

WOE BE GONE

DESIGN PRESENTATION / PRODUCTION MEETING NOTES

DATE: *FRIDAY, JANUARY 29, 2016*

START: *9:06 AM*

MEETING #: *5*

LOCATION: *SEMEL THEATER*

END: *9:23 AM*

GENERAL

1. There is a Master Calendar for the whole NewWorks Festival on ESProduction.org, feel free to check it out
2. Thank you scenic and dramaturgy for presenting in rehearsal yesterday!
3. Design presentations for LX, Sound, and Costumes are Wednesday 2/3 at 7pm

SCENIC

1. Thank you for presenting at rehearsal yesterday!
2. Assigned different scenic elements to each member of the family (red chair was Paul's etc.)
3. A doorknob gets pulled out
4. A light flickers and goes out
5. The painting "Death in the sickroom" was used as an inspiration
6. The wall represents "the last wall standing"

COSTUMES

1. "For the audience to see the actors, not the clothes they're wearing" – inspiration
2. Diane is in a bath robe in the first scene
3. Chaplain is wearing casual work attire
4. Renata dresses up in her second appearance
5. Kerry is "crunchy" with a punk/emo look
6. Paul has a "dad-core" feel

LIGHTING

1. See Scenic Note #4
2. Could take place in any town
3. Living room & kitchen lighting is warm, and deteriorates to become more bland through the show
4. The bedroom is more cold and hospital-like
5. Lights will change as characters switch between spaces

PROPS

1. Will be bringing in more props for Sunday
2. We cannot have vapor in the Greene – it may be possible to use flickering lights for the sage. It also might be helpful to look into using cornstarch or something similar that would settle before it could reach the detectors

SOUNDS

1. Underlying sound like a subway rumbling, an uneasiness that something isn't right
2. Joe thinks there may be sound cues for when stuff falls

COMPANY MANAGEMENT

1. Lissette has design contracts, please see her if you haven't signed yours yet

PRODUCTION MANAGEMENT

1. No notes today, thank you!