



# DESIGN MEETING NOTES

Date: 10/7/16  
Location: Semel Theater

---

## GENERAL:

1. The formal meeting scheduled on Thursday, 10/13 (because Friday, 10/14 is a "teach-in" day) will not take place. Designers may reach out to Benny individually to schedule individual design meetings. Please let Production Supervision know if you need assistance reserving a space to meet.

---

## DIRECTOR:

1. Play "starts" when audience enters the Semel. Spectacle should be jaw-dropping.
2. Would like to have the whole space used in designs.

---

## SCENIC:

1. Will not have a parquet floor.
2. Will begin working on sketches this week.
3. Meeting with Keith to talk about basketball hoop locations and Jumbo-tron logistics.
4. What does the US wall look like?
5. How do we make the floor treatment look like a basketball court but still be able to transform the space to different locations?

---

## LIGHTING:

1. Focusing on movement. We have 2 moving lights and may be able to attain more.

---

## COSTUMES:

1. Has been researching TV shows for inspiration on "fake" basketball team looks with a diverse cast. Leaning towards bright, rich colors.
2. Cheerleaders and basketball ensemble will be wearing cohesive outfits.

---

## PROPS:

1. No notes at this time, thanks!

---

## SOUND:

1. No notes at this time, thanks!

---

## PRODUCTION MANAGEMENT:

1. Will look into killing first row of seats.

---

## STAGE MANAGEMENT:

1. Will touch base with Dramaturgy about which script version we will be using.

---

## COMPANY MANAGEMENT:

1. No notes at this time, thanks!

---

## GENERAL MANAGEMENT:

1. No notes at this time, thanks!

---

## DRAMATURGY:

1. Please notify Stage Management when you will not be attending production meetings. Thanks!

Questions? Concerns? Please contact Production Supervisor Emily Cuerdon: