

CUE #	PAGE #	FADE	EFFECTS	FW	BLOCK	I-CUE	PRESET	ACTION	LIGHT CHANGE
<b>PRESHOW</b>									
1	3	5						Preshow	Preshow Look
3	3	5						House to Half	House to Half
<b>PROLOGUE</b>									
11	3	12						Top of Show	Ancestral World. DN TXT & DN FRES, ANC WRLD PE, ANGLE WASHES, FENCE SP, LUSH SKY, HOUSE OUT
12	4	4						Birds Start talking	open space up
14	4	3						Husband Crow: Kakalu? (with sound)	Intensify Ancestral World More
<b>PART ONE: CONCHA</b>									
<b>SCENE ONE</b>									
31	4	8/16						Rogelio comes on stage	Transition out of ANC WRLD into warm exterior, WARM PE, WARM DN, WARM SKY, SKY TXT
35	8	15						Birds sneak behind the truck.	pull focus to birds.
39	8	4				413	39	Rogelio shoos the birds off the truck	Truck specials on birds out, I-Cue up on Nina Platform.
40	9	8				413	39	Husband Crow off of Nina Platform.	I-Cue out
<b>SCENE TWO</b>									
41	11	8/15						Crows enter/Rogelio & Eleuterio exit	Transition look. LUSH SKY
45	11	4				411 413	1	Concha picks up feather.	Pull focus and isolate Concha.

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49	11	10						Concha starts speaking about Perla	Pull down more
<b>SCENE THREE</b>									
51	12	15/25						Top of Scene	Exterior Night. COOL PE, COOL DN, COOL AW, some isolation, COOL SKY WITH TXT
53	13	8						Rebecca Enters	Open more
56	17	12/15				411 413	56	Concha kneels	Pull down, isolate to Concha
59	17	10						Concha and Rebecca Stand	Restore
<b>SCENE FOUR</b>									
61	18	5/10				413	61	Crows begin speaking/Transition	Transition look. LUSH SKY.
69	20	8						Husband Crow jumps	React to jump, open space more. Delay scrollers by 5 seconds.
<b>SCENE FIVE</b>									
71	20A	15/5				413	39	Start to cut lettuce	Exterior Daytime. WARM PE and WARM DN, pushing heat, touch of cool AW, WARM SKY WITH TXT
76	26	8				413	39	People start singing in the distance	Glow House lights a bit
77	27	5				413	39	Protest people exit	Restore
<b>SCENE SIX</b>									
81	27	8/12				411	81	Crows, Rogelio, Eleuterio Enter	Evening Exterior look, DN FRES, MIX OF BOTH PE UP, AW, PINKISH SKY.

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83	28	12				413	81	Concha steps in front of the truck.	I-cue on concha by truck.
<b>SCENE SEVEN</b>									
91	29	15/20						Rebecca Enters	Transition to Night. COOL PE AND COOL DN. COOL SKY WITH TXT
99	29	4						Concha goes onto dirt area	TAKE TRUCK VISIBILITY LIGHTS OUT
100	29	25						Concha takes her shoes off.	Dim PE near shots.
<b>SCENE EIGHT</b>									
101	31	15						Aurora Enters (with sound)	Transition into ANC WRLD. MORE LUSH WITH DN TXT, LEDS AND SKY
102	34	0	111	0.5				With Sound: Engine Dying	
102.1	34	0	111	4.5				<i>AUTOFOLLOW</i>	<i>Follow for Headlights to delay.</i>
102.5	34	0	101	.7				<i>AUTOFOLLOW</i>	<i>Engine Slow Death.</i>
102.7	34	0						<i>AUTOFOLLOW</i>	<i>Truck dies, headlights out.</i>
103	34	0	111	2				Engine Rev	Engine starts, headlights on
103.5	34	0		1.5				<i>AUTOFOLLOW</i>	<i>Enginge stops, headlights off.</i>
103.7	34	0	111	2				<i>AUTOFOLLOW</i>	<i>Engine starts, headlights on</i>

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103.9	34	0		1.5				AUTOFOLLOW	Enginge stops, headlights off.
104	34	0	111	2				AUTOFOLLOW	Engine starts, headlights on
104.5	34	0	111					AUTOFOLLOW	Enginge stops, headlights off.
107	34	0	111	2				Impact in sound cue.	Head light flash to bright, go darker on stage.
108	34	3						AUTOFOLLOW	Headlights out. End of crash.
110	34	7				411 413	110	With Sound of Ambulance	I-Cues on corners. Dim DN TXT
<b>SCENE NINE</b>									
111	34	10				411 413	110	After Anica Gets Bags	DN Texture on
112	36	5						Rebecca leaves her corner	I-Cue out
119	36	8						Rebecca: We need to pray	Slow fade into ANC WRLD
<b>SCENE TEN</b>									
121	37	5/8						"I look to the right"	Glow AW EAST
123	37	8						"I look to the left"	Glow AW WEST
125	37	5						Crows Enter	OPEN ANC WRLD SPACE MORE. PUSH PE TO SCULPT
127	37	8				413	201	Crows Freeze/Perla Stands	JUST DN FRES AND DN TXT, ISOLATE PERLA & CONCHA

CUE #	PAGE #	FADE	EFFECTS	FW	BLOCK	I-CUE	PRESET	ACTION	LIGHT CHANGE
128	37	1.5/4				411	203	Perla Falls	
<b>PART TWO: PERLA</b>									
<b>SCENE ELEVEN</b>									
201	37	15				413	201	Concha Exits.	ANC WRLD Isolating to PERLA, slow fade to go with guitar music. Fade into Concha monologue.
209	38	7						Crows exit	Transition into evening exterior look
<b>SCENE TWELVE</b>									
210	38	0.5						Mundo Opens the door	Bring up truck interior.
211	39-46	8/15						Mundo: quieres una cerveza?	Exterior Evening look. Pull focus to the truck.
211.5	39-46A	0						Mundo closes the door	Truck interior out
213	39-46D	4						Mundo: tODO EL MUNDO TIENE TIEMPO.	Bring up lights for birds.
<b>SCENE THIRTEEN</b>									
221	39-46D	12						Top of Scene	Exterior daytime look, but with hints of ANC WRLD PE AND DNS. BLEND ANC WRLD W/REALITY
226	39-46E	10/20						Slow Mo Starts	More ANC WRLD, focus to Concha
227	39-46F	5/20						Concha turns and looks at Perla	Pull down for Perla and Concha
<b>SCENE FOURTEEN</b>									
231	39-46G	5/3						Everyone Enters	HS INTERIOR
233	47-49A	10						"Nothing changes."	PUSH HS, HARSHER, MORE TENSION

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235	47-49C	7						"Don't talk about my woman"	EVEN MORE TENSION, PUSH PARS, DNS & HS
237	47-49D	10						Virgilio: I'm moving out	restore
238	47-49D	5						When everyone exits	Silhoutette look
239	47-49D	6						Top of scene	Transition to later day exterior look.
<b>SCENE FIFTEEN</b>									
241	47-49E	25/35						"Let me see your mouth"	Add HS for Tension, more shadows, start pulling down
243	47-49E	12/20						Virgilio Crosses to SW	Pull down PE far shots
245	47-49G	30						Virgilio unzips her jacket	pull down more
246	47-49G	5/7						Perla bends back.	Abstract.
246.5	47-49G	8						Perla Falls	Restore.
247	47-49G	1.5						Crows Enter	Shadowy, can get dark
248	47-49G	5						Crows Exit	Restore
<b>SCENE SIXTEEN</b>									
251	47-49G	4/8						Concha Enters from fence	ANC WRLD W/HS
259	50A	5						Perla: It's your fault I'm weak inside.	pull focus to E Perch to transition into next scene
<b>SCENE SEVENTEEN</b>									
261	50B	3						Husband Crow: Because we can see past...	Glow light from West

