

Project Name: Galinthis  
 SPRING 2026 - Production  
 Engineer

Page Title:  
 Theatre Signal Flow

Project Date:  
 1/21/26

Designer:  
 Jacob Clouse +  
 Sujin Kim

Draftsperson:  
 Seager Johnson

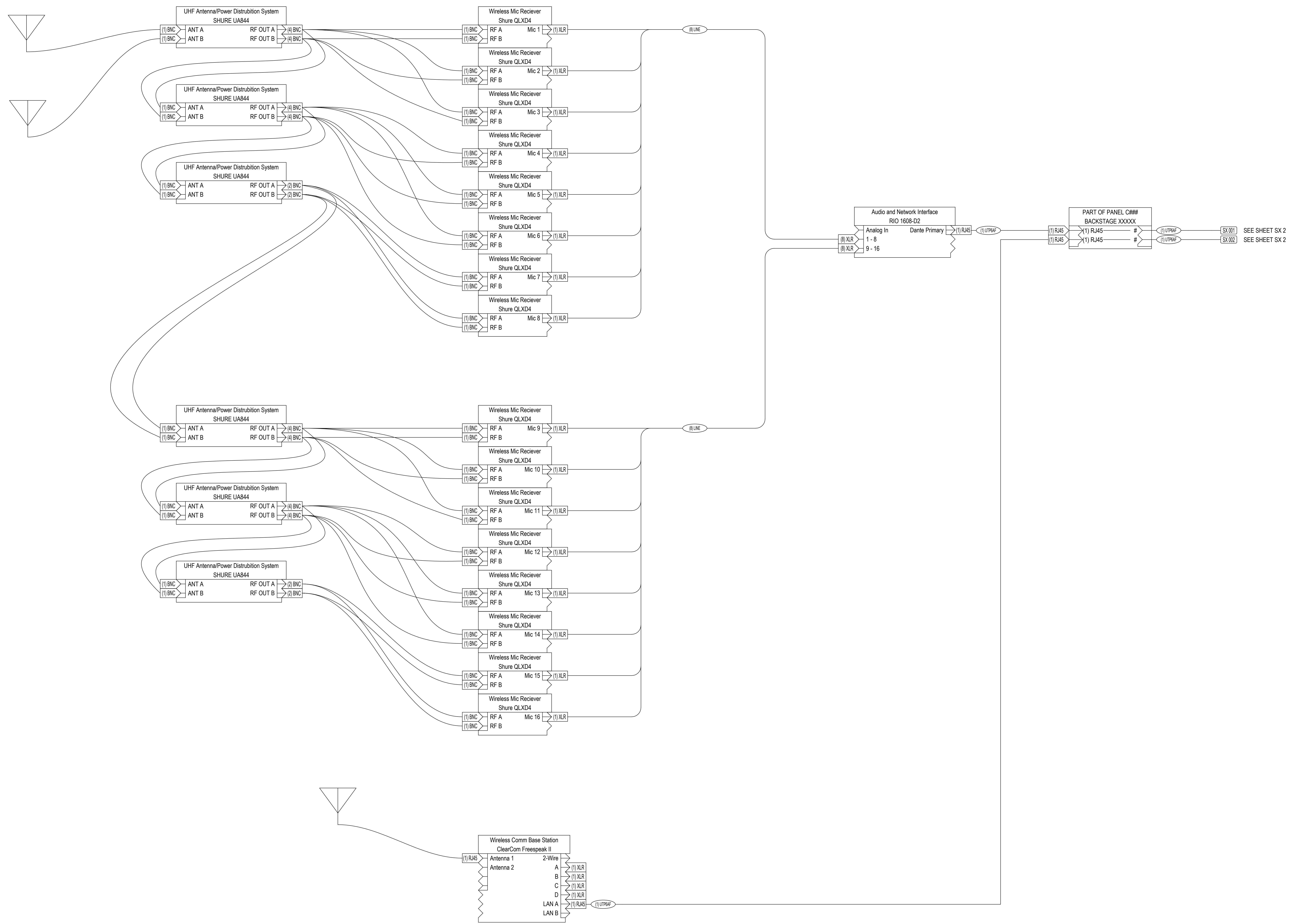
Submission Date:  
 1/28/26

Scale:

Revisions:

Page Number:

**A1**  
 Designer:  
 Seager Johnson



Project Name: Galinthias  
 SPRING 2026 - Production  
 Engineer

Page Title:  
**Backstage Signal Flow**

Project Date:  
 1/21/26

Designer:  
**Jacob Clouse +  
 Sujin Kim**

Draftsperson:  
**Seager Johnson**

Submission Date:  
 1/28/26

Scale:

Revisions:

Page Number:

**A2**

Designer:  
**Seager Johnson**

Sound Designer: Sujin Kim  
 Sound Designer: Jacob Clouse

Production Sound Engineer: Seager Johnson  
 Asst. Production Sound Engineer: Paiton Webber

# Galinthias

## Amp Schedule

AMP #	AMP CH.	Patch	Patch #	Speaker
1	A&B	SPK 1		Main Left
1	C&D	SPK 2		Main Right
1	E&F	SPK 3		Main CTR
1	G&H	SPK 4		Main CTR
2	A	SPK 6		Above Main Left Sub
2	B	SPK 7		Above Main Center
2	C	SPK 8		Above Main Right Sub
2	D	SPK 9		E8 - ss-2
2	E	SPK 10	E7 - ss-1	Overhead Left B
2	F	SPK 11	E11 - ss-5	Overhead Right A
2	G	SPK 12	E12 - ss-6	Overhead Right B
3	A	SPK 14	F3	Surround Left 2
3	B	SPK 15	G9	Surround Left 3
3	C	SPK 16	G5	Surround Left 4
3	D	SPK 17	H9	Surround Left 5
3	E	SPK 18	J1	Surround Left 6
3	F	SPK 19	J3	Surround Right 6
3	G	SPK 20	J7	Surround Right 5
3	H	SPK 21	H7	Surround Right 4
4	A	SPK 22	H3	Surround Right 3

4	B	SPK 23	G1	Surround Right 2
4	C	SPK 24	F11	Surround Right 1
4	D	SPK 25	E1	Front Fill A
4	E	SPK 26	E3	Front Fill B
4	F	SPK 27	E4	Front Fill C
4	G	SPK 28	E6	Front Fill D
4	H	SPK 29	C10	Onstage A
5	A	SPK 30	C11	Onstage B
5	B	SPK 31	D4	Onstage C
5	C	SPK 32	D5	Onstage D
5	D	SPK 33	D6	Onstage E
5	E	SPK 13	F5	Surround Left 1

Sound Designer: Sujin Kim  
 Sound Designer: Jacob Clouse

Production Sound Engineer: Seager Johnson  
 Asst. Production Sound Engineer: Paiton Webber

# Galinthias

## Input List

Channel	Label	Local In	From	Source
1	Wireless Mic 1	Dante Y00# - 1	Dante	Rio 1608D2
2	Wireless Mic 2	Dante Y00# - 2	Dante	Rio 1606D2
3	Wireless Mic 3	Dante Y00# - 3	Dante	Rio 1606D2
4	Wireless Mic 4	Dante Y00# - 4	Dante	Rio 1606D2
5	Wireless Mic 5	Dante Y00# - 5	Dante	Rio 1606D2
6	Wireless Mic 6	Dante Y00# - 6	Dante	Rio 1606D2
7	Wireless Mic 7	Dante Y00# - 7	Dante	Rio 1606D2
8	Wireless Mic 8	Dante Y00# - 8	Dante	Rio 1606D2
9	Wireless Mic 9	Dante Y00# - 9	Dante	Rio 1606D2
10	Wireless Mic 10	Dante Y00# - 10	Dante	Rio 1606D2
11	Wireless Mic 11	Dante Y00# - 11	Dante	Rio 1606D2
12	Wireless Mic 12	Dante Y00# - 12	Dante	Rio 1606D2
13	Wireless Mic 13	Dante Y00# - 13	Dante	Rio 1606D2
14	Wireless Mic 14	Dante Y00# - 14	Dante	Rio 1606D2
15	Wireless Mic 15	Dante Y00# - 15	Dante	Rio 1606D2
16	Wireless Mic 16	Dante Y00# - 16	Dante	Rio 1606D2
17	Qlab 1 - Main L	Dante Y002 - 1	Dante	DVS
18	Qlab 2 - Main R	Dante Y002 - 2	Dante	Dante Virtual Sound Card
19	Qlab 3 - Main CTR	Dante Y002 - 3	Dante	Dante Virtual Sound Card
20	Qlab 4 - Subs	Dante Y002 - 4	Dante	Dante Virtual

