4th Read Notes

Goals :

* identify different fairy tale locations and defining features, rough ideas of how to differentiate each space.
* Begin basic master list of needs
* Lamps, where do we need them? How many?

Location 1- Basement

* Opens show, returns too often.
* There is a Thunderstorm outside
* See Basement Research for single light theory, beams and filtered light.
* Nighttime
* Identify primary source – through doorways or lightbulb?
* IDEA – primary source is seven lamps, on around room – people move from lamp to lamp to be lit.

Lamp 1 – opening basement Scene – Daughter crouched under BLACKWRAPPED LAMP? Light going straight down??

Needs for scene

* Lamp for girl
* Thunderstorm lights and flashes
* Lights through windows and boards?
* Single strong source
* Ogre special in door
* Rose special?
* How to do moving parents?

Location 2- The Three Blind Queens scene P1

* Opulent and silly life that the kings lead. They live with no responsibilities.
* Bright open court, warm whites
* Backlight on the boys, they own everything in sight!
* Soft edged light, expose the cracks in the stage. – inspired by Wolf Hall look but warmer
* Nursemaid has special of some kind, COLOR
* PART 2 – WIVES ON MOUNTAIN –keep color temperature and everything, shrink size, rely on sound for changed moment – Add Fog around queens

Needs for Scene

* White straight back system / top system, par cans/fuzzy spots not connected.
* Front Face fill – straight on?
* Special for Nurse – line of the par spots in different color?
* Add fog in Part 2
* Special for eyeballs – I-Cues

Location 3 – Stolen pennies P1

* Crawl space
* Tunneling of some kind
* Sewer piping
* See research image of glowing entrance

Needs For Scene

* Glowing entryway – shaft of light coming out.
* Fog

Location 1 – Basement

* Brief Interlude with Ogre and Daughter
* Lamp lit?

Location 4 – The Princess who wouldn’t laugh P1

* Everything is gay and colorful – designed by the king to get the princess to laugh
* A ballroom, dynamic color, musical like.
* Color in a frenzy like fashion. Cotton eyed joe meets Ana Karina
* Power ballad like look for monolauge – princess commands
* Rainbow/Dirchroac cuts of gell – queen is made uncomfortable by
* When she moves to suitors, should be sitting in icy cold special- top
* Suitors still in colors and silliness.

Needs for Scene

* No Fog or haze
* Rainbow cut gells for stage Wash
* Icy special that follows princess who wouldn’t laugh
* Deep saturated washes.
* Single spot for powerful monologue look of cold iciness

Location 1 – Basement

* Brief Interlude with Ogre and Daughter
* Lamp lit?

Location 5 – Three Snake Leaves P1

* Story is told in miniatures
* Castle by the sea, water very much a factor in the story
* Blue Diagonal Wash from front – Maybe cyan’s sea greens
* Gray cloudy outdoor light. Impending doom. Misty
* PART 2 in Tomb – tomb is more of a sepulcher style – pure white beam of light cutting across middle downstage area. Square special. Single light look.
* Company and singers must be lit

Needs For Scene

* Snake self lit? internal light? Yeahhhhhh snake is white – has to be able to be cut – Rat self lit too? LED rope light from DRIVE
* Diagonal Front wash from single side in blue something color
* Misty grey color from higher up, tops….scrolerssss
* Tomb light. Hopefully single light source to make square or cutting across stage
* Company and singers in gray misty light from before, either up on platform or on floor –wherever tomb is not

Location 1 – Basement

* Brief Interlude with Ogre and Daughter
* Lamp lit?

Location 6 – Allerleria

* On companions – Tree Imagery 1 – greens and gold – fragmented gobo shapes on floor, side light. – up and middle stage area
* Allerleira as mother lit in OVER green light. Versus lovely green and golds of forest.
* King in super golds from forrest – OVER gold
* When Companions sit down forrest gobo’s disappear and we are with the Sickly gold and green of Allerleria and King
* Gowns still need treatment somehow
* Companions return, Gobo’s Return
* Allerleira leaves, gobo’s transition out to brooding dark trees with red look from research – snow effect from angels
* Red Effect strong

Needs For Scene

* Gobo wash of stage in lovely green and golds, side and top washes.
* Over Green And Over Gold specials –could be I-Cue’s
* Brooding night tree look
* Red Lights from research
* Snow

Location 1 – Basement

* Brief Interlude with Ogre and Daughter
* Lamp lit?

