## KALUSH GRCHESTRA

#	Song Name	Light
0	Prelude	<b>Before the Intro Song there is a 30-45 sec. Prelude:</b> Use back lighting (from the top or from the sides) on all performers and musicians. Use shades of cold light.
1	<b>Intro</b> 128 bpm	Use white beams as basis. Add shades of cold (blue) light. If possible, make accents (of your choice) on music stops (large words oh the video screen), breaks etc.
2	<b>Skolyhnulas</b> <b>ya</b> 90 bpm	Use warm lighting (yellow etc.). You can add some red. Slow movement of fixtures. By the end would be great to add lighting to the audience (when performers sing with the audience "La-la-la").
3	<b>Stefania</b> 105 bpm	Cold lighting. By the end you can use national flag of Ukraine colors (Yellow and Blue). Average dynamics. In the end direct all the lights to the audience.
4	<b>Ne Marynui</b> 120 bpm	White, red. Aggressive dynamics with a lot of accents.
5	<b>Trynda</b> 103 bpm	Use both warm and cold (blue) shade. Average dynamics.
-	INTERACTION	Same lighting as previous (Trynda).
6	<b>Du-du</b> 121 bpm	Disco-funk. Warm shades. You can add green.
7	<b>Sonyachna</b> 92 bpm	Low dynamics. Yellow, majenta (use video made for this song as a referrence for the lighting and mood)
8	<b>Dumy</b> 122 bpm	Static lighting (no movement). White and cold (blue) lighting. The focus is on the video screen (video content for this song is the most important).
9	<b>Shchedrivka</b> 110 bpm	Average dynamics. Use more accents! Use video content made for this song as a referrence for dynamics.
1 0	<b>Kateryna</b> 115 bpm	Cold shades (violet, cyan, white). Make accents on music accents. Average dynamics!
1 1	Shtomber Womber 124 bpm	Lots of light, lots of dynamics. Use warm shades for main lighting and cold (blue, violet) for key (accent) lighting.

1 2	<b>O Mamo</b> 127 bpm	Beach style. Shades of yellow, green. Smooth movement to the beat of the song.
1 3	<b>Tipok</b> 124 bpm	High dynamics. Neon, white, red. Lots of accents. This is a party in the club!
1 4	Stefania (encore song)	Same lighting as STEFANIA.