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THEATRICAL LIGHTING DESIGN



ARCHITECTURAL LIGHTING DESIGN

In	For	Spot 1	Spot 2
On To 10C, at	Transition		
era™	Nacarelli Scene		
et Aside	Aside	P/U Margaret 3Q@FL/F1+2	
Aside	Restore	Fade Out	
on to 6A	Shift to Hallway DL		
The Joy You Feel	Musical Number	P/U Franca 3Q@FL/F1+2	P/U Clara 3Q@25/F1+2
kits			Fade Out FRAME CHG 1
The Joy You Feel	Restore, Tea Party	Fade Out FRAME CHG 1	
nd Fabrizio Cross	Clara		
et Aside	Margaret Aside	P/U Margaret 3Q@FL/F1	
ide	Restore	Fade Out	
shift	Transition		

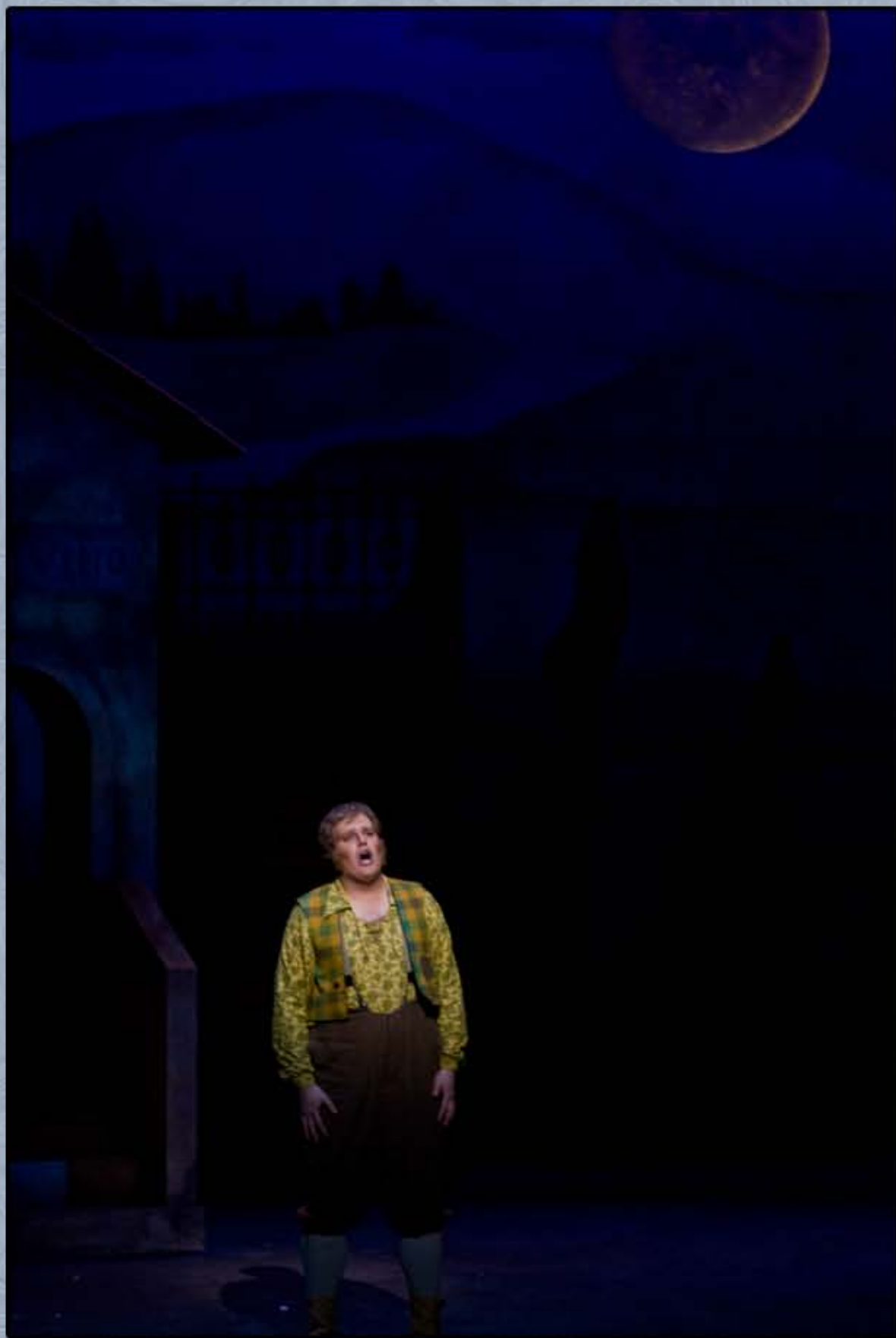
ASSISTANT LIGHTING DESIGNER

GAETANO DONIZETTI'S
L'ELISIR D'AMORE

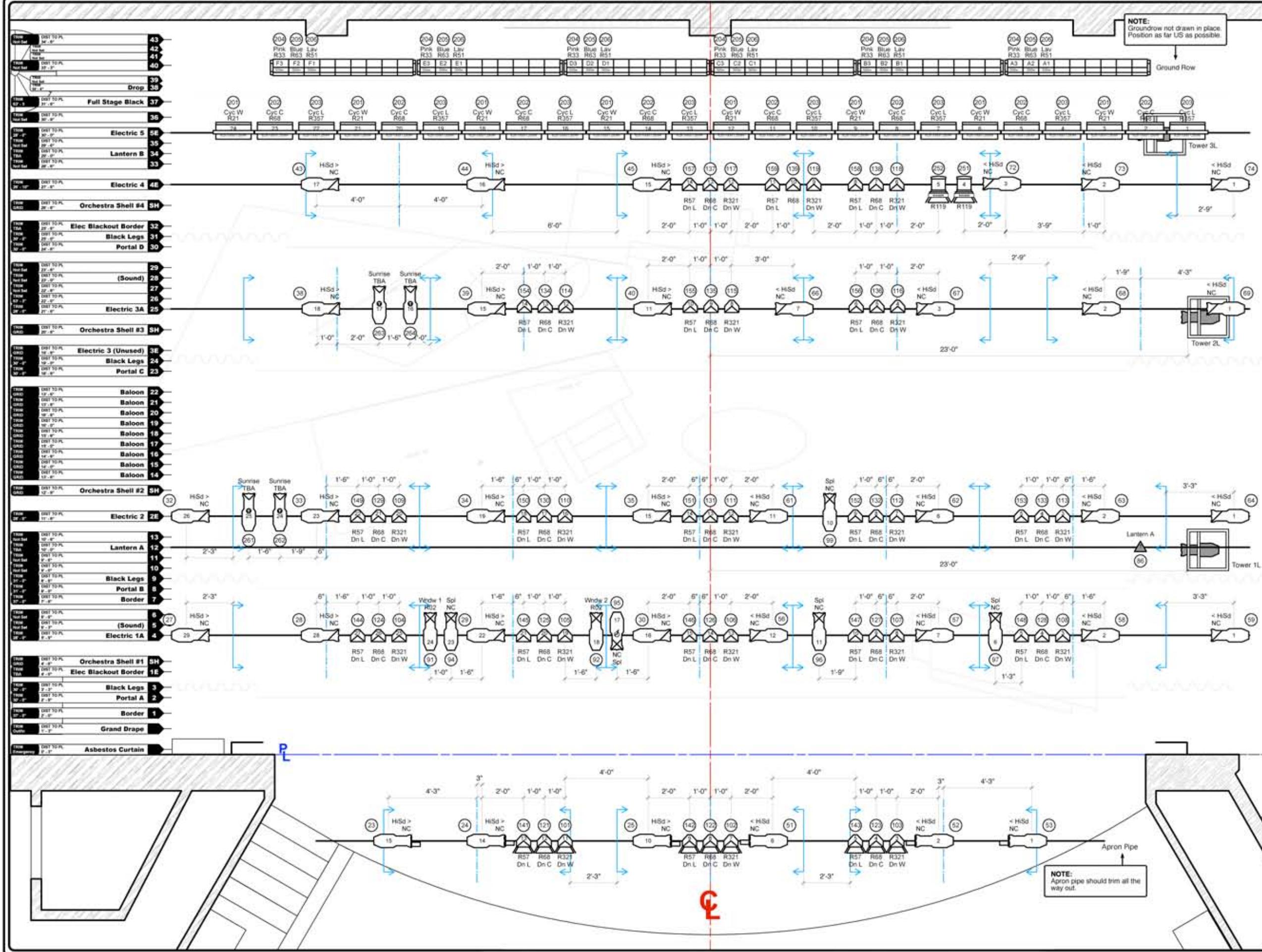
DIRECTED BY STEVEN LACOSSE

LIGHTING DESIGN

A.J. FLETCHER OPERA INSTITUTE - FEBRUARY 2009







NOTE: Groundrow not drawn in place. Position as far US as possible.

Key To Instrumentation

- ETC Source IV 50° 575w
- ETC Source IV 36° 575w
- ETC Source IV 26° 575w
- ETC Source IV 19° 575w
- ETC Source IV 10° 575w
- ETC Source IV Zoom Ellipsoidal 575w
- ETC Source IV Par WFL 575w
- Altman Ground Cyc 3-cir 12-cell 500w
- Strand Iris
- ARRI Daylight 1.2k
- PAR16 Birdie
- PAR56 WFL
- 6° Fresnel
- Scenery Practical

Legend

- Cool Fill
- R50
- Color
- Lens Distortion
- Template
- Unit Number
- 750w Lamp
- Channel Number
- Purple
- Top Hat
- Half Hat
- Short Hat
- Short Half Hat
- Aqueous Iris
- CMI Color Scroller
- Edge Douser
- Barn Doors
- Lamp/Lens Orientation
- Top Hat
- Half Hat
- Short Hat
- Short Half Hat
- Aqueous Iris
- Cone Filter
- GAM Filter

Revisions

Revision	Description	Date
A	Rough	12-24-2008
B	Approval	01-05-2009
C	Shop Pull	01-07-2009
D	Load-In	01-15-2009
E	Focus	01-20-2009
F	Final!	01-30-2009

AJ Fletcher Opera Institute
presents...
L'elisir d'amore
- Light Plot -
January 2009

The Stevens Center
Winston-Salem, NC

Directed By: Steven LaCrosse
Lighting By: Sean C. Beach
Scenery By: Jessica Morretti

Assistant LD: D. Alex Bright
