

## Neuron Down

## Info:

It is Christmas time and the character Dustin is getting through a breakup. This one-act-play gives us an inside view into Dustin's world and how he's dealing with the traumatic situation. You will literally follow the characters Kap, Kal, Stu, and Pat (neurons within Dustin's body) as they deliver messages to Vocab, flirt with Love, and battle Nazi Alcohol.

## Assignment:

Your assignment is to generate a cue sheet, QLab cue list, and corresponding sound cues for the play *Neuron Down* by Adam Harrell. This is an opportunity to wrap up all that we have learned in the previous projects into this. You are encouraged to edit sounds as necessary.

You will be graded in the following areas:

Originality

Thoroughness (adherence to the script)

Continuity (cue sheet matches Qlab cue list)

Believability (sound choices work and effects don't all sound the same)

Due date: August 23<sup>rd</sup> by 9:00am

The project will be turned in in this fashion:

Via flash drive, a folder labeled with your last name and neuron down (Last Neuron Down) will be turned in, within that folder will be another folder with the sound files you used for the project (name it what you want, "sounds" is a good example). In the primary folder will be a cue sheet in Excel form (name it what you want, "cues" is a good example). Also in the primary folder will be a Qlab file (this should be named Neuron Down)

It should look something like this:

