

## Lighting Designer and PA/AV Technician for *Into the Woods* 2018 Tour

**Date posted:** 22nd April 2017

**Closing date:** 28th May 2017

**Start date:** January 2018

**End date:** May 2018

### About the show:

Under a canopy of branches and cushioned by fallen leaves, *Into The Woods* is a meditative audio performance using a combination of live spoken-word, pre-recorded binaural sounds and abstract movement. The story challenges us to consider the importance of reconnecting with ourselves and our natural surroundings. It asks, what lies beyond the wall of sleep? How powerful is the human psyche? And what does it really mean to be alone in the dark?

*Into The Woods* debuted in Hamilton House in November in 2016 and is now being developed into an outdoor show. We are now applying for Art Council Funding to take the show on tour in the UK in September and October this year. The grant will also allow for further research and development into sensory deprivation, phenomenology and binaural sound.

**Written and directed by** Emily Trott, a multi-disciplinary artist whose work spans sound, installation-based work, creative writing and more recently, immersive theatre. Emily continuously strives to explore the faculties and limits of human perception, both spatially and conceptually.

**Performed by** Deborah Ward, a passionate storyteller, comic performer, theatre maker & facilitator. Throughout many of her projects themes of nature exploration and the wild have been central. By telling the story *Into The Woods*, Deborah invites the audience into spaces of wild feminine expression, through silence, movement, soundscapes and spoken word.

**Produced by** Fiona Fraser-Smith, producer of *Burn The Curtain* and Danny Balla, director of *Coresist*.

### Project aims:

- To create magic! The performance aims to take each audience member on a meditative journey through binaural sound and live performance
- To empower and inspire people to connect to their natural surroundings and inner selves
- To get people out of the city and into the woodlands by taking theatre out of its traditional space

### Job Description:

We are looking for someone who has good experience in lighting design for small outdoor performances. The ideal person would be creative, forward thinking and a good communicator. We'll expect you to work flexibly, on your own and with the creative team. You will be working closely with director and sound designer, Emily Trott to devise a lighting design that will help to create the magic of the show. We want someone who can think outside the box to create something beautiful and enchanting.

This performance takes place in woodland settings at various times during the day, with an audience of up to 70, so you must be able to devise a lighting plan that can work in changing conditions. Please also consider that all lighting must be IP rated to account for rainfall, so previous experience using outdoor lighting is beneficial. It is worth noting that generator power will be available, although some battery operated lights may be of use.

You will also be the technician for each performance so the ideal candidate would be a confident user of QLab and would have their own laptop and program, preferably QLab 4. You will also be programming audio cues and must be confident using basic PA equipment. It will be your responsibility to maintain all equipment, manage setup and pack down, and ensure the timely running of each show.

You'll need to be available for three tour dates, they will be full days and possible overnight stays where necessary. (Accommodation will be provided if this is the case). It is preferable that you have your own mode of transport and are able to take equipment to and from each venue, but it is not essential.

You will become part of a small and tight knit team, and we hope to form a strong working relationship with you that has the potential to continue after this year's tour.

**Responsibilities:**

- Initial meeting with the creative team to discuss concept and intentions
- Attend a couple of rehearsals to develop ideas
- Consultation with Director to decide best options for tech set-up
- Develop design board and lighting plan including list of lanterns / gels etc
- Source and hire equipment within given budget and time scale
- Program lighting states in QLab and create cue list
- Test all equipment in situ
- Tech rehearsals
- Provide technician support x 3 or 4 dates (April & May 2018)

**Rate of pay:**

We forecast that there will be approximately 10-12 days of work in total. Your rate of pay is open for discussion and the contract for work will be dependant on confirmation of Art Council Funding. We hope to have funding confirmed by the end of June at the latest.

**To apply, please send your CV to [intothewoodsbristol@gmail.com](mailto:intothewoodsbristol@gmail.com). Please also tell us a little bit about you, what excites you about this project and why you think you would work well in our team.**

We look forward to hearing from you!  
Emily and the *Into The Woods* team.