				Sound Card
<b>21</b>	Qlab 5 - Overhead Left	Dante Y002 - 5	Dante	Dante Virtual Sound Card
<b>22</b>	Qlab 6 - Overhead Right	Dante Y002 - 6	Dante	Dante Virtual Sound Card
<b>23</b>	Qlab 7 - Sur L1&2	Dante Y002 - 7	Dante	Dante Virtual Sound Card
<b>24</b>	Qlab 8 - Sur L3	Dante Y002 - 8	Dante	Dante Virtual Sound Card
<b>25</b>	Qlab 9 - Sur L4	Dante Y002 - 9	Dante	Dante Virtual Sound Card
<b>26</b>	Qlab 10 - Sur L5	Dante Y002 - 10	Dante	Dante Virtual Sound Card
<b>27</b>	Qlab 11 - Sur L6&R6	Dante Y002 - 11	Dante	Dante Virtual Sound Card
<b>28</b>	Qlab 12 - Sur R5	Dante Y002 - 12	Dante	Dante Virtual Sound Card
<b>29</b>	Qlab 13 - Sur R4	Dante Y002 - 13	Dante	Dante Virtual Sound Card
<b>30</b>	Qlab 14 - Sur R3	Dante Y002 - 14	Dante	Dante Virtual Sound Card
<b>31</b>	Qlab 15 - Sur R1&2	Dante Y002 - 15	Dante	Dante Virtual Sound Card
<b>32</b>	Qlab 16 - FF Left (A)	Dante Y002 - 16	Dante	Dante Virtual Sound Card
<b>33</b>	Qlab 17 - FF Left (B)	Dante Y002 - 17	Dante	Dante Virtual Sound Card
<b>34</b>	Qlab 18 - FF Right (C)	Dante Y002 - 18	Dante	Dante Virtual Sound Card
<b>35</b>	Qlab 19 - FF Right (D)	Dante Y002 - 19	Dante	Dante Virtual Sound Card
<b>36</b>	Qlab 20 - Onstage 1	Dante Y002 - 18	Dante	Dante Virtual Sound Card
<b>37</b>	Qlab 21 - Onstage 2	Dante Y002 - 19	Dante	Dante Virtual Sound Card

<b>38</b>	Qlab 22 - Onstage 3	Dante Y002 - 20	Dante	Dante Virtual Sound Card
<b>39</b>	Qlab 23 - Onstage 4	Dante Y002 - 21	Dante	Dante Virtual Sound Card
<b>40</b>	Qlab 24 - Onstage 5	Dante Y002 - 22	Dante	Dante Virtual Sound Card

Sound Designer: Sujin Kim  
 Sound Designer: Jacob Clouse

Production Sound Engineer: Seager Johnson  
 Asst. Production Sound Engineer: Paiton Webber

# Galinthias

## Output List

<b>Channel</b>	<b>Label</b>	<b>Local Out</b>	<b>From</b>	<b>Source</b>
<b>Mix 1</b>	Surr L1&2	Dante Y00#	Core A-09	Dante Virtual Sound Card
<b>Mix 2</b>	Surr L3	Dante Y00#	Core A-10	Dante Virtual Sound Card
<b>Mix 3</b>	Surr L4	Dante Y00#	Core A-11	Dante Virtual Sound Card
<b>Mix 4</b>	Surr L5	Dante Y00#	Core A-12	Dante Virtual Sound Card
<b>Mix 5</b>	Surr L6 & R6	Dante Y00#	Core A-13	Dante Virtual Sound Card
<b>Mix 6</b>	Surr R5	Dante Y00#	Core A-14	Dante Virtual Sound Card
<b>Mix 7</b>	Surr R4	Dante Y00#	Core A-15	Dante Virtual Sound Card
<b>Mix 8</b>	Surr R3	Dante Y00#	Core A-16	Dante Virtual Sound Card
<b>Mix 9</b>	Surr R1 & R2	Dante Y00#	Core A-17	Dante Virtual Sound Card
<b>Mix 10</b>	Onstage	Dante Y00#	Core A-18	Dante Virtual Sound Card
<b>Mix 11</b>	Onstage	Dante Y00#	Core A-19	Dante Virtual Sound Card
<b>Mix 12</b>	Onstage	Dante Y00#	Core A-20	Dante Virtual Sound Card
<b>Mix 13</b>	Onstage	Dante Y00#	Core A-21	Dante Virtual Sound Card

<b>Mix 14</b>	Onstage	Dante Y00#	Core A-22	Dante Virtual Sound Card
<b>Matrix 1</b>	Main Left	Dante Y00#	Core A-01	Dante Virtual Sound Card
<b>Matrix 2</b>	Main Right	Dante Y00#	Core A-02	Dante Virtual Sound Card
<b>Matrix 3</b>	Main Center	Dante Y00#	Core A-03	Dante Virtual Sound Card
<b>Matrix 4</b>	Subs	Dante Y00#	Core A-04	Dante Virtual Sound Card
<b>Matrix 5</b>	Front Fill Left	Dante Y00#	Core A-05	Dante Virtual Sound Card
<b>Matrix 6</b>	Front Fill Right	Dante Y00#	Core A-06	Dante Virtual Sound Card
<b>Matrix 7</b>	Overhead Left 1&2	Dante Y00#	Core A-07	Dante Virtual Sound Card
<b>Matrix 8</b>	Overhead Right 1&2	Dante Y00#	Core A-08	Dante Virtual Sound Card





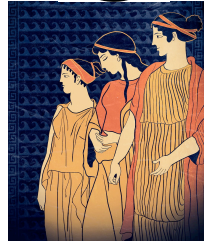
Sound Designer: Sujin Kim  
Sound Designer: Jacob Clouse

Production Sound Engineer: Seager Johnson  
Asst. Production Sound Engineer: Paiton Webber

# Galinthias

## Qlab Outputs

Output #	Output Label	# of Speakers/Send
1	Main L	1
2	Main R	1
3	Main CTR	3
4	Subs	3
5	Overhead Left	2
6	Overhead Right	2
7	Surr L 1&2	2
8	Surr L3	1
9	Surr L4	1
10	Surr L5	1
11	Surr L6 & R6	2
12	Surr R5	1
13	Surr R4	1
14	Surr R3	1
15	Surr R1&2	2
16	FF Left	2
17	FF Right	2
18	Onstage 1	1
19	Onstage 2	1
20	Onstage 3	1
21	Onstage 4	1
22	Onstage 5	1



**Galinthias**

Directed By: Anne Damman

Scenic Design By:  
Eleanor Kephart  
Technical Direction By:  
Natalie Kandra

Revisions

No.	Date	Notes
1.	10/3/25	Preliminary Ground Plan
2.	10/9/25	Updated Ground Plan
3.	10/31/25	Finalized

