Independent design proposal for Vorqen Systems

The Calling *Desk*

A browser rehearsal for stage managers learning to call a lighting cue on time.



The Lantern Room / fictional rehearsal stage

Calling the entrance

LX 02 / ENTRANCE

“Standby LX two.”

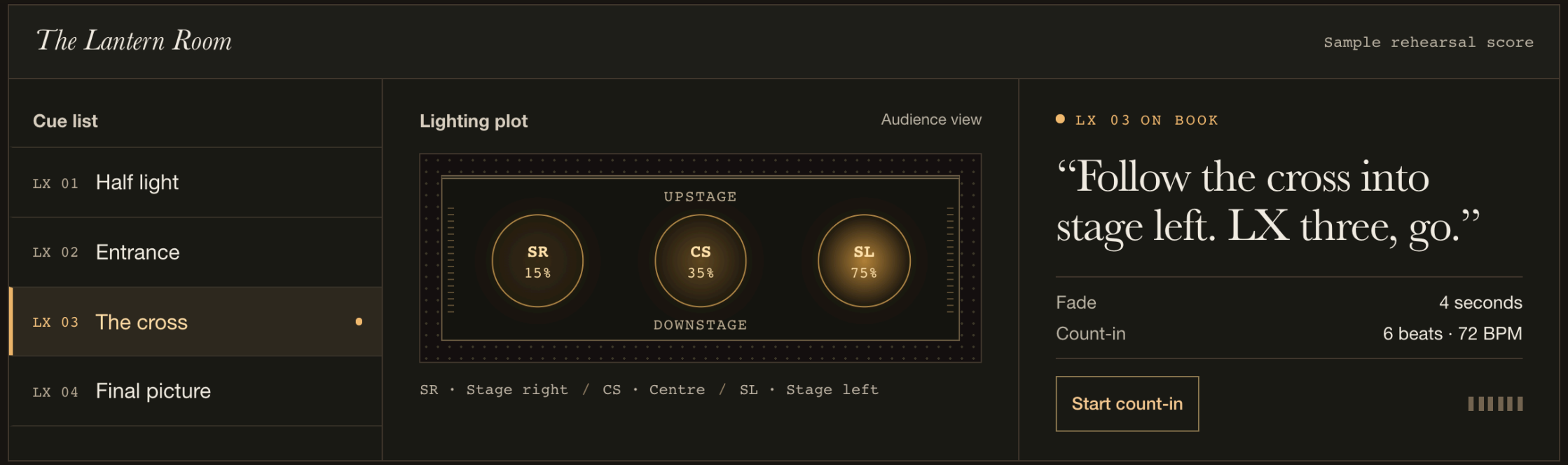
“Pick up the entrance
from stage right.
LX two, *GO.*”

1 2 3 **GO**

A pencil mark in a prompt book identifies the entrance. A metronome sets the pace. The caller still has to fit a spoken line between the two.

In this student exercise, **standby** prepares an imagined operator. **GO** marks the start of the change. The task is to land that word on the fourth beat at 88 BPM.

The call, the count and the light



Browser capture · LX 03 selected

Choose the pickup. Select one of the four LX cues to load its fixed rehearsal settings.

Read across the stage. The plot gives the target level in each of three lighting zones.

Speak the call. Start the count-in and keep your eyes on the beat lamps as you speak.

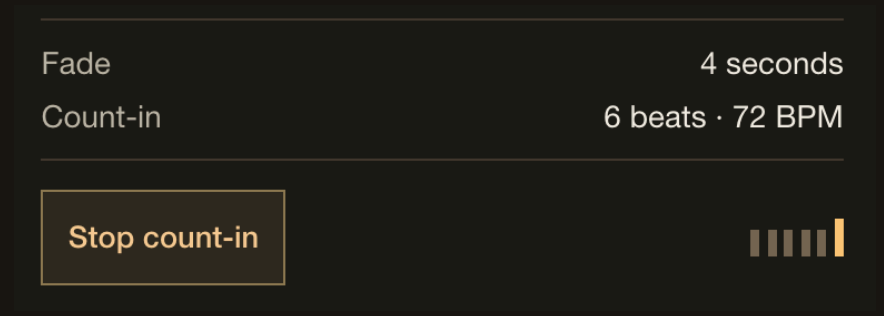
Four cues for one scene

Each row gives the spoken count, its speed and the light to expect after the marked fade.

