

# On My Honor

## Production Meeting #1 - Notes

Start: 12:12

End: 12:40

### Scenic Design Presentation

Assemblage of different things you would find in all the different locations

Collage, creating a sculpture that can blend based on the location

Objects can represent more than one thing, to change the scene's location

Hanging pieces could be lit up? Both scenic and LX seemed to like that idea, and want to explore it further.

Floor treatment is what specifies the train stop, and then it fades outward from there

### Costume Design Presentation

Costumes are simplistic, everyday household

Girl scouts green sash, polo, etc. Socks are important Girl Scout reference.

Michelle is most casual, least dressed of them all. She's always frazzled and running around, not the most put together

David is more casual business wear (compared to Kevin). Nice jeans, button down. Not necessarily in a suit. Reflecting Michelle, more laid back.

Janet is the outsider when she comes in – more put together. Contrast to the others. Nurse, so she works. A little more style to her.

Kevin – more having the job with the suit. Preppier look to him.

Liz – “that crazy mom we all know”. She's not really with it the whole time.

### Sound Design Presentation

He is still at the beginning of the process, will have something to share at the next meeting.

Wants to play more with soundscapes, less with musical elements.

### **Lighting Design Presentation**

Is involved with Uncommon Women. Was given an extension with regards to design.