

She's Come Undone Sound Cues

Q#	Sound Cue	Pg #	Speaker	Cue for Go [^]	Purpose / Notes
1-A	Preshow	-	All	Top of show	
1-C	Preshow X	-		w/ House to half	
1-D	Announcement	-	CS	couple beats after calling 1-C	
1-G	Surf & Sea	1	All	w/ Blackout	Might be Autofollow? [Timer Start]
1-H	Level DN Surf & Sea	1	All	w/ Lights up	Bring under Dolores
1-I	Level DN Surf & Sea	1	All	D "... the day our television set was delivered.^^"	Bring under scene
1-M	XF -> TV Static	1	All	D "... black-and-white Emerson television^ set..."	
2-B	Tighten in TV Static	2	DSL	Anticipate D's line at top of page	Move towards scene
2-E	TV - Queen for a Day	2	DSL	D "... memory makes me a child again.^^"	In scene w/ character shift
2-H	TV - Quiz Show	2	DSL	Visual on TV change channels?	Match dialog
2-L	Muffled TV	2B	CS	D "I put a checker in my mouth^ - suck it."	Dolores's world / hide from fight
2-N	Tag / Sound Out	2B	CS	D "... loved each other in a noisy way.^^"	Bring TV back (game show theme), then out
3-C	School Bell	3	SR	B "Oh, never mind^^"	Actor cue
AF	Clock ticking	3	DSR	Autofollow	Set location
3-E	Clock Quick Fade out	4		G "... having creamed dried beef for supper^^"	Sound out
5-A	Pickup truck drive	5	Frame	Visual on getting in truck (Tony starts truck)	Set vehicle
5-C	Truck X	5		Visual on Tony stopping truck "Stay here"	Set vehicle
5-E	Furniture clatter	5	DSL	Visual on Tony throwing furnature	Match action
5-G	Furniture clatter	5	DSL	Visual on Tony throwing furnature	Match action
5-J	Fisherman's Cove ambience	5	CS/DSR	T "Then we stopped at Fisherman's Cove^^"	Set location
5-M	Ambience Fade out	5		T "Get in the goddammed truck^^"	Sound out
7-B	Tag (Short)	7	USR	B "She said to tell you good-bye^^"	Time passage
8-C	Parakeet Squawk	8	DS Frame	B "Oh, Petey. Hi Petey! Hi honey.^^"	Reinforce birdcage
8-E	Parakeet Squawk	8	CS	B "... isn't that right, Petey?^^"	Reinforce birdcage
9-A	TV - Love of Life	9	US Frame	J&D "It's time for 'Love of Life!'^^"	Match action, low level
10-B	TV Quick X	10		B "Dolores^! Supper!"	Sound out
11-C	Parakeet Squawk	11	Frame	Visual on grabbing Petey out of cage	Match action
11-F	Back Door Open	11	USR	Visual on Tony miming back door	Match action
11-H	Parakeet Squawk / Flapping	11	CS	Visual on Tony releasing bird	Match action
11-L	Bike	11	Dock	D "I got on my bike and drove^..."	Match action / mood
12-A	Bike X	12		D "... the more I risked - the better it felt^^"	Sound out
AF	Night Ambience	12	CS/SL	Autofollow	Set time of day / support time passage