Production Elec: Curtis Sharma
Master Elec: Michelle Chasteen
Assistant ME: Roya Abab

Scale: 1/2" = 1'-0"

Drawn By: S. Beach
Drawn On: 12/24/2008
Revised: 01/07/2009

Plate #
1
Of 6

NOTE: Apron pipe should trim all the way out.

L'elisir d'amore

Magic Sheet

Front Light

Dead On

9 10 11
6 7 8
1 2 3 4 5

High Sides

From SR

41 42 43 44 45
36 37 38 39 40
31 32 33 34 35
26 27 28 29 30
21 22 23 24 25

From SL

71 72 73 74 75
66 67 68 69 70
61 62 63 64 65
56 57 58 59 60
51 52 53 54 55

Down / Back

R321

119
117 118
114 115 116
109 110 111 112 113
104 105 106 107 108
101 102 103

R68

139
137 138
134 135 136
129 130 131 132 133
124 125 126 127 128
121 122 123

R57

159
157 158
154 155 156
149 150 151 152 153
144 145 146 147 148
141 142 143

Cyc Lights

R17 **R68** **R80**
201 202 203

Toner

R17 161 162 163 164 165 166 167
R365 171 172 173 174 175 176 177
R57 181 182 183 184 185 186 187

Cyc Back Lights

R33 **R63** **R51**
204 205 206

Moon

251 252 (250)

Misc.

Nemorino 95
Vino 98
Baloon 271
Curtain 291
Portal 292

Towers

	Floor	Mid	High	Nt Mid	Nt Head
SCROLLER	213	223	233	243	246
SCROLLER	212	222	232	242	245
SCROLLER	211	221	231	RBB 241	RBB 244

Houses

House B DSR	House C DSR	House A CR	House E DSL
81	83	84	85
82			

Conductor 500

L'elisir d'amore

EOS GROUPS

1	2	3	4	5	6	7	8	9	10
Warm Down	All Warm Toners	Warm Toner SL	Warm Toner Balc	Warm Toner SR	Houses		Cyc Warm	Cyc Cool	Cyc Dark
11	12	13	14	15	16	17	18	19	20
Cool Down	All Cool Toners	Cool Toner SL	Cool Toner Balc	Cool Toner SR					
21	22	23	24	25	26	27	28	29	30
Lav Down	All Lav Toners	Lav Toner SL	Lav Toner Balc	Lav Toner SR		All CXI Towers	Side CXI Tower 3	All Tower 3	Tower 3 Night
31	32	33	34	35	36	37	38	39	40
						All Night Towers	Side CXI Tower 2	All Tower 2	Tower 2 Night
41	42	43	44	45	46	47	48	49	50
All Face Light	Apron Face Light		High Sides From SR	High Sides From SL			Side CXI Tower 1	All Tower 1	Tower 1 Night

VISUAL RESEARCH



EUGENE O'NEILL'S
AH WILDERNESS!

