

WOE BE GONE

Production Meeting Notes

Date: Thursday, December 10, 2015	Start: 9:30 AM	Meeting #: 2
Location: Semel Theater	End: 10:00 AM	

GENERAL:

1. Stage Management will be sending out a link to the Woe Be Gone production dropbox later today
2. The script will be in the dropbox

DIRECTION:

1. Joe is excited to work with sound, lighting, and set to solve the unique problems within the script (the house falling apart & the food fight)
2. The most important action of the house's decay is the walls falling down, when emotion takes over reason

SCENIC:

1. Possibly, have the bedroom on a platform that gets taken away during the scene break. Or have everything shift during the act break and have the living room and dining room move to the center.
2. Pictures can go askew, they don't necessarily need to fall down
3. Maybe rotate L-flats to create deterioration
4. Definitely no chandelier
5. The house is being pulled apart by the seams, more than it is decaying
6. Scenic has created a few preliminary sketches
7. See Production Management note #1

PROPS:

1. During the food fight, we don't need to smash plates or get food all over everything. Maybe we just overturn chairs - something monumental but not as messy or destructive

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SOUND:

1. During the bedlam of the fight, the sound would be more of an abstracted addition to the cacophony
2. Bring in some of these subtextual sounds earlier in the play as well

LIGHTING:

1. If we go with large gaps in the wall, Joe would like the lighting to help define the missing wall
2. See Production Management note #2

COSTUMES:

1. Pretty straightforward according to the text, yoga friend can be a bit more fun, Chaplain can be a little more relaxed and colorful, Justin can be very relaxed and closer to the father, Diane will need further discussion
2. See Production Management Note #1

PRODUCTION MANAGEMENT:

1. Scenic & Costume prelims are due January 8th
2. Lighting budget and equipment are shared with the Workshop & Prelims are due January 28th
3. Dry tech on Wednesday 3/4 (two days earlier than usual), Thursday & Friday tech w/ actors, Sunday 3/15 have a 10/12 and then continuing the tech process as usual
4. Keep an eye out for Sunday 3/15 people returning to campus and getting into housing