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12-D	Tag	12	CS	B "That's just what I need right now^"	Wings in wind?
12-F	Backhoe	12	DSL	D&T "The pool men came!^"	Just a few seconds
13-B	Pool ambience	13	DSR/CS	T "On Monday morning the pool was finished^"	Set location / mood [outdoors w/ birds]
14-C	Pool ambience X	14		D "All that week^ we played"	Slow fade out
15-D	Tag	15	DS/CS	The handoff of Dolores	Emotional isolation
16-A	Grandma house (theme)	16	CS/SR	D "^Grandma's house had a camphor smell."	Emotion (past, mystery, Grandma)
16-C	House fade out	16		D "... who drowned at age nineteen^"	Sound out
16-F	Bus hum	16	Frame	Visual on D getting to frame	Set location
17-B	XF -> Transition Music	17	CS/SL	D "Can't you even take a joke?^"	Emotion / Time passage
17-G	Trans music fade out	18		Visual of D picking up phone (top of page)	Sound out
19-A	Pierce Street	19	CS [US]	D "^Pierce Street smelled of car exhaust..."	Set location
19-F	Pierce Street X	19		D "Across the street^ from Grandma's house..."	Sound out
19-H	Lighter	19	DS Frame	Visual on lighter	Match action
20-A	Tag	20	All	D "...strong enough to keep an angel airborne^"	Time passage?
20-E	School Bell	20	CS	G "St. Anthony's^"	Set location / transition
21-B	Hallway -> Transition	21	SL	D "In^ the front hallway, there were framed..."	Emotion / transition / time passage
22-C	Transition X	22		B&G "^In January of '64"	Sound out
25-D	Tag	25	All	D "...but is nevertheless true.^"	Emotion / location switch
25-G	Lighter	25	DS Frame	Visual on lighter	Match action
26-B	Tag (Short)	26	All	D "...vocabulary test but suddenly understood."	Emotion / Time passage
27-C	Radio	27	DSL	Visual on B turning on radio	Match action
28-B	Radio X	28		D "Girls? What are we - Mrvellettes?^"	Sound out
28-E	Party Music	28	SL	Rita "^Ole!"	Set party mood / allow for silence later
28-G	Fade DN party music	28		G "Why aren't you a doll^"	For under scene
29-C	Quick Fade DN	29		J "Why are you so sad?" [beat]^	For Dolores' aside
29-D	Restore	29		D "^Who's sad?"	Restore to scene (1/2 beat before line)
29-F	Fade UP party music	29		B "^Bernice told a long, complicated joke..."	Mood for "fast-forwarded" party
29-H	Party fade out	29		G "Ole.^"	Sound out, fade out can take a bit
29-M	Bedsprings / Moans	29	DSR	D "Dolores Price: Lady of Sorrow" [1/2 beat] ^	Actor cue
29-O	Fade UP into Dolores' head	29	DSR	D "I reached up under my skirt^"	Emotion / cue gets reverby (wet)
30-A	Bed / Moans Hard out	30		B "Dolo^res! Breakfast!"	Breaks moment

Book-It 13-14
 Director: Kelly Kitchens
 SM: Tori Thompson

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Sound Designer: Dustin Morache
 Updated 9/9/13

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30-D	School Bell	30	CS	B "You won't hate it. Give it time^"	Actor cue / set location
AF	Playground ambience	30	CS	Autofollow	Emotion / isolation
30-F	Playground ambience X	30		D "...my classmates had even spoken to me^"	Sound out
AF	Fan	30	Frame	Autofollow (crossfade)	Fill in prop (fan)
31-A	Slam door	31	USR	Visual on B's exit	Match action
31-C	Roberta laugh	31	DSL	D "Jeanette hadn't written in months^"	Match dialog
31-F	Fan X	31		Visual on D unplugging fan	Fill in prop (fan)
31-H	Fan	31	Dock	Visual on J plugging in fan	Fill in prop (fan)
31-J	Coke Can open	31	DSR	Visual on J opening coke	Match action
32-D	Beer Can open	32	DSR	Visual on J opening beer	Match action
33-G	Beer Cans clatter	33	Dock	Visual on D arm ("My arm shot out")	Match action / replace prop
34-C	Fan X	34		J "...what's the matter with you, anyway" [beat]^	Sound out
34-E	Car Pulls In	34	USR	D "I acted so retarded"^	Actor cue
34-H	Tag	34	DSR	Beat after B exits	For Dolores' aside
34-I	Tag X	34		D "I was good at keeping secrets^."	Sound out
35-C	Car Door Lock	35	Dock	Visual on D locking car door	Match action
35-D	Car Door Unlock	35	Dock	Visual on D unlocking car door	Match action
35-H	Car Start -> Driving	35	Dock	Visual on J starting car	Match action
36-A	Pull over -> Car Turn Off	36	Dock	Visual on J (D "He pulled up in front of the school"	Match action
36-F	Car Honk	36	Dock	D "He's a close personal friend^"	Match action
36-J	Car Driving (Int)	36	Dock	Visual on D settled in car	Match action
37-A	XF -> Car Idling	37	Dock	J "They ^idled in the rear parking lot..."	Match action
37-D	Car Fade out	37	Dock	Visual on J turning off car	Match action (or is this just a fade out?)
38-C	Transition Music	38	SR	G "Well. Fine^"	Emotion
38-E	Transition Music X	38		D "But her body wouldn't relax^" (might AF horn?	Sound out
38-G	Car Honk	38	Dock	D "But her body wouldn't relax" [beat or two] ^	Match action
38-O	Car Start -> Driving	38	Dock	Visual on J starting car	Match action
39-D	Blinker	39	Dock	Visual on J blinker	Match action
AF	Distant Waterfall	39	DSR	Autofollow (slow fade in)	Match dialog
39-G	Distant Dogs	39	Frame	J "This will break^ your heart"	Initial fade in sound
39-I	Pull over -> Car Turn Off	39	Dock	Visual on J stopping car	Match action