DIRECTED BY LAURA HENRY

LIGHTING DESIGN

NORTH CAROLINA SCHOOL OF THE ARTS - NOVEMBER 2008



PHOTO BY ALLEN AYCOCK



PHOTO BY ALLEN AYCOCK



PHOTO BY ALLEN AYCOCK



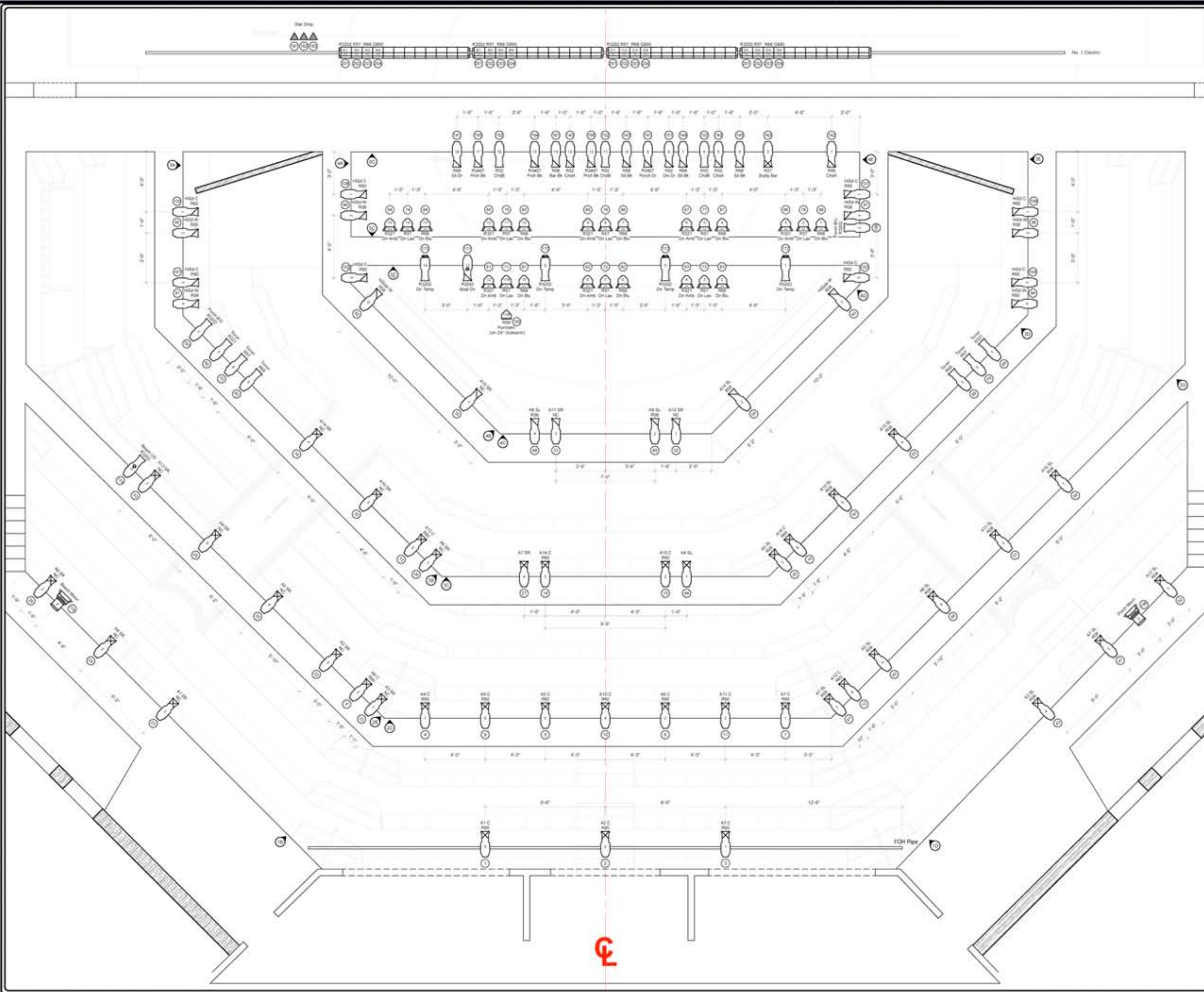
PHOTO BY ALLEN AYCOCK



PHOTO BY ALLEN AYCOCK



PHOTO BY ALLEN AYCOCK



Key To Instrumentation

- Source IV 18' - 875w
- Source IV 24' - 875w
- Source IV 36' - 875w
- Source IV 36' - 750w
- Source IV 18' - Stroke Cap
- Source IV Par MFL
- Source IV Parrel
- ARI Daylight 1.2k Fresnel (w/ Choker & Barn Doors)

Legend

- Grid 10'
- Grid 20'
- Grid 30'
- Grid 40'
- Grid 50'
- Grid 60'
- Grid 70'
- Grid 80'
- Grid 90'
- Grid 100'
- Grid 110'
- Grid 120'
- Grid 130'
- Grid 140'
- Grid 150'
- Grid 160'
- Grid 170'
- Grid 180'
- Grid 190'
- Grid 200'
- Grid 210'
- Grid 220'
- Grid 230'
- Grid 240'
- Grid 250'
- Grid 260'
- Grid 270'
- Grid 280'
- Grid 290'
- Grid 300'
- Grid 310'
- Grid 320'
- Grid 330'
- Grid 340'
- Grid 350'
- Grid 360'
- Grid 370'
- Grid 380'
- Grid 390'
- Grid 400'
- Grid 410'
- Grid 420'
- Grid 430'
- Grid 440'
- Grid 450'
- Grid 460'
- Grid 470'
- Grid 480'
- Grid 490'
- Grid 500'
- Grid 510'
- Grid 520'
- Grid 530'
- Grid 540'
- Grid 550'
- Grid 560'
- Grid 570'
- Grid 580'
- Grid 590'
- Grid 600'
- Grid 610'
- Grid 620'
- Grid 630'
- Grid 640'
- Grid 650'
- Grid 660'
- Grid 670'
- Grid 680'
- Grid 690'
- Grid 700'
- Grid 710'
- Grid 720'
- Grid 730'
- Grid 740'
- Grid 750'
- Grid 760'
- Grid 770'
- Grid 780'
- Grid 790'
- Grid 800'
- Grid 810'
- Grid 820'
- Grid 830'
- Grid 840'
- Grid 850'
- Grid 860'
- Grid 870'
- Grid 880'
- Grid 890'
- Grid 900'
- Grid 910'
- Grid 920'
- Grid 930'
- Grid 940'
- Grid 950'
- Grid 960'
- Grid 970'
- Grid 980'
- Grid 990'
- Grid 1000'

- Notes**
- All units on 18' centers unless otherwise noted or dimensioned
 - All instruments to be hung 8' from unit unless two-fer is indicated in plot
 - Please leave adequate excess cable to flexibility during focus
 - House lights should be pitched to Ch 250
 - Side lights should be pitched to Ch 251 and parked at full up start-up main
 - Larks on the SC Catwalk should be parked out 30' from plot
 - Source IV Parrel on the SC Catwalk should be hung on 12' subarms
 - Source IV Parrel on the SC Catwalk should be hung on a 24' subarm
 - All units on the SC and EC should be hung on lower rung
 - Please note lens orientation down on all Source IV Parrel
 - ARI Fresnels should have R113 frost placed in a position beyond the snapper
 - Warm Pipe Ties should be parked on the last foot of the hanging run

Revisions

A	Preliminary	09-27-2008
B	Rough Approval	10-10-2008
C	Lead to Plot	10-15-2008

The North Carolina School of the Arts
presents
Ah Wilderness!
- Light Plot -
October 2008
Proscenium Thrust Theatre
Performance Place, LNCSCA

Directed By: Laura Henry
Lighting By: Sean C. Beach
Scenery By: Howard Jones

Assistant LD: Rob Ross
Production Elec: Curtis Sharma
Master Elec: Eric Pugh
Assistant ME: Michele Chasteen

Scale: 1/2" = 1'-0"

Drawn By: S. Beach
Drawn On: 09/14/2008
Revised: 10/15/2008

Plate #
1
of 3

Front Light

From SR					Dead On					From SL				
33	34	35	36		13	14	15	16		53	54	55	56	
28	29	30	31	32	8	9	10	11	12	48	49	50	51	52
24	25	26	27		4	5	6	7		44	45	46	47	
21	22	23			1	2	3			41	42	43		

