

Production Meeting Notes

Date: 4/15/16 Time: 10a-11a Location: Semel Lobby

General:

- 1. The possibility of casting 2-3 more actors to be "magic makers" and/or Bunraku puppeteers arose.
- 2. Discussion will continue regarding the vibrant color palette. Leaning more towards a harmonious vibrant palette rather than a clashing color palette.
- 3. The idea of using more old-fashioned projections, and using animations to play around with the idea of magic and scale came up.
- 4. As various assistant positions become filled, please keep Stage Management updated for contact and distro list purposes.
- 5. There will be a post-show discussion with designers after one of the performances.

Director:

1. Please see Production Management Note #1.

Scenic:

- 1. Would like photos and/or video of the puppets at Seattle Children's Theatre if possible.
- 2. Tim would like to go through the script and figure out the plan for each setting as it has a very "mixed vocabulary."
- 3. Brainstormed different ideas for the peach, including using items (such as orange umbrellas) to assemble the peach onstage.
- 4. Come up with an over-arching framework/look for the set and use props to suggest different locations.

Lighting

- 1. Costumes is okay with lighting changing the color of the black and white Spiker and Sponge costumes.
- 2. Discussed the idea of the "world of the peach" being distinctly different from the "outside world."

Costumes:

- 1. Discussed using a late 1960s Beatles "Magical Mystery Tour" aesthetic (specifically for Ladahlord) as the "world of the peach."
- 2. Thinking about dressing Spiker and Sponge in black and white outfits.
- 3. Insects should look more like bugs than humans, but still be able to perform the choreography.
- 4. Talked about what "British finery" looks like.

Props:

- 1. Dan and Bob are in communication with Seattle Children's Theatre about the possibility of leasing their puppet designs, and then having the puppets built in-house.
- 2. Dan and Bob are also in communication with a couple other backup puppet options.
- 3. Exploring the possibility of Bunraku-style puppets.
- 4. If puppets are built in-house, the idea of having the puppet designs due in July, so the prop shop can start building puppets in order to get them into rehearsal as early as possible.
- 5. Discussed using Nerf gun rockets as missiles.
- 6. Very willing to work out various magic tricks.

Sound:

- 1. Discussed using sound as a way to help suggest location.
- 2. Discussed using sound to help play with idea of the scale and size of objects.
- 3. Will work with Jon G. regarding the possibility of sound effects for magic tricks during musical numbers.

Production Management:

1. Please stay in close contact with Scenic, Costumes, Director and Stage Management regarding the scheduling of next weeks production and design meetings.

Stage Management:

1. Please coordinate with Production Management regarding CD and script distribution.

General Management:

1. No notes at this time, thank you!