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39-K	Dogs Level UP	39		Visual on J & D getting out of car	Quick fade up
39-P	Dog Snarl	39	DS Frame	Visual on D leaning in to look at Dog Pen	Actor response cue
40-L	Dogs Level DN	40		Visual on J & D getting in car	Logical sound cue
40-R	Dogs Riled More	40		J "Do you think much about sex^"	Start build of becoming more riled
42-F	Dogs Level UP	42		Visual on J & D getting in car	Logical sound cue
42-I	Heartbeat	42	Subs	D "This isn't funny. What are you doing?^"	Tension
42-K	Heartbeat Escalate	42		D "I swung wild^"	Tension
42-M	Heartbeat Escalate	42		Visual on J gagging D	Tension
42-R	Dolores Rape Other World	42	All	Visual on penetration	Emotion / Intensity / Tension
42-T	Rape X	42		D "No one was coming for me^"	Silence
42-V	Dogs Restore	42	Frame	Visual on J getting up	Restore to reality
43-A	Dogs Soothed	43	Frame	Visual on J soothing dogs	Match action
43-I	Car Start -> Driving	43	Dock	Visual on J starting car	Match action
43-M	Pull over -> Car Turn Off	43	Dock	Visual on J stopping car	Match action
43-O	Tag	43	SR/CS	D "Three, I thought. The baby.^"	Emotion / Location transition
43-R	Tag X	43		Visual on D reaching room	Sound out
44-B	Cold Wind (Int)	44	CS	D "On a Sunday^ afternoon..."	Emotion
44-E	Wind Level UP	44		Visual on D going out door	Signify outside
44-G	Doorbell	44	USL	Visual on D pressing doorbell	Match action / actor cue
44-I	Wind Level DN	44		D "I leaned into her" R "Sobbed^"	Move towards silence
44-J	Wind X	44		R "... the street to wake up your mother^"	Sound out
45-D	School Bell	45	CS	G "She just needs to pretend it never happened^."	Time passage
46-H	Hallway Ambience	46A	CS	B "... Motorola TV for your 18th birthday^."	Set location / transition
47-F	TV - Mannix	47	DSR	D "I holed up in my room with my goodies^"	Match action
48-C	TV Level UP	48		Visual on D turning up volume on TV	Match action
48-E	TV Hard out	48	DSR	Visual on B hacking off plug	Sound out
50-B	Transition Music (Short)	50	USR	D "Back home, ^ I took a bag of M&M's..."	Emotion
50-D	Transition Music X	50		After M&Ms sequence is over	Sound out
51-C	TV - Laugh In	51		D "I didn't go to my graduation^. I watched..."	Match dialog
51-G	XF -> Nightmare	51	Platform	Visual on D laying down	
51-I	Nightmare X	51		With D waking up	Sound out