Down / Back

R22					R57					R68				
64	65	66	67	68	74	75	76	77	78	84	85	86	87	88
61	62	63			71	72	73			81	82	83		

Warm High Sides

221	- COLLAGE -	222
95	96 • 97	98
91	92 • 93	94

Cool High Sides

231	- COLLAGE -	232
105	106 • 107	108
101	102 • 103	104

Toners

<u>R22</u>	60	69	<u>R22</u>
<u>R57</u>	70	79	<u>R57</u>
<u>R68</u>	80	89	<u>R68</u>

Voms

<u>Warm</u>	111	121	<u>Warm</u>
<u>Cool</u>	112	122	<u>Cool</u>
<u>Hall</u>	113	123	<u>Hall</u>

Cyc Lights

<u>R3202</u>	<u>R57</u>	<u>R68</u>	<u>G850</u>
201	202	203	204
211	212	213	214

Scene Specific Specials

Sitting Room Door	141	Beach Boat Vignette	171
Sitting Room Fan	142	Beach Down Templates	172
Sitting Room Windows	143 144 145	Beach Moon Light	173
Sitting Room Chandeliers	146 147	Beach US Template	176
Sitting Room Fireworks	148 149		
		Stars	181 182 183
Dining Room Door	151		
Dining Room Fan	152	Porch Door	191
Dining Room Chandelier	156	Porch Hurricane Lamp	192
		Porch Windows	193 194 195
Bar Door	161	Porch Moon Light	196
Bar Slutt	162	Porch Breakup	197 198

House 250 Aisle 251

Lighting By Sean C. Beach
Assisted By Rob Ross

Production Electrician, Curtis Sharma
Master Electrician, Erik Plath

Channel	Dim	N1	N2	Position	Unit Type, Accessories, Watts	Purpose	Color/Temp
(1)	154			FOH Pipe	3 S4 19°+ 575w	A1 C	R60+R132
(2)	159			FOH Pipe	2 S4 19°+ 575w	A2 C	R60+R132
(3)	151			FOH Pipe	1 S4 19°+ 575w	A3 C	R60+R132
(4)	158			Catwalk 2C	7 S4 19°+ 575w	A4 C	R60+R132
(5)	155			Catwalk 2C	5 S4 19°+ 575w	A5 C	R60+R132
(6)	152			Catwalk 2C	3 S4 19°+ 575w	A6 C	R60+R132
(7)	148			Catwalk 2C	1 S4 19°+ 575w	A7 C	R60+R132
(8)	163			Catwalk 2B	2 S4 19°+ 575w	A8 C	R60+R132
(9)	157			Catwalk 2C	6 S4 19°+ 575w	A9 C	R60+R132
(10)	156			Catwalk 2C	4 S4 19°+ 575w	A10 C	R60+R132
(11)	150			Catwalk 2C	2 S4 19°+ 575w	A11 C	R60+R132
(12)	147			Catwalk 2D	6 S4 19°+ 575w	A12 C	R60+R132
(21)	187			Catwalk 1B	1 S4 19°+ 575w	A1 SR	R132
(22)	162			Catwalk 2B	3 S4 19°+ 575w	A2 SR	R132
(23)	160			Catwalk 2B	1 S4 19°+ 575w	A3 SR	R132
(24)	188			Catwalk 1B	2 S4 19°+ 575w	A4 SR	R132
(25)	164			Catwalk 2B	4 S4 19°+ 575w	A5 SR	R132
(26)	115			Catwalk 3B	1 S4 19°+ 575w	A6 SR	R132
(27)	113			Catwalk 3C	4 S4 19°+ 575w	A7 SR	R132
(28)	189			Catwalk 1B	4 S4 19°+ 575w	A8 SR	R132
(29)	166			Catwalk 2B	5 S4 19°+ 575w	A9 SR	R132
(30)	117			Catwalk 3B	3 S4 19°+ 575w	A10 SR	R132
(31)	80			Catwalk 4C	3 S4 26°+ 575w	A11 SR	R132
(32)	76			Catwalk 4C	1 S4 26°+ 575w	A12 SR	R132
(41)	145			Catwalk 2D	7 S4 19°+ 575w	A1 SL	G365+R132
(42)	146			Catwalk 2D	5 S4 19°+ 575w	A2 SL	G365+R132
(43)	181			Catwalk 1D	4 S4 19°+ 575w	A3 SL	G365+R132
(44)	108			Catwalk 3C	1 S4 19°+ 575w	A4 SL	G365+R132
(45)	105			Catwalk 3D	7 S4 19°+ 575w	A5 SL	G365+R132
(46)	144			Catwalk 2D	4 S4 19°+ 575w	A6 SL	G365+R132
(47)	179			Catwalk 1D	3 S4 19°+ 575w	A7 SL	G365+R132

LANFORD WILSON'S
BALM IN GILEAD

DIRECTED BY LAURA HENRY

LIGHTING DESIGN

NORTH CAROLINA SCHOOL OF THE ARTS - MARCH 2008



WINSTON-SALEM LIGHT PROJECT

LIGHTING DESIGN

ARCHITECTURAL LIGHTING DESIGN MASTER CLASS

NORTH CAROLINA SCHOOL OF THE ARTS - NOVEMBER 2008



LIGHT PAINTING INSPIRED BY DUTCH ARTIST, SJER JACOBS' PAINTING "MEETING" (LEFT)

MASTER CLASS TAUGHT BY PAUL GREGORY OF FOCUS LIGHTING AND JONATHAN SPEIRS OF SPEIRS AND MAJOR ASSOCIATES

ADAM GUETTEL'S THE LIGHT IN THE PIAZZA

LIGHTING BY NORMAN COATES

ASSISTANT LIGHTING DESIGN

PIEDMONT OPERA - OCTOBER 2008

The Light in the Piazza PIEDMONT OPERA

FRONT LIGHT G1					BACK LIGHT G9						
14	15	16	17	18	103	104	105				
9	10	11	12	13	81	82	83	84			
4	5	6	7	8	77	78	79	80			
1	2	3			71	72	73	74	75	76	
HI SIDES G3> G4<					COOL FRONT G2			ARCHES (C) G7			
63	64	43/65	44	45	25	26	27	96	95	101	102
60	61	40/62	41	42	21	22	23	294	94	100	300
57	58	37/59	38	39	DOWN FILL G5			ARCHES (W) G8			
54	55	34/56	35	36	126			116	115	121	122
51	52	31/53	32	33	125			314	114	120	320
					124			313	113	119	319
					123						
CYC			IN-3 HI SIDES		ACT I		MOVERS G6				
L119	R22	G835	46	47	48	→	181	Chandelier	404	405	
201	211	221	←	66	67	68			401	402	403
GROUND ROW			CHURCH GRILL		ACT II						
R22	G835	R3208	160	161	182	Chandelier II	All Pallettes				
202	212	222					AP 1 Full Stage Wash				
CYC TOWERS			BALCONY RAIL		TONER		AP 101 Picture (2)				
L119:	203	206	L132HD	G320	G910 ↗ ↘	G910	AP 102 Thai Shop				
G835:	204	207	90	110	G365 ↗ ↘	G365	AP 103 Cafe Tables (2,3)				
G848:	205	208			L176 ↗ ↘	L176	AP 104 Cafe Exterior (1,4,5)				
R26:	213	216	BIRDIES		R132 ↗ ↘	R132	AP 105 Fabrizio DSR				
R24:	214	217	134				AP 106 Bed (3)				
R30:	215	218	132 133				AP 107 Phone (1)				
			130 131				AP 108 Bedroom Wash (1,2,3,5)				
							AP 109 Hotel Bed 2 (4)				
							AP 110 Pillar				
R22:	223	226	TBA SPECIALS		BUILDING WASH		Focus Pallettes				
R23:	224	227	140,141,142,143,144		R355:	341	351	Fc x Area X			
R321:	225	228	145,146,147		R04:	342	352	Fc 1 Bench SR			
					L176:	343	353	Fc 3 Bench SL			
								Beam Pallettes			
								Bm 1 Sharp To Beam			
								Bm 2 Sharp To Shutter			
								Bm 3 Sharp To Gobo			
								Bm 4 Sharp To Air			

