

Director
Overall Artistic decisions

DIRECTOR'S CONCEPT

OVERALL IMPRESSION

RELEVANCE TO MODERN AUDIENCE

OPPORTUNITIES OF STAGE SPACE

Thrust, Proscenium Arch, in-the-round, Traverse

- Themes: life beyond death, the virtual world, social world, love, independence, companies power
- Lacked fluidity
- Space claustrophobic - music loud?
- Single WHY?
- Lacked focus/development –
- Too many themes, no depth.
- Lacked spoken word
- Physical theatre strong



Actor
Controls the interpretation of character

VOICE: Tone, monotone, intonation, pitch, inflection, volume, accent, pace.

PHYSICALITY: Posture, gesture, facial expression, eye contact, speed/pace, stillness, mannerisms, non-verbal communication.

INTERPRETATION: How is this character developed by the choices that the actor has made?

ENSEMBLE RAPPORT: How well do the cast work together as a team in performance?

EXCEPTIONAL MOMENTS

Where did the action leap off the stage?

Elvis/Victor: Nick Crosbie

Exec President Beyond Belief: Jennifer Essex

Simon: Charles Sandford
Chloe: Eleni Edipidi



Design
Visual & Technical Life of the production

COSTUME: Clothes/Shoes/Accessories/Wigs/Hair/Make Up/Personal props
Silhouette, style of costume (formal/informal), Make up, Character details, Visuals to attract attention (Positive/Negative), Colour Symbolism, texture (fabric choice), status (power), Change/Develop, Practicalities.

PROPS: Themes/Period/Practicalities; Actor's business, era, age of character, practical needs, naturalistic, symbolic, colour, texture, thematic details.

- Boiler suits
- Deep blue: corporate colours
- Reflective paint designs of the circuit echoes stage design: computer programmed/virtual world
- Black pumps: Practical for physical theatre
- Owned by 'Beyond Belief' / were robots
- No individual costume, except a scarf: symbolised the dead wife
- Elvis: Elvis Suit, Sunglasses, Quiff Wig
- Angel: wings
- Costume limited and visual understanding - did not delineate actors as character / actors as chorus
- Costume changes limited by space

SET: Staging/Era/Status/Atmosphere/Location/Context/Contrast/Detail

Space, cyclorama, floor covering, shape, colour, period/era details, colour/texture, thematic details, locations needed, Accessories for actor's business.

- 6 blocks moved constantly covered in electrical circuit design
- Blocks opened, LED lights shone up
- Blocks stored props: terms/conditions and scarf
- Central TV Hardrive Wall which broke into 2 pieces, on the reverse it had a cloud design which was white/blue lines
- The stage floor was black
- Stainless steel gurney (a medical trolley) and operating theatre light used when the robot was made from a cadavar
- The TVs were programmed to show the company statements and electrical circuit system
- The set was designed to tour and was minimalistic.

LIGHTING/SOUND/MULTI-MEDIA: Live, recorded, computer generated;
Lantern type, direction, intensity, gel, gobo, texture, dry ice/smoke, blackout, Live, recorded, sound effect, atmosphere, tension. Animated, still, thematic.

- Blue symbolises the sky/life beyond this world, white light B.B. corporate colours
- Spotlight – heaven/Elvis and also test tubes. LED lighting in the blocks - lit up faces
- Mood - flashback softer, used a diffuser - romantic mood
- Smoke as cadavars programmed into robots: made the light architectural/opaque for substance robots grown in
- Lighting: minimalistic, showed location, controlled what we could see
- Elvis music/singing, Automated voice of Beyond Belief company, Daft Punk - Touch it - comedy music, Flash back montage modern classical music - deep love, CEO voice amplified microphone, Digital sound effects : on/off, powering down
- More music than spoken word, supported physical theatre
- Music: separating real life from the digital world