening with the [REDACTED] (aka throw it back in Logic Pro X and run some effects & EQ)
4. Update paperwork
5. Update hours tracking

Thoughts on Call:

- Overall successful, very productive for the time we had
- 9/10 if I had to rank it, only thing would be if we already leveled the previous call which is so fine that we ran out of time!

Notes:

- Thanks [REDACTED] for the adapter!
- Updated the QLab file in the [REDACTED] audio Mac

Call Report - Acting 4 at [REDACTED]

Time: 6:00 - 10:00pm

Date: 11/17/2023

Location: [REDACTED]

Created By: Anna Simmons

Call: Q2Q - Click, Bush, Train, Bug

Assigned: A. Simmons

Attendance: A. Simmons [REDACTED]

Absent: N/A

Objectives:

- Do Q2Q for "Click Bush Train Bug"
- Fix a few cues
- Clean up file
- Update the paperwork

Call Breakdown:

- Started by logging into the [REDACTED] audio mac
- Made some changes to the cues
 - Removed cues: [REDACTED]
 - Added cues: [REDACTED]
 - Edited cues: 21 (+3db), [REDACTED]
- Made changes within the QLab file
- Changed some cue numbers to ease confusion
- Switched a few cues from manual to auto follows/continues
- Added a few pre/post waits as needed
- Changed fade length on several elements
- Spent adequate time to level the cues ([REDACTED] is very loud so warning may need to be issued if its not already)

Next Steps:

1. Update paperwork with new numbers and proper amount of cues
2. Finish building post show music and bows
3. Clean up QLab file

Thoughts on Call:

- Got everything done except the bows and post show with time to spare
- Very productive, things went very smooth overall
- 9.5/10 rating

Notes:

- Thanks [REDACTED] for the ethernet adapter!
- Saved and updated the QLab file in the [REDACTED] audio Mac
- Massive shout out to the cast for being so patient and helpful during the Q2Q!

Call Report - Acting 4 at [REDACTED]

Time: 10:00am - 12:00pm

Date: 11/17/2023

Location: [REDACTED]

Created By: Anna Simmons

Call: Tech Time - Click Bush Train Bug

Assigned: A. Simmons

Attendance: A. Simmons [REDACTED]

Absent: N/A

Objectives:

- Do tech edits for "Click Bush Train Bug"
- Fix a few cues
- Get the [REDACTED] sequence leveled ahead of Q2Q

Call Breakdown:

- Went through cue by cue to ensure levels were at a good point to go into Q2Q with actors tonight
- Chatted with [REDACTED] to get the ideas for how we wanted to do the [REDACTED] sequence
- Fixed the train sequence and added in new fades & simplified the calling for [REDACTED]
- Cut the unnecessary cues as per directors discretion
- Updated paperwork (partially)
- Added in effects for some other cues
- Adjusted time of other cues

Next Steps:

1. Do Q2Q
2. Update paperwork

Thoughts on Call:

- Very successful given the limited time, felt like it was well utilized.
- The [REDACTED] sounds cool
- 9.5/10 rating

Notes:

- Thanks [REDACTED] for the ethernet adapter!
- Saved and updated the QLab file in the [REDACTED] audio Mac

Call Report - Acting 4 at [REDACTED]

Time: 2:00 - 6:30pm

Date: 11/18/2023

Location: [REDACTED]

Created By: Anna Simmons

Call: Dress Rehearsal - Eventually, We Land

Assigned: A. Simmons

Attendance: A. Simmons

Absent: N/A

Objectives:

- Do dress rehearsal for *Eventually, We Land*
- Take notes

Call Breakdown:

- Did 2 runs
 - 1st Run: Hard to hear with hazer noise, so was not the best for checking audio
 - 2nd Run: Post-cutting scenes and less hazer. (Stayed an extra ½ hour to get through it)
- [REDACTED] came in to see it!
 - Notes: Scenes were cut so we cut cues [REDACTED]
- Took notes for changes (more detailed ones with me on paper)
 - Increase volume: SQ 10, SQ 26, SQ 36, SQ 100
 - Look at in general: SQ 50, SQ 107, SQ 110
 - Timing notes: SQ 15, SQ 37, SQ 45, SQ 46
- Was difficult to get a good read on levels and sound in general as the hazer was making noise (louder than before) for the majority of the cues

Next Steps:

1. Adjust levels as needed and make other fixes
 - a. Increase volume: SQ 10, SQ 26, SQ 36, SQ 100
 - b. Look at in general: SQ 50, SQ 107, SQ 110
 - c. Timing notes: SQ 15, SQ 37, SQ 45, SQ 46
2. Update paperwork

Thoughts on Call:

- The entire first run was hard to hear because of the hazer so was not able to get a good read on levels, couldn't even hear cues at times

[REDACTED]

[REDACTED]

Notes:

- Thanks, [REDACTED] for the ethernet adapter!
- Saved and updated the QLab file in the [REDACTED] audio Mac

Call Report - Acting 4 at

Time: 10:00am - 1:00pm

Date: 11/18/2023

Location:

Created By: Anna Simmons

Call: Tech Time - Eventually, We Land

Assigned: A. Simmons

Attendance: A. Simmons

Absent: N/A

Objectives:

- Do tech edits for "Eventually, We Land"
- Clean up QLab file

Call Breakdown:

- Ran through a few things as needed
 - SQ [redacted] boosted by +3db
 - [redacted] reduced by 2s
 - Flagged SQ [redacted] as being a little quiet, wanting to see how it runs before adjusting
- Cleaned up the QLab file

Next Steps:

1. Do Dress Rehearsal
2. Update paperwork

Thoughts on Call:

- Did not get too much done (as there was not much in the audio department to do at that point)
- 6/10

Notes:

- Thanks [redacted] for the ethernet adapter!
- Saved and updated the QLab file in the [redacted] audio Mac