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269	50B	3.5						Wife Crow: and future.	Glow light from East
<b>SCENE EIGHTEEN</b>									
271	60	4/30						Perla and Ms.Brown Sit	Isolating interior look. HS, DNS.
279	64	8/10						End of the Scene	Isolate to Perla in Center ish of dirt
<b>SCENE NINETEEN</b>									
281	64	5						Concha Appears	HINTS OF ANC WRLD, DN FRES AND TXT, PE, isolate to their corners. Delayed active in Group 50 + 60 delayed for 3 seconds
287	68	5/6						Aurora speaks	Lose ANC WRLD a bit
288	68	1/3						Guitar music starts.	Pull focus to crows.
289	68	15						Birds leave their perches.	
<b>PART THREE: AURORA</b>									
<b>SCENE TWENTY-ONE</b>									
301	68	12/15						Aurora picks up the feather	Exterior cool world. Some ANC WRLD
<b>SCENE TWENTY-TWO</b>									
311	70	8/12						Perla Enters	HS for Interior look at Grocery Store, highlight Aurora on South End
312	70	4/8						Aurora approaches the coutner	Pull down to CS
313	73	4						Aurora: Can we talk about this later piece?	Open space
319	75	2/6						Aurora Exits	
<b>SCENE TWENTY-THREE</b>									

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323	75	7						Harp starts playing for bedtime story	Use I-cues to hep isolate birds in center of dirt
325	76	12						Babies fall asleep.	I-Cue isolation on babies out.
328	77	15/8				411 413	323	Husband Crow: Do you....?	Isolate bird pose, sculpt
329	78	5/8						Aurora breaks from bird family	Slow fade into exterior fields look
<b>SCENE TWENTY-THREE (A)</b>									
338	78A	12						Mundo comes back on the dirt	
339	78D	6/8						Mundo and Aurora Exit	Slow fade into HS for interior look
<b>SCENE TWENTY-FOUR</b>									
341	78E	5/30						"You do this?"	HS FOR INTERIOR LOOK, focus to CN side of dirt
347	83	5/8						Perla Enters	OPEN SPACE MORE, STILL INTERIOR, BUT MORE OPEN
349	88A	5/8						Perla Exits.	Pull down interior look and isolate Aurora
<b>SCENE TWENTY-FIVE</b>									
351	89	12/15				411 413	351	Transition after scream	Keep Isolation, integrate ANC WRLD
<b>SCENE TWENTY-SIX</b>									
361	90	6/9						Junior and Alex Enter	Slow transition into interior look again
<b>SCENE TWNETY-SEVEN</b>									
371	93	4/7						Slo Mo flying starts	ANC WRLD Sculpted!
375	93	2/3						Perla Enters	HS, interior look, ANC WRLD lights delay 5 secs



CUE #	PAGE #	FADE	EFFECTS	FW	BLOCK	I-CUE	PRESET	ACTION	LIGHT CHANGE
379	94	1/2						Slo Mo breaks to faster pace	Add HS for Tension, make more intense
380	94	4.0	111.0					Crows start exiting.	Stop Effect.
<b>SCENE TWENTY-EIGHT</b>									
381	94	7/5				413	381	Aurora Enters.	ANC WRLD , highlight Aurora on the truck .
383	94	4						Crows on their perches./Concha enters	Highlight crows.
384	96	1.88				413	381.5	Aurora sits	I-Cue move down
385	96	2.5/6						Aurora gets off the truck.	
389	98	3				411	389	Aurora starts to scream.	Fade back into reality
<b>SCENE TWENTY-NINE</b>									
391	100	8/10				413	391	Concha enters singing.	Open space, integrate ANC WRLD
393	101	8						Guitar starts playing.	Pull down and isolate to them in CS of dirt
395	102	5				411	395	Crows Enter.	push ancestral world.
396	102	8/12						Crows start flying.	
397	102	2						As Crows leave the stage.	Blackout.
399	102	5						Curtain Call	Bright ANC WRLD
401	102	5						Post Show	ANC WRLD
403	102	5						Talk Back	ANC WRLD W/visibility