450 MAESTRO

Lighting by Norman Coates
Assisted by Sean Beach

The Light in the Piazza Palette List

Prod. Electrician, Eric Rimes
Master Electrician, Eric Gerard

Type	No.	Name	Affected Unit(s)				
All	1	Full Stage Wash	1	2	3	4	5
All	101	Picture		2			
All	102	Tie Shop		2	3	4	
All	103	Café Tables		2	3		
All	104	Café Exterior	1			4	5
All	105	Fabrizio DSR	1				
All	106	Bed			3		
All	107	Phones	1	2	3		
All	108	Bedroom Wash	1	2	3		5
All	109	Hotel Bed #2			3		
All	110	Pillar	1	2	3	4	5
All	111	Chez		2			
All	112	Upstage Chez Scene				4	5
All	113	DS Lane			3		
All	114	DC Box		2			
All	115	DR Box	1				
All	116	Tie Shop Street					5
All	117	DS Church		2			
All	118	US Church				4	5
All	119	US Center				4	5
All	120	Hallway	1				
All	121	Aiutame	1	2			
All	122	Veil				4	
All	124	Tabernacle				4	5

Type	No.	Name	Affected Unit(s)				
Focus	1>18	Area [No.]	1	2	3	4	5
Focus	19>21	Area [No.]				4	5
Focus	1	Bench SR	1	2	3	4	5
Focus	3	Bench SL	1	2	3	4	5

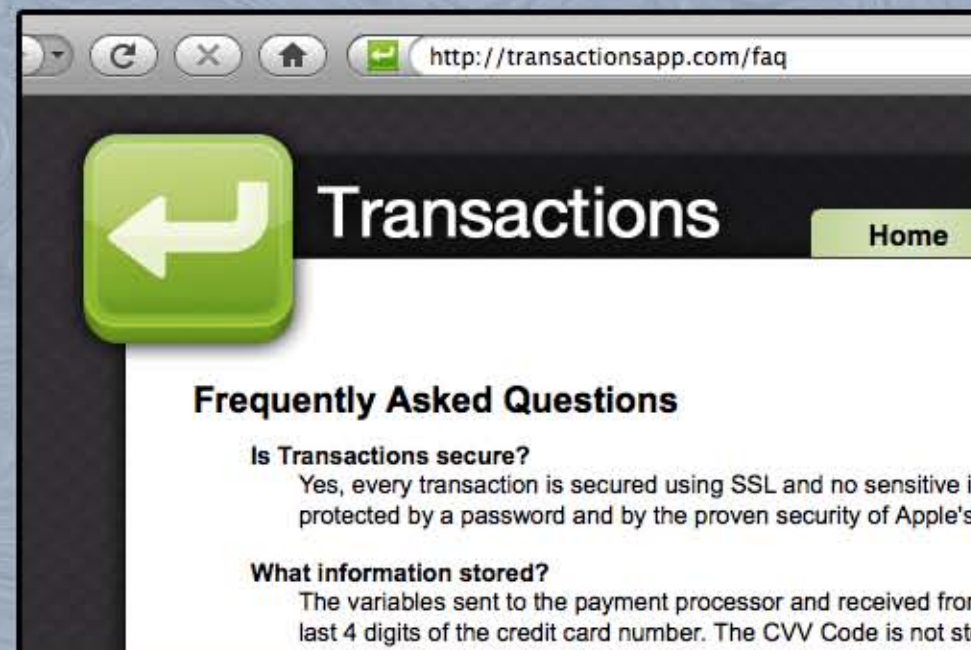
Type	No.	Name	Affected Unit(s)				
Beam	1	Sharp to Beam	1	2	3	4	5
Beam	2	Sharp to Shutter	1	2	3	4	5
Beam	3	Sharp to Gobo	1	2	3	4	5
Beam	4	Sharp to Air	1	2	3	4	5

Spot Lingo:		<Size> @ <Intensity> / F<Frame Number> FB = Full Body / 3Q = 3/4 Body / HB = Half Body			
Q	Count	Called On	For	Spot 1	Spot 2
0.5	5	SM	Warmers		
HOUSE TO HALF					
HOUSE OUT					
1	24	Top of Overture	Build		
2	24	Margaret Enters	Build		
SPOT		Margaret Moves DS		P/U Margaret FB@FL/F1+2	
3	12	"Ahhhh"	Build		
SPOT		Clara through DSL Arch			P/U Clara 3Q@FL/F1+2
3.5	4	Clara: "happened here "	Pull Down		Intensity to 25%
SPOT					Keep Tight As she Shifts US
4	8	Set Change	Build		Intensity to FL
5	8	Playout	Build		
6	8	Clara "we're here"	Build		
7	18	3 Others: "Ahhhh"	Build		
7.5	0	Button	Button		
8	6	Crest of Applause	Restore		
SPOT		Clara exits.			Fade Out FRAME CHG 1
SPOT		Margaret finishes line to Clara Off Stage		Fade Out FRAME CHG 1	
SPOT		Clara Re-enters			P/U Clara 3Q@FL/F1
SPOT		Fabrizio Steps Down		P/U Fabrizio 3Q@FL/F1	
9	6	12	Clara/Fabrizio Moment		
9.5	3	3	Pull Down		
10	4	8	Margaret: "Clara Clara Clara"	Restore	SWAP to Margaret
11	4	8	Margaret "Anyone meeting clara for the first time..."	Margaret Aside	Intensity to 25%
12	3	3	Clara / Margaret Exit	Fade Out	Fade Out
SPOT		Both Re-enter.		P/U Fabrizio 3Q@FL/F1	P/U Clara 3Q@FL/F1
13	4	8	Begin Transition	Transition	Fade Out
14	3	3	End of Transition / Alona Crosses DS	Museum	
15	4	4		Focus to Bench	
SPOT		Margaret and Clara Enter		P/U Margaret 3Q@FL/F1	P/U Clara 3Q@50/F1
16	8	8	Top of <i>The Beauty Is</i>	<i>The Beauty Is</i>	Fade Out Intensity Up

Q	Count	Called On	For	Spot 1	Spot 2
17	6	6	Crest of Applause	Restore	P/U Fabrizio DSL 3Q@50/F1+2
SPOT		Clara Exits			Brief Out FRAME CHG 1+2
SPOT		Clara Re-enters			Brief Back
SPOT		Clara Exits			Fade Out FRAME CHG 1
18	8	8	Top of <i>Il Mondo</i>	<i>Il Mondo</i>	
18.3	8	8	Autofollow		
19	5	5	Transition	Circle	Intensity to FL
20	5	5	Transition into Tie Shop	Add Outside Lane	
20.5	4	4	Scene Shift Complete	Add Inside Shop (Slow)	
21	4	4	Fabrizio Enters Tie Shop	Add Front Lt, Tie Shop Brighter	Fade Out FRAME CHG 1
22	6	6	Top of <i>Il Mondo</i> p2	Pull Down	P/U Fabrizio 3Q@FL/F1
24	6	6	Crest of Applause	Build	P/U Nacarelli 3Q@50/F1
SPOT					SWAP to Guissepe
SPOT					Fade Out
25	0	0	Button	Button	Fade Out FRAME CHG 1+2
26	5	5	Scene Shift	Transition 7	
27	4	4	Top of Scene	Dwo-Mo	
28			Fabrizio's Exit	Margaret Aside	P/U Margaret 3Q@FL/F1
29			End of Aside	Margaret Aside Restore	
30	3	3		Transition	Fade Out FRAME CHG 1+2
31	4	4	Scene Shift Complete	Café	
SPOT		Clara Enters		P/U Fabrizio 3Q@FL/F1+2	P/U Clara 3Q@FL/F1+2
SPOT		Both Exit (STBY Margaret Enters)		Fade Out	Fade Out
SPOT		Both Re-enter.		P/U Fabrizio 3Q@FL/F1+2	P/U Clara 3Q@FL/F1+2
32	10	10	Top of Passegiatta	Transition	
33	6	6	Transition to 9	Transition	Fade Out
SPOT		RIGHT AFTER ^^ Trasion Clears and reveals Margaret & Nacarelli		P/U Margaret 3Q@FL/F1+2	P/U Nacarelli 3Q@FL/F1+2
SPOT		Both Exit (STBY You were saying)		Fade Out	Fade Out
SPOT		RIGHT AFTER ^^		P/U Fabrizio 3Q@FL/F1+2	P/U Clara 3Q@FL/F1+2
34	6	6	Top of Third Passegiatta		
SPOT		Both Walk Off (STBY Bicycle)		Fade Out	Fade Out



