

ANYTHING TO DECLARE?

Production Meeting Notes

9.5.14

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Meeting #: 2
Day/Date: 9.5.14

Location: Semel Lobby
Start: 10:30am **End:** 11:02am

General:

1. Thank you to all designers for presenting their designs!

Scenic:

1. Explanation of scenic design: Dupont is brighter than the garret. Garret is unfinished looking.
2. Trivelin will us SL window that opens to call out to street.

Props:

1. Still looking, buying and pulling.
2. Have bought two easels so far. Looking into buying one more.
3. Looking to setup a meeting with Benny and Sam to discuss paintings.

Lighting:

1. Explanation of lighting design: Dupont is classical Parisian, electrical. Practicals to highlight lavishness. Zeze's is a cubist abstraction: darker, isolated, color accents.
2. Will discuss practicals with props and scenic.

Costumes:

1. Explanation of design: LAVISH: beading and trim. Instead of corsets, the womens dresses will have boning on the inside.
2. Benny would like rehearsal hats, canes, and robe for Zeze.
3. Benny would like the hankies for Ernestine to have some sort of embroidery on the edges.

Sound:

1. Explanation of design: divide between Dupont home and Zeze's garret.
2. Interludes will be chosen by Benny and Taylor in collaboration.
3. May need offstage people going up and down stairs.

Production Management:

1. Concerned about lighting above the doors. Colin assures us that it will be okay.
2. Shoes on the carpet should be fine. Costumes will make sure that they have rubber soles of some kind.
3. Floor treatment is a semi-gloss, shoes should not scuff.
4. We no longer want rolling doors for rehearsal. Thank you!

Company Management:

No notes. Thank you!

Office of the Arts:

No notes at this time!

Scheduling:

Our next meeting is:

Friday, September 12th @ 10:00am.

Please contact Emily Scott Simpson, Stage Manager, with any questions or concerns:

ESS 3/21

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1/1