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51-L	Trans Tag	51		D "...curled tightly into their fetal positions^."	Emotional shift
53-A	TV - Pre Moon Mission	53	DSR	Visual on D turning on TV	Match action / dialog
53-D	Doorbell	53	CS	Visual on police office ringing doorbell	Match action
AF	Nightmare X	53		Waits a few seconds, then autofollows	Sound out
53-F	TV - Moon Mission	53	Frame	Visual on D turning on TV	Match action
54-C	XF -> TV Static	54	Frame	P "...Doesn't have to be now" [2 beats] ^	Emotion (Numb)
54-E	TV Static Fade out	54		Visual on D starting to cross	Sound out
54-G	Tag	54	SR/CS	D "That her daughter would become me^."	Emotional shift
55-D	TV Static	55	Dock/DSL	D "...of people I had never seen, and a letter^"	Fade in, sits under letter
55-K	Doorbell	55	???	Visual on D ringing doorbell	Match action
AF	Static Fade out	55		Autofollow	Sound out
56-B	Billie Holiday	56	SL/US Fram	Visual on D pressing jukebox button	Match action / mood
57-A	Billie Holiday Fade out	57		P "...glad you decided to go. Okay, pal?^"	Sound out
57-D	Transition Music	57		D "...through the hell I'd pur her through^"	Emotion / transition
57-F	Transition Music X	57		With D cross to college	Sound out
57-I	Knock on Glass Door	57	Dock	Visual on D knocking	Match action
58-B	Unlock / Door Open	58	Dock	Visual on Dottie unlocking door	Match action
58-D	Door Close / Lock	58	Dock	Visual on Dottie locking door	Match action
59-A	Dottie Cleaning Music	59	Dock	Dottie "I brought in my record player^..."	Match dialog
59-C	Music X	59		Kiss [Beat] ^	Sound out
59-E	Fart	59	Platform	Strednicki "Room 213 ^"	Support dialog
62-A	Door Lock	62	Dock	Visual on D locking door	Match action
62-C	Dante Letter Underscore	62	Frame	Visual on D opening letter	Emotion / Letter support
62-L	Dante Underscore X	62		Dottie "Dolo^res? So how do you like that..."	Sound out
63-C	Halloween Party Music	63	All	"PARTY!!!"^	Set location
63-E	Heartbeat	63	Subs	D "Shut up. You're drunk. ^Let go of me"	Tension
64-B	Music X / Record Scratch	64	CS	Visual on D kneeling Eric (1st)	Match action (Heartbeat lvl Dn)
64-D	Add Night Ambience	64	CS/SL	D "I^ ran-ran-hide-hid"	Set location / tension (heartbeat lvl up)
64-F	Ambience Fade out	64		D "I risked the rear entrance^ of the dorm"	Ambience fast / (heartbeat lvl tiny bit dn)
65-I	XF -> Dottie Ambience	64	CS/SL	Visual on Dottie & D entering Dottie's house	Set location
66-A	TV - News	66	Dock/Frame	Visual on Dottie turning TV on	Match action / actor dialog cue

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66-E	TV Level DN	66		Dottie "Yes, I do^"	For scene, focus shift
67-A	Add TV Static	67	CS/SL	D "She was right. We didn't matter^"	Emotion (Numb)
67-D	XF TV -> Reverbed Aquarium	67	All	Dottie "This is going to feel^ so nice"	Emotion (Distraction/Calming)
67-F	Sound Slow Out / Restore	67		On Dolores climax	Return to scene
67-H	Transition Underscore	67	All	D "We're whales" [beat] ^	Emotion / transition
67-J	Dottie Amb / Aquarium X	67		D "... then rested on their sides^"	Emphasize Fish death
67-K	Underscore X	67		Visual on D starting to cross to Domingos	Sound out
67-M	Shop Bell	67	CS	Visual on D entering Domingos shop	Match action / Set location
68-F	Fade IN Driving	68	Frame	Visual on Domingos starting car	Match action
68-L	Nightmare / Car X	68	SL	Visual on D dozing off	Dolores' mind
68-M	Nightmare X	68		Domingos "Hey^ Sleeping Beauty - we're here."	Sound out
70-B	Phone Ring	70	USR	D "Yes Irving Sweet, get me that one" [beat] ^	Actor cue
71-D	Distant Ocean / Wind	71	DSR/CS	D "I walked and walked."	Hint at location
71-F	Ocean Level UP	71	DSR	D "Fat girl on a skinny road. ^ I found the beach."	Set location
71-J	Quick XF -> Underwater	71	CS	D "I lifted up and went under^"	Match action
71-L	Splash	71	CS	Visual on D coming up out of water	Match action
AF	Quick XF -> Ocean	71	DSR	Autofollow	Restore to scene
71-O	Slow XF -> Small Tide	71		D "I don't know how long I sat there"	Mood
72-C	End Act One	72	All	Uniformed Man "Okay, she's here. I got her^"	End of Act [Timer Stop]
72-I	XF -> Intermission	72	All	With lights up	Into Intermission Sounds
73-A	XF -> Act 2 Start	73	All	When set	Mood [Timer Start]
73-B	Act 2 Level Dn	73		Beat before D's first line "I spent the early 70s..."	Under dialog
73-E	XF -> Dolores Mind	73	CS/SL	"...my third psychotherapist at Gracewood^"	Dolores' mind
74-C	Mold Theme	74	Frame	Dr S "...woman you deserve to be" [beat] ^	Support aside
74-D	Mold Theme X	74		D "...was supposed to chew and swallow^"	Sound out
74-G	Dottie Echo	74	SL	Dr S "By whom?^"	Dolores' mind
74-I	Eric Echo	74	SL	D "By her, I guess.^"	Dolores' mind
74-M	Jack Echo	74	SL	Dr S "Make us a list.^"	Dolores' mind
75-B	Rosalie Echo	75	SL	D "You name it.^"	Dolores' mind
75-E	Tony Echo	75	SL	D "Kids at school^"	Dolores' mind
75-H	Bernice Echo	75	CS	D "my father^"	Dolores' mind

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75-J	Bernice Echo X	75		Wait a beat or two (could be built in?)	Dolores' mind
75-N	XF -> Clock Ticking	75	CS	D "My mother was a saint!" [beat] ^	Set location / tension
76-D	Clock Half Hour Chime	76	CS	D "... then me at Gracewood^"	Actor cue
76-F	Clock X	76		G "Well. See you next week^"	Sound out / transition to next scene
76-I	Dolores Mind	76	SL	D "And they weren't going well^."	Dolores' mind
78-B	Dolores Mind Slow Fade Out	78		D "Bullshit!^ You're a fucking whore of a liar..."	She's starting to release
79-D	Fade IN Transition	79	All	D "I'm empty" [beat] ^	Emotion (Triumphant) / Time passage
79-F	Transition X	79		D "^In the spring of 1975"	Sound out
79-J	Camera Click	79	DSR	Visual of D grabbing photo	Support location / Dolores' mind
79-K	Camera Click	79	DSR	Visual of D grabbing photo	Support location / Dolores' mind
79-L	Camera Click	79	DSR	Visual of D grabbing photo	Support location / Dolores' mind
81-E	Tag (Short)	81	All	Dr S "Good luck, Dolores^"	Transition
81-G	Camera Click	81	DSR	D "...shots from Montpelier, Vermont^"	Support location / Dolores' mind
81-H	Camera Click	81	DSR	D "A high school trip to New York City^"	Support location / Dolores' mind
82-C	Trans Tag	82	All	D "^I worked overtime through May..."	Time passage / Transition
82-E	Trans Tag X	82		D "Not that dead whale^"	Sound out
84-A	XF -> Dante Amb Song	84	CS	Either Visual of Dante putting on album or his entr	Underscore / mood / character support
85-B	Move Song into D Head	85		Dante "Okay, then" [Kiss]^	Reverby, enjoy, escaping into this feeling
85-D	Distant Dog	85	SL	Visual right before Dante gets to D's foot	Flashback
AF	Restore to Ambience Song	85	Frame	Autofollow (lower level)	Revert to reality
85-I	Ambience Song Fade Out	86		Dante "They slept in his bed every night^"	Sound out (slowish fade)
86-C	Grandma Letter	86A	Dock/Frame	D "And I wrote to Grandma^"	Support letter writing
86-F	Grandma Letter X	86A		D "I love you very much^"	Sound out
86-J	Phone Ring (x3)	86B	USR	D "It took me until later afternoon to dial^"	Actor cue
89-D	Trans Tag (Short)	89	All	G "Sheesh^"	Emotion / transition
90-E	Door Slam	90	USR?	Visual on Dante exiting	Match action
90-G	Dolores Fat Girl Haunting	90	???	D "I called in sick the entire week^"	Emotion (Haunting, fear)
90-I	Fat Girl Haunting X	90		D "And this time she might get you^"	Sound out
91-C	Grandma Letter	91	Platform/US	D "^Dear Grandma"	Support letter writing
91-E	Grandma Letter X	91		D "Love, Dolores^"	Sound out
91-G	Clinic Sound	91	CS	"^Pregnancy Termination" (possible autofollow?)	Dolores' mind (Hospital monitor)