CHARACTER ANIMATION



WEBSITE DESIGN & DEVELOPMENT



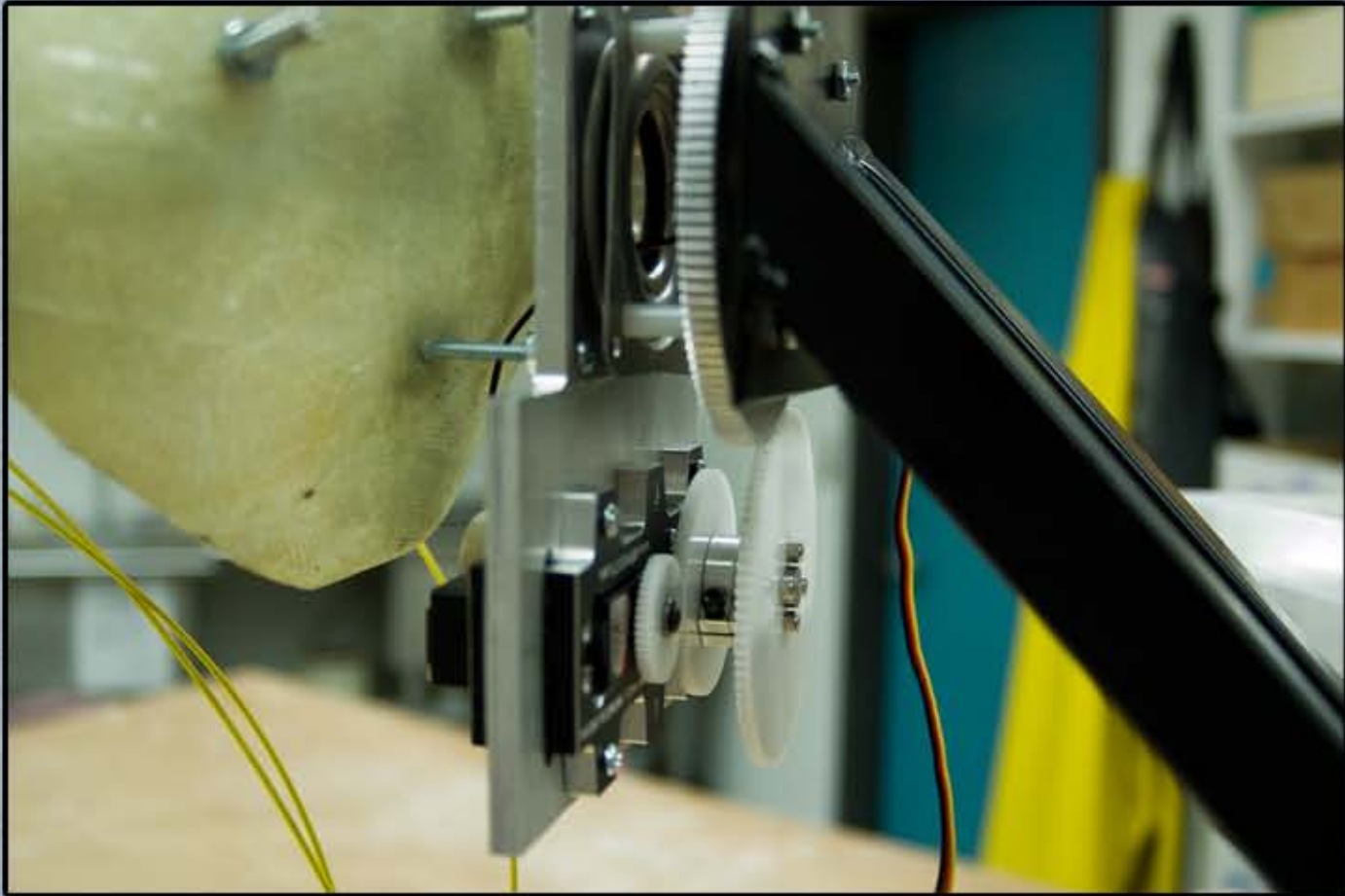
SOFTWARE PROGRAMMING

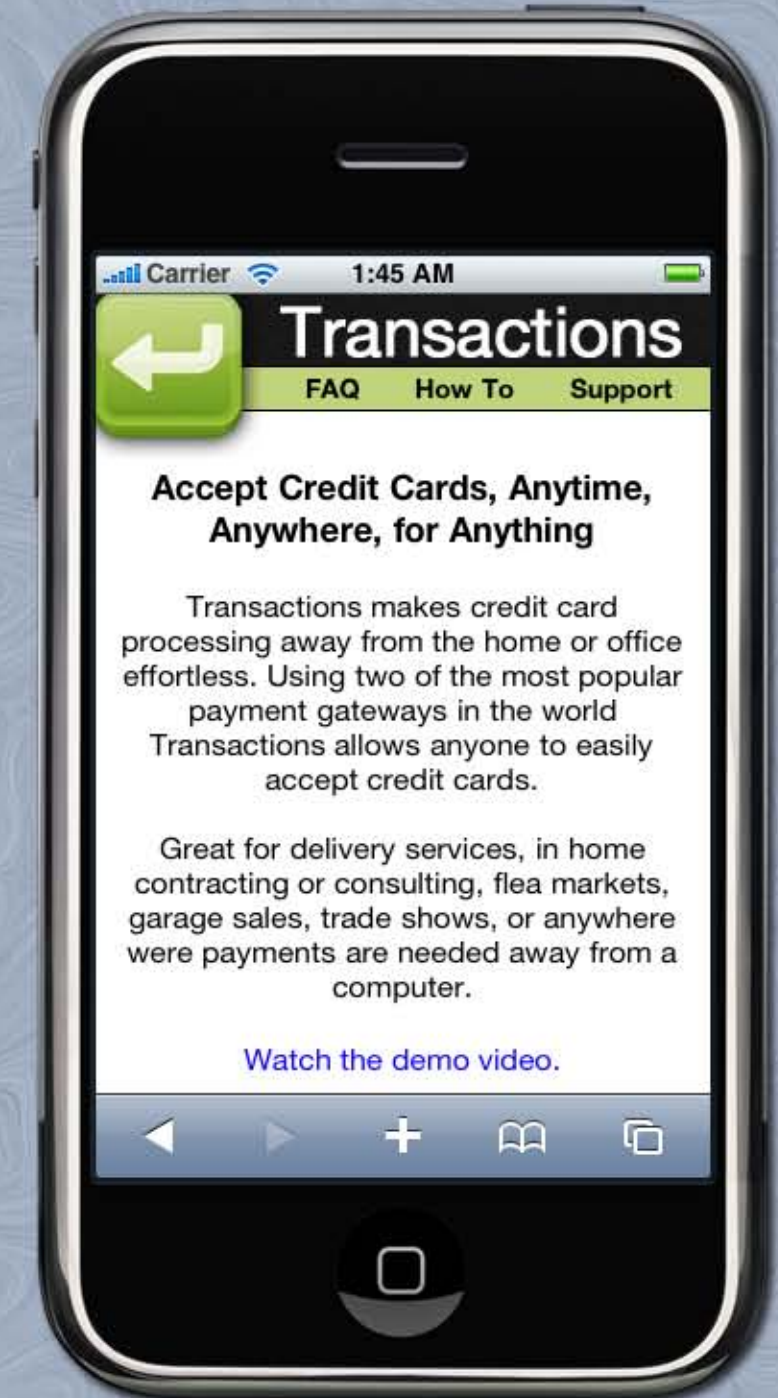
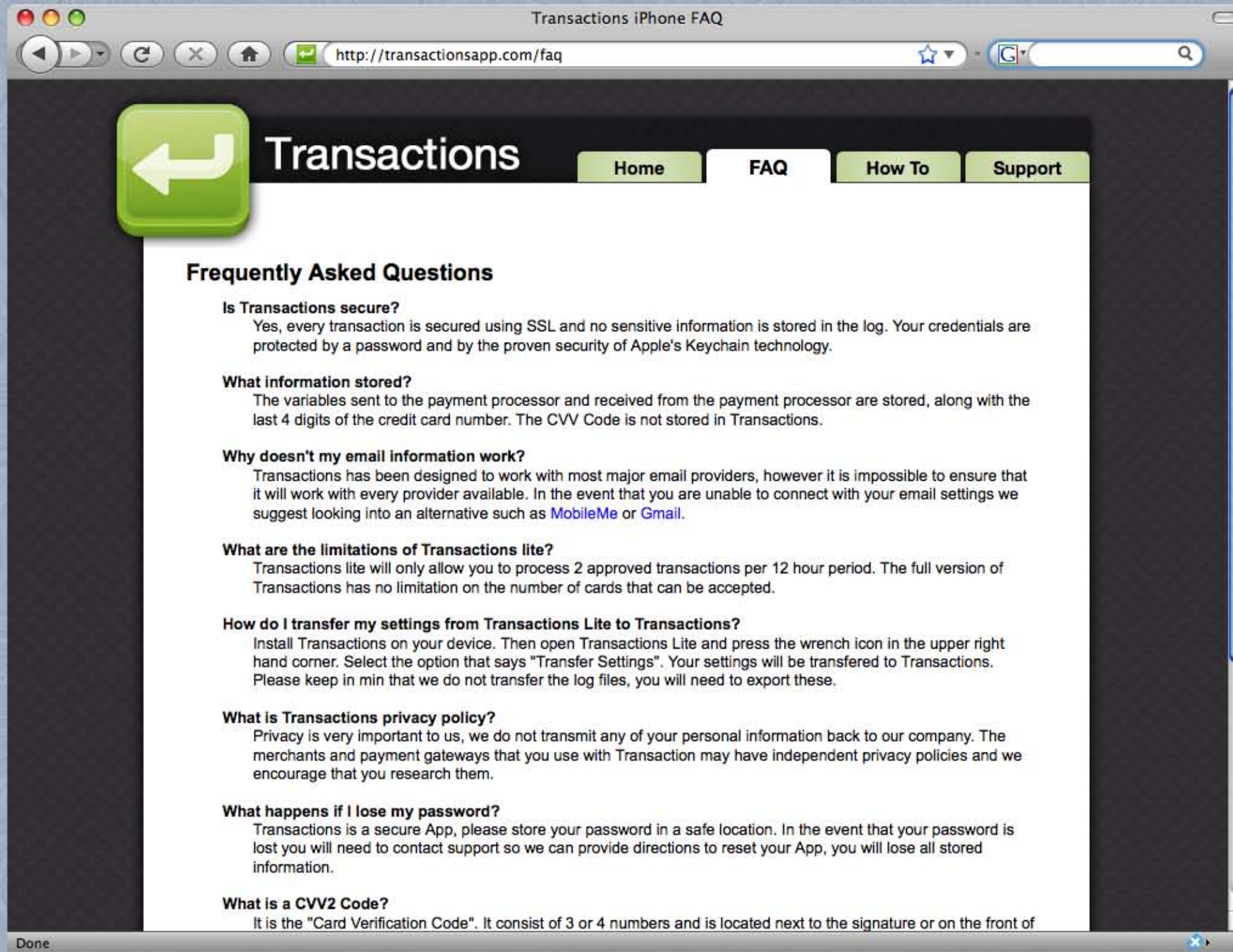
ANIMATRONIC DRAGON

