



eChameleon Cue Sheet

Show 400 - Autumn Opera Scenes 2019

Role 1 - Default Role

State 51.00 - Curtain Open

RED					
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- **Red Playback**
- Axis 3 - Curtain

Move 1

Acceleration: 200mm/s²
Deceleration: 200mm/s²
Target: -4280mm
Speed: 400mm/s

Dead 1 - OPEN

State 52.00 - Curtain Close

RED					
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- **Red Playback**
- Axis 3 - Curtain

Move 1

Acceleration: 200mm/s²
Deceleration: 200mm/s²
Target: 0mm
Speed: 400mm/s

Dead 2 - CLOSED

State 100.00 - **CHECK STATE**

RED	BLUE				
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- **Red Playback**
- Axis 3 - Curtain

Move 1

Acceleration: 250mm/s²
Deceleration: 250mm/s²
Target: 0mm
Speed: 250mm/s

Target: 0mm

- **Blue Playback**
- Axis 4 - Lampshades

Move 1

Acceleration: 250mm/s²
Deceleration: 250mm/s²
Target: -100mm

Target: -100mm

Speed: 250mm/s

State 101.00 - IOLANTA - CURTAIN OPEN

RED

- Red Playback
- Axis 3 - Curtain

Move 1

Acceleration: 250mm/s²
Deceleration: 250mm/s²
Target: -3350mm
Speed: 244mm/s
Time: 10s

Dead 3 - SMALL ROOM

State 102.00 - IOLANTA - CURTAIN CLOSE

RED

- Red Playback
- Axis 3 - Curtain

Move 1

Acceleration: 500mm/s²
Deceleration: 500mm/s²
Target: 0mm
Speed: 500mm/s

Dead 2 - CLOSED

State 103.00 - RAKES - CURTAIN OPEN N CLOSE 1

RED

- Red Playback
- Axis 3 - Curtain



Move 1

Acceleration: 500mm/s²
Deceleration: 500mm/s²
Target: -620mm
Speed: 500mm/s

Dead 4 - DOOR OPEN

Move 2

Acceleration: 500mm/s²
Deceleration: 500mm/s²
Target: 0mm
Speed: 500mm/s

Dead 2 - CLOSED

State 104.00 - RAKES - CURTAIN OPEN N CLOSE 2

RED

- **Red Playback**
- Axis 3 - Curtain



Move 1
Acceleration: 500mm/s²
Deceleration: 500mm/s²
Target: -620mm
Speed: 500mm/s

Dead 4 - DOOR OPEN

Move 2
Acceleration: 500mm/s²
Deceleration: 500mm/s²
Target: 0mm
Speed: 500mm/s

Dead 2 - CLOSED

State 105.00 - RAKES - CURTAIN OPEN N CLOSE 3

RED

- **Red Playback**
- Axis 3 - Curtain



Move 1
Acceleration: 500mm/s²
Deceleration: 500mm/s²
Target: -620mm
Speed: 500mm/s

Dead 4 - DOOR OPEN

Move 2
Acceleration: 500mm/s²
Deceleration: 500mm/s²
Target: 0mm
Speed: 500mm/s

Dead 2 - CLOSED

State 106.00 - RAKES - CURTAIN OPEN BED REVEAL

RED

- **Red Playback**
- Axis 3 - Curtain

Move 1
Acceleration: 500mm/s²
Deceleration: 500mm/s²
Target: -4280mm
Speed: 114mm/s

Dead 1 - OPEN

State 107.00 - RAKES - CURTAIN CLOSE

RED

- **Red Playback**
- Axis 3 - Curtain

Move 1

Acceleration: 250mm/s²
Deceleration: 250mm/s²
Target: 0mm
Speed: 500mm/s

Dead 2 - CLOSED

State 108.00 - FIGARO - CURTAIN OPEN FULL

RED

- **Red Playback**
- Axis 3 - Curtain

Move 1

Acceleration: 250mm/s²
Deceleration: 250mm/s²
Target: -4280mm
Speed: 500mm/s

Dead 1 - OPEN

State 109.00 - FIGARO - CURTAIN CLOSE

RED

- **Red Playback**
- Axis 3 - Curtain

Move 1

Acceleration: 250mm/s²
Deceleration: 250mm/s²
Target: 0mm
Speed: 500mm/s

Dead 2 - CLOSED

State 110.00 - POWDER - CURTAIN OPEN

RED

- **Red Playback**
- Axis 3 - Curtain

Move 1

Acceleration: 250mm/s²
Deceleration: 250mm/s²
Target: -4280mm
Speed: 500mm/s

Dead 1 - OPEN

State 111.00 - POWDER - CURTAIN CLOSE (END OF ACT 1)

RED					
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- **Red Playback**
- Axis 3 - Curtain

Move 1

Acceleration: 250mm/s²
Deceleration: 250mm/s²
Target: 0mm
Speed: 500mm/s

Dead 2 - CLOSED

State 111.50 - **CHECK STATE**

RED	BLUE				
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- **Red Playback**
- Axis 3 - Curtain

Move 1

Acceleration: 250mm/s²
Deceleration: 250mm/s²
Target: 0mm
Speed: 250mm/s

Target: 0mm

- **Blue Playback**
- Axis 4 - Lampshades

Move 1

Acceleration: 250mm/s²
Deceleration: 250mm/s²
Target: -100mm
Speed: 250mm/s

Target: -100mm

State 112.00 - START OF ACT 2 - FRAGMENTATION SEQUENCE

RED	BLUE				
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- **Red Playback**
- Axis 3 - Curtain



Move 1 Target: -100mm
Acceleration: 500mm/s²
Deceleration: 500mm/s²
Target: -100mm
Speed: 500mm/s

Move 2 Target: 0mm
Acceleration: 500mm/s²
Deceleration: 500mm/s²
Target: 0mm
Speed: 500mm/s

● **Blue Playback**

● Axis 4 - Lampshades



Move 1 Target: 100mm
Acceleration: 500mm/s²
Deceleration: 500mm/s²
Target: 100mm
Speed: 500mm/s

Move 2 Target: -100mm
Acceleration: 500mm/s²
Deceleration: 500mm/s²
Target: -100mm
Speed: 500mm/s

Move 3 Target: 100mm
 0.5s
Acceleration: 500mm/s²
Deceleration: 500mm/s²
Target: 100mm
Speed: 500mm/s

Move 4 Target: -100mm
Acceleration: 500mm/s²
Deceleration: 500mm/s²
Target: -100mm
Speed: 500mm/s

Move 5 Target: 100mm
 0.5s
Acceleration: 500mm/s²
Deceleration: 500mm/s²
Target: 100mm
Speed: 500mm/s

Move 6 Target: -100mm
Acceleration: 500mm/s²
Deceleration: 500mm/s²
Target: -100mm
Speed: 500mm/s

State 113.00 - FLUTE - CURTAIN OPEN CARPET WIDTH 1

RED					
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● **Red Playback**

● Axis 3 - Curtain

Move 1

Acceleration: 500mm/s²
Deceleration: 500mm/s²
Target: -1295mm
Speed: 500mm/s

Dead 6 - CARPET WIDTH

State 114.00 - FLUTE - CURTAIN CLOSE 1



● **Red Playback**

● Axis 3 - Curtain

Move 1

Acceleration: 500mm/s²
Deceleration: 500mm/s²
Target: 0mm
Speed: 500mm/s

Dead 2 - CLOSED

State 115.00 - FLUTE - CURTAIN OPEN CARPET WIDTH 2



● **Red Playback**

● Axis 3 - Curtain

Move 1

Acceleration: 500mm/s²
Deceleration: 500mm/s²
Target: -1295mm
Speed: 500mm/s

Dead 6 - CARPET WIDTH

State 116.00 - FLUTE - CURTAIN CLOSE 2



● **Red Playback**

● Axis 3 - Curtain

Move 1

Acceleration: 500mm/s²
Deceleration: 500mm/s²
Target: 0mm
Speed: 500mm/s

Dead 2 - CLOSED

State 117.00 - FLUTE - CURTAIN OPEN BED WIDTH

RED

- **Red Playback**
- Axis 3 - Curtain

Move 1 Target: -1520mm
Acceleration: 500mm/s²
Deceleration: 500mm/s²
Target: -1520mm
Speed: 500mm/s

State 118.00 - FLUTE - CURTAIN CLOSE

RED

- **Red Playback**
- Axis 3 - Curtain

Move 1 Dead 2 - CLOSED
Acceleration: 500mm/s²
Deceleration: 500mm/s²
Target: 0mm
Speed: 500mm/s

State 119.00 - WRITTEN ON SKIN - CURTAIN OPEN HUMAN WIDTH

RED

- **Red Playback**
- Axis 3 - Curtain

Move 1 Target: -850mm
Acceleration: 500mm/s²
Deceleration: 500mm/s²
Target: -850mm
Speed: 500mm/s

State 120.00 - WRITTEN ON SKIN - CURTAIN CLOSE

RED

- **Red Playback**
- Axis 3 - Curtain

Move 1 Dead 2 - CLOSED
Acceleration: 500mm/s²
Deceleration: 500mm/s²
Target: 0mm
Speed: 500mm/s