LIGHTING CUE	COUNT · LAST BEAT IS GO	TEMPO	FADE	TARGET LEVELS SR / CS / SL
LX 01 Half light	1 2 3 GO	60 BPM	6 s	0 / 45 / 0%
LX 02 Entrance	1 2 3 GO	88 BPM	2 s	80 / 25 / 0%
LX 03 The cross	1 2 3 4 5 GO	72 BPM	4 s	15 / 35 / 75%
LX 04 Final picture	1 2 3 4 5 6 7 GO	64 BPM	8 s	55 / 85 / 55%

SR Stage right **CS** Centre stage **SL** Stage left

The sixth lamp is the *GO*



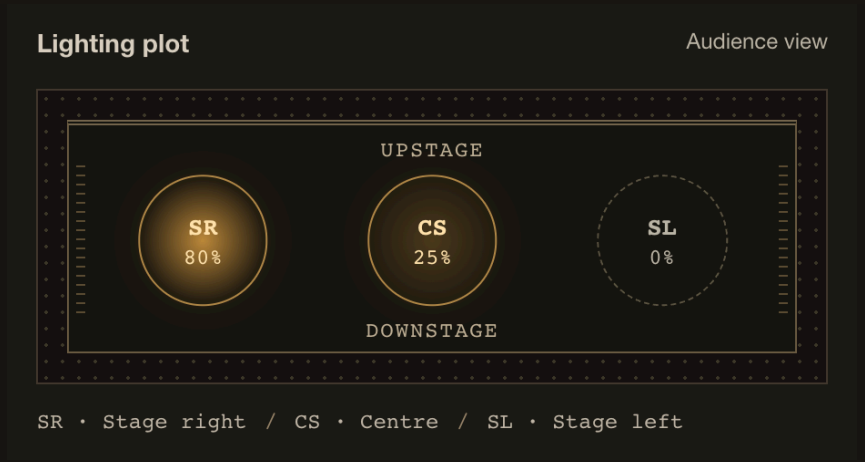
Browser capture · final lamp lit



The first beat lights as soon as you start. At 72 BPM each interval is 60 ÷ 72 seconds. Five intervals put the sixth lamp about **4.17 seconds** after the first.

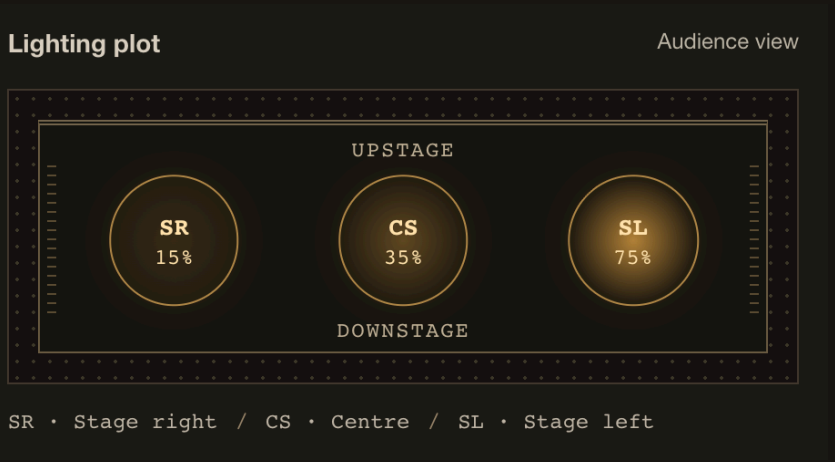
“Follow the cross into stage left. LX three, **GO.**” Time the final word to lamp six. The cue’s four-second fade is a separate instruction for the imagined operator.

Where the light should land



LX 02 Entrance

At stage right, the brightest pool catches the entrance. Centre holds at 25% and the far side stays dark.



LX 03 The cross

After the cross, stage left becomes brightest at 75%. The caller checks the destination of the change before giving GO.

Stand in the auditorium. A performer facing you has stage right on *your left.*

Take it from *the cross*

One caller. One observer. Two attempts at the same pickup.

01 In the browser prototype, choose **Rehearse LX 03**. Say “Standby LX three,” then start the count-in.

02 Let the fifth lamp pass. Give your **GO** on the sixth and ask the observer which beat carried the word.

03 Run the same pickup again. If the line felt rushed, begin it earlier and leave room for “LX three.”

Rehearsal scope. The browser times four preset cues and displays their target levels. Speech stays in the room. The prototype sends no audio or lighting commands and leaves the fades to the caller’s imagination.