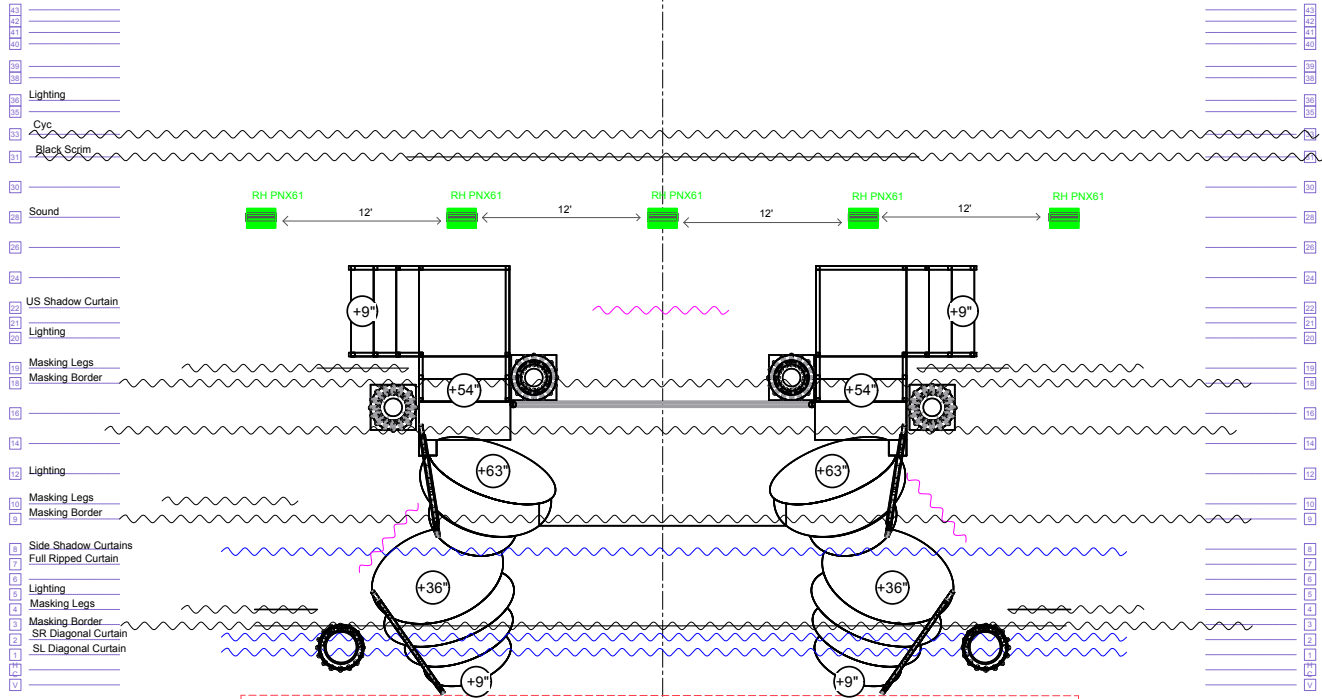
Notes

- Lines indicate the ripped curtains
- Lines indicate the shadow curtains

ELEANOR KEPHART  
(607) 279-0805  
eleanorkephart@gmail.com

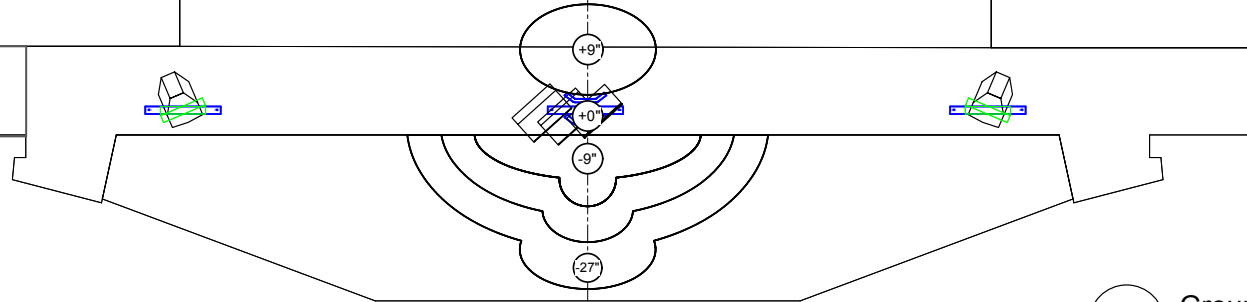
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Drawing 1/8



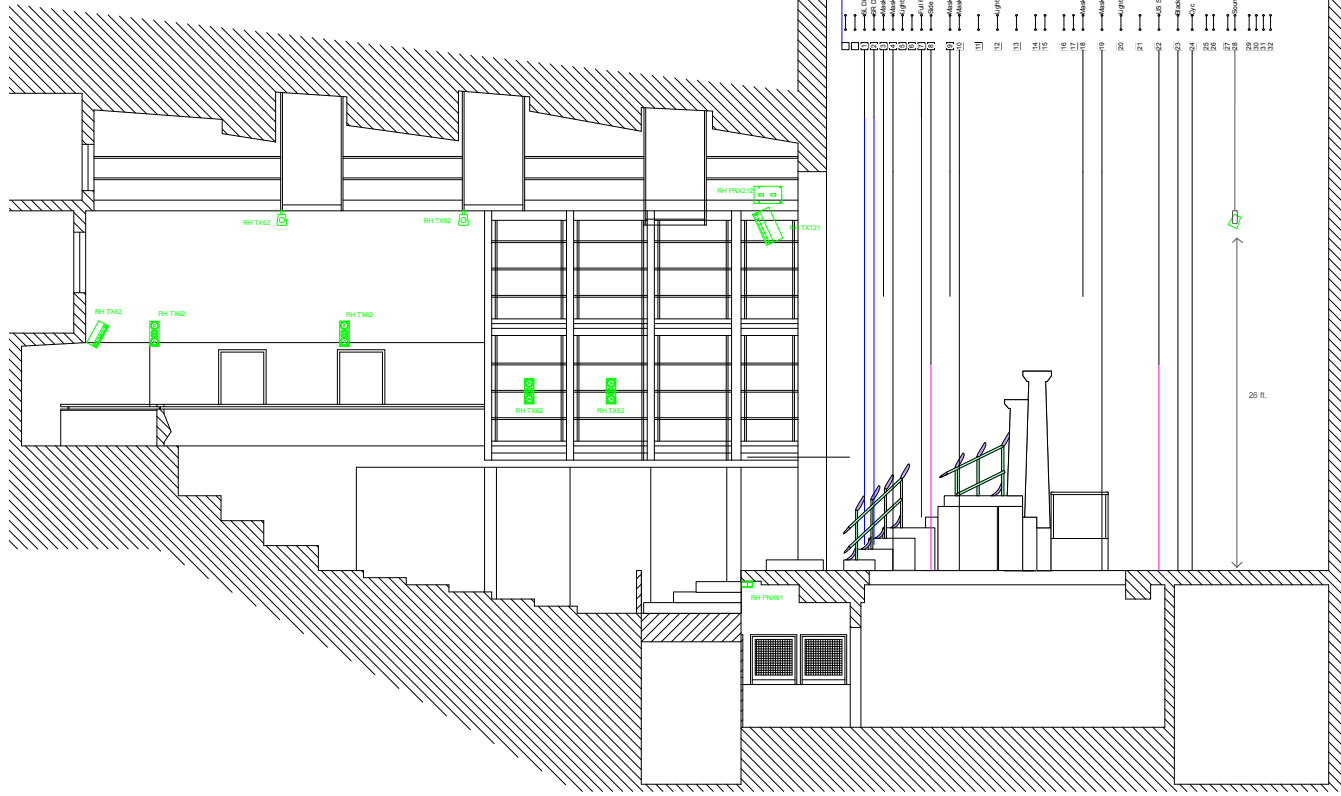
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1 Ground Plan  
Scale: 3/16" = 1'-0"