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93-A	Add Ocean	93	Corners	"^Whales made good mothers, I'd read."	Support aside
93-C	Monitor Flatline	93	CS	Visual on procedure finishing	Dolores' mind
93-E	Ocean Slow Fade out	93		D "I had swum down to that whale, eye to eye^"	Start slow fade out
93-F	Sound out	93		D "And you're living through ^it."	Finish fade out
94-G	Transition Music	94	All	G "Well. I best get settled^"	Emotion / transition / time passage
95 -A	Transition Music X	95		D "^By 1979, I'd been promoted..."	Sound out
95-C	Horn Honking	95	USR	D "But the next week^"	Actor cue
96-B	Grandma Letter	96	Dock/Frame	D "^Dear Grandma, Exciting news!..."	Support letter writing
96-D	Grandma Letter X	96		D "Love, Dolores^"	Sound out
AF	Horn Honking / Car Driving	96	Frame	Autofollow	Actor cue / set location
97-A	Grandma Letter	97	Dock/Frame	D "I can't believe I've gotten to see so much..."	Support letter writing
97-C	Letter X / XF -> Hallow Driving	97	Frame/SL	G "Love, Dolores^"	Support aside
97-E	Driving Fade Out	97		D "... a whole rat's nest of secrets^"	Fade out (no turn off)
99-D	Phone Ring	99	Dock	Dante "... she was having a hard time at school^"	Actor cue
99-E	Phone Ring X	99		Visual on D picking up phone	Match action
99-J	Transition Music (Short)	99	All	D "My grandmother died. I don't know what to do"	Emotion / location switch (takes itself out)
102-B	Trans Music - Gma Theme?	102	All	P "Apology accepted^"	Emotion / transition
102-C	Music Level DN	102		D "^After the funeral..."	Music sets under narration
102-E	Creaky Door Open	102	USR???	Visual on D opening door	Match action / mood
102-G	Music Fade out	102		D "I saw it clearly now^"	Sound out
102-I	Doorbell	102	USR	Visual on R ringing doorbell	Actor cue
103-D	Lighter	103	Frame	Visual on lighter	Match action (is there 2 or just 1?)
103-F	Lighter	103	Frame	Visual on lighter	Match action
104-H	Fade IN Car Driving	104	Frame	With light shift	Set location
105-B	XF -> Dolores Doze Off	105	Frame/SL	D "I was weary^"	Emotion (monotony) / lose car
105-D	Sound Out	105		Dante "Hey^, wake up"	Sound out
105-F	Air Conditioner	105	CS/SR	Visual on D entering BK	Set location / noise on stage
105-H	Cash Register Beep	105	USR	Visual on BK Kid action	Match action
105-I	Cash Register Beep	105	USR	Visual on BK Kid action	Match action
105-J	Cash Register Beep	105	USR	Visual on BK Kid action	Match action
105-K	Cash Register Drawer Open	105	USR	BK Kid "Here you go, ma'am^"	Match action / mood

