 A Secret in the Wings - Freshman Workshop

              Notes as of 1st Director Meeting 10/28/15

Looking to distinguish locations not as, a basement, but with stage wide commitment to the location.

In basement - Low earthly looks, shafts of light, portal like entrances, gloomy color

In Other locations - Woods,gobo heavy and colorful, in castles ornate and large, in a tomb, A TOMB.

     Benefits 1. help audience easily visually transition from fairy tale to fairy tale with difficult switches and awkward play structure 2. gives each fairy tale interesting flavor and committed look rather than illusion that stories are contrived in basement.

Interacts with other areas of design by giving their slight, subtle changes from character to character validity but establishing location, time, and relationship to other stories.

booms on each side of stage, floor lights, shadows, lights firing through audience seating.  need testing for fireproofing.

texture texture texture then SHARP CLARITY HEAVENLY then muddiness again

Holes in Walls has been cut by TD citing budget.  want to try and re.create look - possibilities, stardust patterns on stage via gobo's IN addition footlights on walls with same pinspots.  need to explore other ideas and locaitons

Cheesecloth Proscenium arch has been proposed, see watercolor sketch- Trash Trees and layers behind

Trees - interested in interplay between forrest and basement, the wildness of both spaces - is that wildness beauty of fear? It is both in many ways.

VOID in the middle of the fantasy Forrest.

Audience Blinders - Magic Moments and reveal of incredible hidden power - making some of the moments less stylized and really blowing the audience away, not letting them know how we did some of the tricks

Practical elements - onstage lights, "lamps"?

FOOTLIGHT GOBO's!!!! Footlights stardust patterns onto walls or other gobo's onto actors

Entryways need to be masked as little as possible  - need room to make them portal like

WALL treatment - glowing moss like things? cracks -

LED lamp bulbs for basement scenes- at least one for main lamp - Transition from ogre to father of seven swans

We only need one lamp - the ogre thing in Allerleria part two can be done by a pull bulb under the platform, much more clever, everything else is single light achievable with an RGB bulb