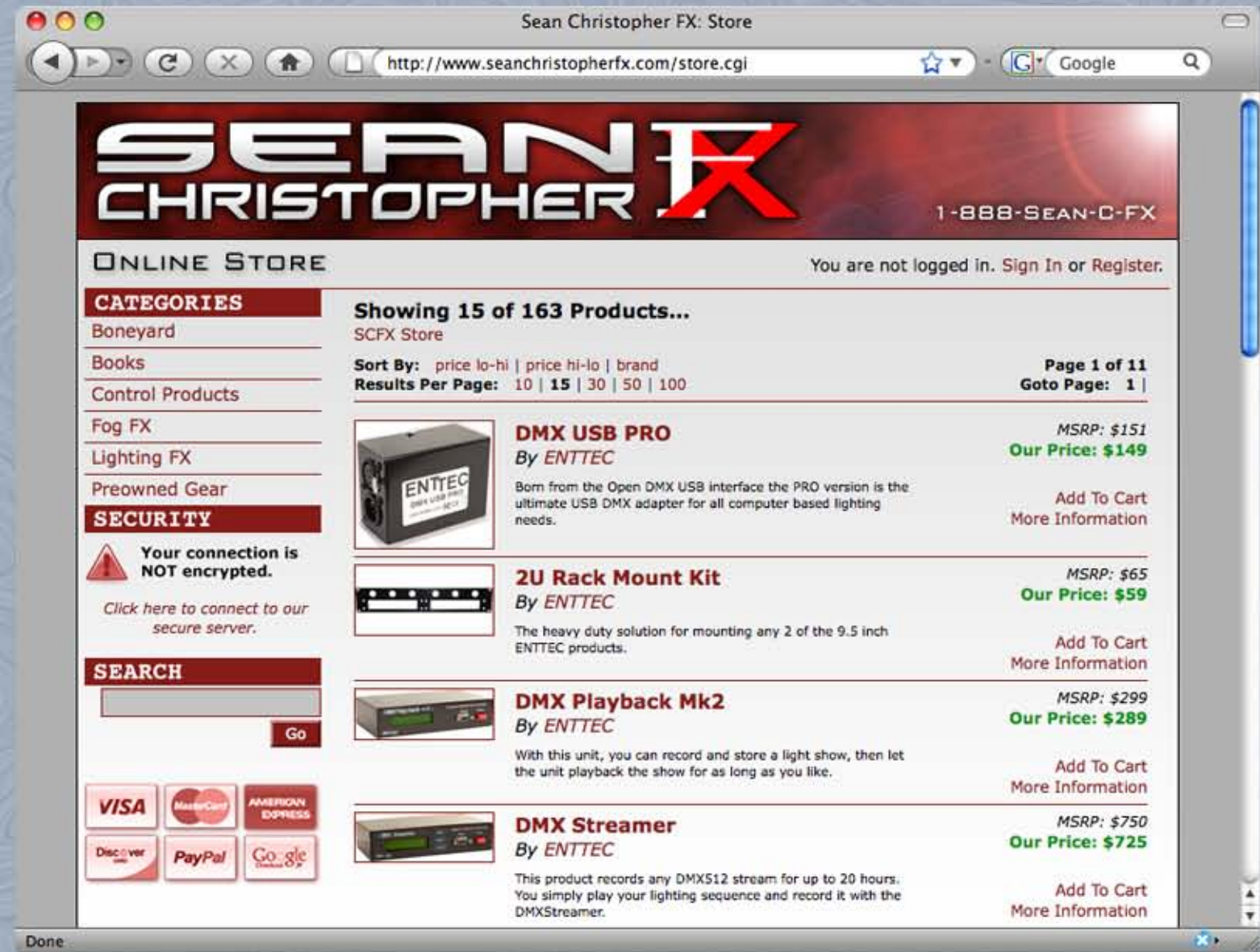
INDEPENDANT STUDY IN CHARACTER ANIMATION

CHARACTER DESIGN AND FABRICATION

NORTH CAROLINA SCHOOL OF THE ARTS 2008-09







DESIGNED AND DEVELOPED A CUSTOM ONLINE SHOPPING EXPERIENCE
WITH MYSQL, FEDEX, UPS, PAYPAL, AND GOOGLE CHECKOUT INTEGRATION
USING PERL, XHTML, CSS, AJAX, AND XML/SOAP COMMUNICATION


KEYSTROKE

ROSCO LABORATORIES

SOFTWARE DEVELOPMENT

HTTP://WWW.ROSCO.COM/

Version 2.0.0 r303

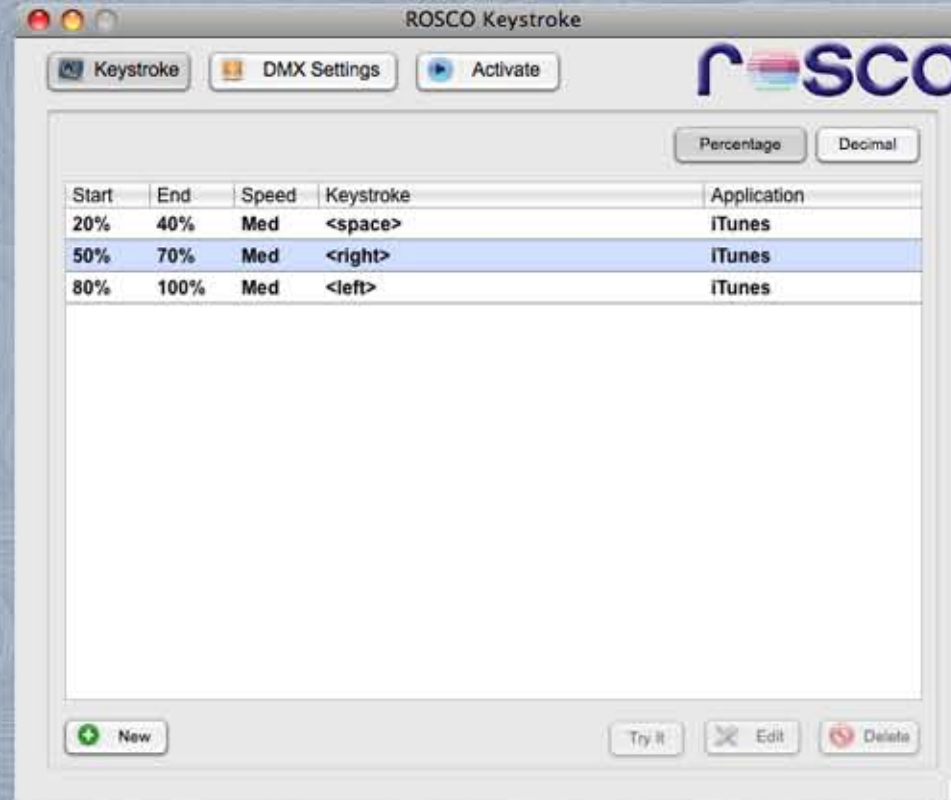


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Keystroke is based on the RamBox PC Controller, originally developed by the students of Colorado State University, Ft Collins, CO.

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Start	End	Speed	Keystroke	Application
20%	40%	Med	<space>	iTunes
50%	70%	Med	<right>	iTunes
80%	100%	Med	<left>	iTunes



DMX Value: 20 to 40 Percent Decimal

Keystroke: <space>

Seq. Speed: Slow Medium Fast

Execute When? All Applications Specific Application...

Application: iTunes

Switch to application before executing keystroke.

DEVELOPED AN ENTIRELY NEW CODEBASE AND REDESIGNED THE EXISTING
KEYSTROKE USER INTERFACE TO CONFORM TO MAC OSX GUI STANDARDS.

ADAPTED THE SANDBOX UMx2 (USB TO DMX) DRIVERS TO
RUN ON THE LATEST APPLE INTEL CHIPSETS

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Starting Keystroke