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106-A	Air Conditioner Focus SL	106	CS/SL	Visual on D's cross back to booth	Set focus
107-B	Start AC Fade out	107		Dante "Alright, that's enough. Shut up^"	Move towards silence (long fade out)
108-E	Restore Ambience	108		Dante "You cunt^!"	Moment broken. Back to reality
109-C	Van Peel Out	109	USL	BK Manager "Then he sped away^"	Match dialog
109-E	XF -> Transition Music	109	All	D "A ride to Rhode Island^"	Emotion / transition / time passage
109-G	Level DN Transition	109		R "^In February of 1982..."	Level down for dialog
109-H	Transition Music X	109		D "... Dante Davis and Dolores Davis dissolved^"	Sound out
110-W	Whales Tape	110		R "Pop one in^"	Actor cue / mood
111-D	Transition Piece	111		D "Roberta moved into the house the next day^"	Emotion
111-F	Trans shift for Jaqueline	111		D "It was from ^"	
111-J	Trans shift for Daddy / Ocean	111		Jaqueline "He was a loving man^"	Nostalgic hint of Daddy at Cove
111-L	Shift to English Class	111		D "Oh Daddy." [2 beats] ^	Transition / Actor support
111-M	English Class Out	111		Roy "Alright class^, break's over"	Sound out
114-D	Doorbell	114	USR/Dock	Visual of Th ringing doorbell	Actor cue
114-F	Boom Box (backup)	114	Dock	Visual of Th starting Boom Box	Live Prop Backup
114-G	Boom Box Stop (backup)	114	Dock	Visual of Th stopping Boom Box	Live Prop Backup
114-H	Boom Box (backup)	114	Dock	Visual of Th starting Boom Box	Live Prop Backup
115-A	Boom Box USR and out (backup)	115	Dock/USR	Visual of Th starting exit	Live Prop Backup
115-C	Wind	115	SL	D "... but nothing about Mr. Pucci^"	Mood
115-E	Wind X	115		D "... a single rectangle of pain^"	Sound out
115-F	Doorbell	115	USR	Visual of D ringing doorbell	Actor cue
115-H	Fade in Car Driving (Int)	115	Frame	P "On the first of our night rides together^"	Match action
115-K	Car Turn Off	115		D "... long enough to bring the virus home^"	Sound out / silence
116-A	Tag	116	All	D "... was like taking lessons in love^"	Emotion / transition scenes
116-D	Night Ambience	116	All	D "... the dark back roads near his house^"	Set location / noise on stage
117-A	Level DN Ambience	117		D "And then he volunteered his past^"	Start moving towards silence / Focus in
117-C	Ambience Fade out	117		Th "And what else?" [beat] ^	Silence / Focus in
117-E	Ambience Restore	117	CS	Th "^^At the car"	Restore to scene
117-G	Ambience X	117		Th "When can we see each other again^"	Sound out
117-I	Beach Ambience Loud	117	All	D "I had a plan^"	Set location
117-J	Beach Ambience Lvl Dn	117	SL	Visual of Th & D getting in car	Match action

She's Come Undone Sound Cues

Q#	Sound Cue	Pg #	Speaker	Cue for Go [^]	Purpose / Notes
117-L	Car Start -> Idle	117	Frame	Visual of D starting car	Match action
118-A	Car Turn Off	118	Frame	Visual of D turning car off	Match action
118-C	Car Start -> Driving	118	Frame	Visual of D starting car	Match action
118-E	Car Turn Off	118	Frame	Visual of D turning car of	Match action
119-B	Transition Music	119	All	D "For me it does^"	Emotion / transition (establish then under di
119-D	Transition Music X	119		D "...but his sister^ wanted him home.^"	Sound out
120-F	Transition Music (Short)	120	All	D "I love you,too^"	Emotion / transition
120-H	Transition Music X	120		Th "...didn't want to give up-so he gave in^"	Sound out
122-G	Trans Tag	122	All	Th "Time for me to rock'n'roll^"	Emotion / transition
AF	Hospital Ambience	122	SR	Autofollow	Set location (establish, then lvl dn)
123-A	Tighten into room	123	CS	Visual on D crossing to room	Focus in
123-D	Ambience Fade out	123		D "It's freezing out today^. They say the windchill	Move towards silence (long fade out)
124-B	Billie Holiday	124	CS	P "Drink their milkshakes. Take their love^"	Emotion
124-E	Billie Holiday Level DN	124		With Pucci exit	Level down under scene
124-H	Billie Holiday Fade out	124		Th "Okay. Yes^"	Sound out
126-N	Boat Horn -> Sea	126	SR/CS	Th "I'm taking us on a whale watch^"	Set location
127-B	Sea Level DN	127	CS	Cruise Director "...why we have seen no whales^"	Match moving towards inside
127-D	Sea Level UP	127	SR/CS	D "No thanks.^"	As D moves to back of boat
127-F	Fade IN Theme?	127	CS	D "But I think this:^ that whatever sorrows..."	Emotion
127-H	Add Stirring in Sea	127	DSR/CS	D "They're with me still. They're here. [beat] ^"	Actor cue
127-J	Whale Breaches	127	DSR/CS	D "I can't afford to look away - and then^"	Actor cue
AF	XF -> Breached World	127	Outsides	Autofollow	Engulfed in Dolores' world
127-L	Whale Reenters	127	CS	D "Grace instead of power^"	Match dialog
127-N	XF -> Restore	127	SR/CS	D "I'm soaked in her spray. Christened^"	Return to our world
127-X	Something w/ Blackout	127	All	With blackout	(Whales?) [Timer stop]
127-Y	Curtain Call	-	All	With lights up	Energy
127-Z	Curtain Call Level DN	-		With house lights up	Level down under audience