Location 7 – Seven Swans

* Lamp transitions from Basement color to new shade – interior of house, warm diagonal wash of stage. With Father highlighted,
* The daughter is highlighted in peacefull pastel color – surprise pink? Lavender?
* Window gobo’s? Indicate inside
* White out to become swans!!
* White glow of stage – snap back to just lamp special area –
* Fade into Sunset forrest – purples and lavenders of sunset, bleeding sun concept – see images
* Tree/limb gobo’s not leaf gobo’s
* During Musical Repetition stage is washed in amber wash from before – leaf/limbs/purples stay on 3 boy swans
* End of musical repetition shrink to father where he has entered and king
* As she goes to be hung – white special surrounded with purple sunset look from earlier all throughout transition back to humans.

Needs For Scene

* RGB lamp bulb
* Diagonal wash of stage – warm
* Top special for father – I – Cues
* Peaceful pastel special - I – Cues
* Window Gobo’s 2 from same side as diagonal wash
* White out at audience
* Sunset Forrest – Limb and tree gobo’s in purples and lavendar’s , sickly ambers in addition
* White special CC for hanging

Need One lamp for scene- RGB bulb

Location 3 – Stolen Pennies Part 2

* Exact same as P1

Location 6 – Allerleira: Conclusion

* Companions sit down under lamp with green color bulb (could be rgb or that just be this bulb color
* Gobo’s from before – lovely forest on them also
* Allerleria is downstage of them in red evil snowing forrest from before, still highlighted in deep green?
* When king enters- still highlighted in sickly yellow gold.
* Screen door is held up, on one side of it is the beautiful forests, the other side is white top light of ornate castle, has a sickly green tint to it.
* Allerlerira goes to teeny room, Shouldn’t be tomb light - beam slicing cross stage downstage area. Tries dresses on there – King watches in yellow spotlight
* Same motif with gowns as with robes from before
* When he moves into the room with her he enters her beam of light.
* Fades out

Need 2 Lamps for scene, one for playing girls still in gobo – other for ogre in corner, ogres can be typical incandescent lamp.

Needs for Scene

* Same as previous Allerleira scene – incorporates white tops from 3 blind queens
* Special for tiny room
* 2 lamps

Location 5 – 3 Snake Leaves Conclusion

* Back in the tomb – exactly as we left it
* When run out of tomb run to bright mix of whites and diagonal blues from opening scene. Snake leaves is in special color, greener and more sea like, differing from sky blues on wash
* Sea captain is in full cyan special look.
* Red special for throat cutting
* Back to court opening look of scene, blue wash and white faces. Fades to just blue wash onstage with daughter highlight in deep sickly cyan and boy in sky blue

Needs for Scene

* Uses I-Cues for white facial light
* Maybe wash of whites from pars on top
* Red special for throat cut

Location 3 – Stolen Pennies Conclusion

* When daughter comes in in repetitions again, same motif as before, research image.
* RGB Lamp on stairs above family? Lighting downwards in saturated yellow color like spider research image. Accented by I-Cues
* Stranger in I – Cue of gray cloudy rain look

Needs For scene

* No new needs – use lamp and I-cues plus motifs from earlier Stolen pennies

Location 4 – The princess who wouldn’t laugh conclusion

* Needs to be on upper level – highlighted in lots of color and one of the rainbow gel cuts!
* Basement motif happens with lamps and dusty look on downstage area
* Princess leaves color leaves with her returning us to the dingy basement

Needs for Scene

* No new needs – use I –cues for color and colors from first part of story

Location 2 – 3 Blind Queens conclusion

* Establish strongly the white tops again and where we are.
* The White is desolation – full stage is lit for the story
* As son leaves mountain SL becomes ogres lair – takes color from nursemaid previously – reds
* As orange is given, WHITE OUT AGAIN and stage has returned to white tops with cool blue diagonal fil and slight hints of healthy color
* Touches of Color and texture, from all previous scenes happiest moments

Needs For Scene

* No new needs – use previous looks and combination of other scenes
* I-Cues for reds.

Location 1 – Basement Conclusion and Dream Awaken

* Over course of scenes light through doorways grows blindingly strong – slow growth, see research of Alamo building – world is breaking down outside basement, Trees in background going from saturated colors to white light.
* Meanwhile Basement look is going from amber dusty previous look to brighter and brighter around Ogre and girl,
* When she throws blanket around him – white light ramps up to its crescendo - briefly white out audience.
* When he wakes there are touch of every previous fairy tale on the stage, over course of mother son dialogue – they become more isolated in regular light, other colors and grow more prominent.
* In company speaking moment of “And they lived happily ever after” grows to crescendo and real diverse look onstage.
* Good nights are snaps which take out one fairy tales look at a time – could add more to make six good nights and final seventh? To take out lamp and top special.