

Arcadia Design Statement

Arcadia was the play that Klein High School prepared for our UIL One Act play. Because of this, we had to create a specific light plot that was based upon UIL standards. This limited my creativity when it came to my design. However, this did not limit my ability to tell a story.

While the design process was simple, I still had to account for all the aspects of production. Our set served as the main inspiration. The set was simply a collection of platforms put together to represent a room in a large building. This room included windows, plants, and platforms behind the windows to represent a porch. Every platform was meticulously placed in order to fit a certain area of light, since we could not move the lights away from UIL standards, affecting what areas I used.

When it came to the plot, the story jumped back and forth between the present day and the nineteenth century. Because of this, I made the decision to add a blue wash of light whenever we jumped back to the past, attempting to separate the past from the present to the audience. As well, at the end of the play, the two timelines converge in the end with both playing at the same time. I did my best to focus the blue wash on primarily the past, keeping the present a simple conventional light, separating these two worlds.

Finally, despite my limited resources, I was still able to access the cyclorama, or cyc. Because of the simplicity of the play, and the setting, the cyc was consistently a light blue, with some deeper blue's being added whenever the setting of a scene was in the evening.

It was difficult to convey many emotions and themes presented in the play, due to my limited resources. However, there were still many ways I could convey the emotion and setting of a scene through intensity and color.