



# Julius Caesar

Joe Payne Designer

PTC 2006

1/27/2006

CUE	PG.	location	NOTES
announce		house to half	who???
1	1	top of show	<b>music</b>
2	1	lights up on actors	crowd sounds and chanting and music part 2
3	1	before dialog	sound down and very slow fade way
4	2	end scene I-1	<b>music tone</b> followed by chant and crowd
5	2	mid transition or top of I-2	<b>political campaign music</b> and crowd cheer and chant
6	2	caesar enter	cheer
7	2	caesar hands up	cheer
8	2	"Calpurnia" (first one I think introduction)	crowd cheer accent and down
9	3	"Antonius!"	crowd cheer accent
10	3	<i>flourish</i>	crowd cheer or accent (no music)
11	3	"set on, and leave ceremony"	crowd accent and down
12	3	"peace yet again"	crowd down more or out
13	4	<i>sennet</i>	<b>music campaign or olympic short</b> and crowd accents
14	6	<i>flourish</i>	crowd upstage accent (no music)
15	7	<i>shout flourish</i>	crowd upstage accent (no music)
16	8	"breed of noble bloods" ish?	distant gunshots (2 execution style) with crowd reaction?
17	9	"show of fire from brutus	<b>music campaign or olympic</b> and crowd cheers
18	15	end of I-2	<b>music</b> with tons of sfx and thunder and bed of storm
19	15	mid transition	thunder begins for crossover
20	15	top of I-3 just before dialog	final thunder and fade of shift elements
22	17	after "casca, by your voice" in silence	thunder
24	18	after "capitol" during silence cross over	thunder
26	19	after "vile a thing as caesar" for silence	thunder
28	21	after "let us go" for look at sky	thunder
29	21	end of I-3	<b>music. More gentle</b> and distant thunder
31	23	exit lucious	thunder
33	24	knocking	knock within
35	26	brutus and cassius go of to whisper	thunder in silence
37	29	<i>clock strikes</i>	indoor clock strikes 3
40	33	<i>knock within</i>	knock within
42	35	end of II-1	<b>Music tension</b> and thunder 3 or 4
44	40	end of II-2	<b>music</b> possible distant thunder
46	43	end of II-4	<b>music. Strong menacing.</b> Royal
47	43	top of III-1	chanting crowd off left <b>and final music beat</b>
48	47	begin of attacks	<b>musical tone and beat underscore</b>
49	48	brutus grabs, before "et tu brute"	<b>beat or drums fade, left with tone.</b>
50	56	end of part 1	<b>Music end part 1 swelling tonal</b>

51	57	top part 2 (house hlfish)	<b>Music for top of part 2 strong more aggressive</b>
mic	57	top of part 2	live microphone on podium
53	65	near end of scene???	possible riot sounds offstage in distance
54	65	end III-2	<b>music and</b> tons of sfx riot and sirens
56		siren???	siren
58		sirren???	siren
60	67	end of IV-1	<b>Music big transition short military to camp</b>
61	67	lights up	<b>music part 2 (last beat)</b>
62	83	<i>music</i>	<b>music soft on radio possibly 2 cues</b>
64	83	mid speech before ghost appears	<b>music transforms to ghostly</b>
mic 2	83	ghost appears	<b>wireless mic effected for ghost</b>
66	84	end of IV-3	<b>music long trans. To other camp or field between.</b>
67	84	lights up	<b>music part 2 (last beat)</b>
68	85	entrance of other army	bugle or the like
69	90	end V-1	<b>music</b> and huge battle sounds and battle bed <b>very short</b>
70	90	lights up	<b>music part 2 (last beat)</b>
71	90	loud alarum	explosions guns bed might start here
72	91	end V-2	<b>music</b> and huge battle accents
73	91	lights up	<b>music part 2 (last beat)</b>
75	92	pindarus starts looking through binoculars	guns accents
76	92	shout	shout? Can we hear or does he just see
78	92	pindarus and cassius	<b>possible underscore until cassius death (where start?)</b>
80	94	titinus	<b>possible underscore until alarum (where start?)</b>
82	95	<i>alarum</i>	battle accent
84	95	end of V-3	<b>music</b> and huge battle accents
85	96	lights up	<b>music part 2 (last beat)</b>
86	96	<i>alarum</i>	bomb with whistle
87	97	end of V-4	<b>music</b> and huge battle accents and battle bed softer
88	97	lights up	<b>music part 2 (last beat)</b>
90	99	alarum still	whitle bomb and bed grows
92	99	alarum. Cry	bomb and bed auto down slowly for brutus alone
94	100	run on sword	battle accent for brutus. And fade out of all beds
96	101	end of play	<b>music toneish</b>
98	101	curtain call	<b>music drums</b>