VECTORWORKS EDUCATIONAL VERSION



VECTORWORKS EDUCATIONAL VERSION



Purdue Dept. of Theatre & Dance 2025/26  
*Gaiinthis* by Bennett Ayers

Project Title

Page Title

Sound Design  
 Section View

Project Date

11/08/25 - 11/23/25

Designer

Jacob Clouse

Draftsperson

Jacob Clouse

Date

01/14/25

Scale

1/4" = 1'

Revisions

Sheet

SX 2

Actor		Character	
First Last		Galinthias	
Mic Number	1	Frequency	470.700 MHz
Costume Notes	Headpiece sits an inch from her hairline, make sure the mic will not be covered		
Wig/Hair Notes			
Element/ Color	Tan	Trasmitter Loaction	Back
Mic Pouch Color	Tan	Element Location	Side
Rigging Notes			

Actor		Character	
First Last		Xandra	
Mic Number	2	Frequency	471.175 MHz
Costume Notes			
Wig/Hair Notes			
Element/ Color	Tan	Trasmitter Loaction	Back
Mic Pouch Color	Tan	Element Location	Side
Rigging Notes			

Actor		Character	
First Last		Alcmene	
Mic Number	3	Frequency	472.150 MHz
Costume Notes			
Wig/Hair Notes			
Element/ Color	Tan	Trasmitter Loaction	Hip
Mic Pouch Color	Tan	Element Location	Side
Rigging Notes			

Actor		Character	
First Last		Aunt	
Mic Number	4	Frequency	472.650 MHz
Costume Notes			
Wig/Hair Notes			
Element/ Color	Tan	Trasmitter Loaction	Back
Mic Pouch Color	Tan	Element Location	Halo
Rigging Notes			

## Galinthias: Equipment/Tools from Storage

### **Loudspeakers:**

1. (5) RH PNX-161 Loudspeaker
2. (5) Loudspeaker Bracket
3. (5) 100' NL4 Cable
4. (5) 25' NL4 Cable
5. (5) NL4 Barrel Adapter

### **Antennas:**

6. (2) Shure UA870WB Active Directional Antenna
7. (2) 50' BNC Cable
8. (2) Antenna Mount

### **Microphones:**

9. Yamaha Rio1608-D2 Dante Stage Box
10. (3) Shure UA844 UHF Antenna Distribution System
11. (16) Shure QLXD4 Digital Wireless Receiver
12. Furman M-8Lx Rack Power Conditioner
13. A2 Tech Box (includes mics, batteries, etc)

### **Miscellaneous:**

14. (3) 25' Extension Chord (for tech tables)
15. (3) Power Strip (for tech tables)
16. Crescent Wrench / Socket Set
17. Roll of Tie Line
18. Gaff Tape

### Galinthias Weight Calculations

Line 28

PNX = 16lbs

Half Brick = 14lbs

Full Brick = 28lbs

5 PNX's x 16lbs = 80lbs

3 bricks x 28lbs = 84lbs

Add 2 bricks for cable weight = 56lbs

84lbs + 56lbs = 140lbs

**TOTAL COUNTERWEIGHT = 5 bricks**