RECIPE Vision Designer Paperwork Bundle

Vision Designer: Ben Mills

KRB307: Production Practice 5

Unit Coordinator: Anthony Brumpton

Assessment One: Demonstration

Third Year Technical Production Student
Contents:

Vision Design Reactionary List
Vision Cue Synopsis
Projection Plans & Sections
Projections Masks
QLAB File
Visual Inspiration
Vision Design Justification
<table>
<thead>
<tr>
<th>Act</th>
<th>Scene</th>
<th>Page</th>
<th>Time/Location</th>
<th>Reactionary Video</th>
<th>Line/Blocking</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>1</td>
<td>Europe, 15th Century</td>
<td>Circle starts to build with bold lines. White lines fade into black lines.</td>
<td>EVA: <strong>Merriam</strong> is not with us…</td>
<td>Floor projection in circular shape, with live camera feed of the floor projected on upstage wall.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Circle fills with colours (not bright) within the lines.</td>
<td>EVA: <strong>I am allowed</strong> to help her with the drawings.</td>
<td>Floor projection in circular shape.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Circle fills with red</td>
<td>EVA: She will not <strong>let me</strong>…</td>
<td>Slow fade up (7 seconds)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>State &quot;dissolves&quot; into darkness</td>
<td>EVA: …mood! (<strong>beat</strong>)</td>
<td>Shutter close on both projectors.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2</td>
<td>Europe, 15th Century</td>
<td>Burning fire, small circle of flickering fire downstage</td>
<td>Beginning of scene.</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Colour/texture fades in (floor proj.)</td>
<td><strong>BRIGITE</strong> enters.</td>
<td>Concrete/dirt texture, possibly from Voynich manuscript.</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>1</td>
<td>Europe, 15th Century</td>
<td>Texture's hue/saturation darkens.</td>
<td><strong>BRIGITE</strong> takes the rock.</td>
<td>Shift in mood</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>3</td>
<td></td>
<td>Fire flares up (Front projection onto <strong>ELISABETH</strong>). Fire wraps around the boarder of the circle.</td>
<td><strong>ELISABETH</strong> throws both books into the fire.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>6</td>
<td></td>
<td>Fire grows everytime pages get thrown into it.</td>
<td><strong>BRIGITE</strong> throws pages into the fire.</td>
<td>DSC? With floor projection.</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>7</td>
<td>Europe, 15th Century</td>
<td>Fire gets very bright focused towards <strong>BRIGITE</strong>.</td>
<td>After <strong>ELISABETH</strong> exits.</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>2</td>
<td>8</td>
<td>Brisbane, present day</td>
<td>State transforms into dull, sterile. Minimalist texture used.</td>
<td>Beginning of scene.</td>
<td>Outline of circle or weird set.</td>
</tr>
<tr>
<td>---</td>
<td>---</td>
<td>---</td>
<td>----------------------</td>
<td>-------------------------------------------------------------</td>
<td>---------------------</td>
<td>--------------------------------</td>
</tr>
<tr>
<td>3</td>
<td>10</td>
<td>New York City, 1930.</td>
<td>shadows of rain drops hitting 1930's style window</td>
<td>beginning of scene.</td>
<td>upstage wall</td>
<td>&quot;floating&quot; tones moving etc</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Fireplace - crackling fire DS</td>
<td>Beginning of scene.</td>
<td>floor proj.</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>18</td>
<td>Europe, 15th Century</td>
<td>&quot;Dreamy/ floating&quot; content dark</td>
<td>Beginning of scene</td>
<td>floor proj.</td>
<td>candle light tracks her around set.</td>
</tr>
<tr>
<td></td>
<td>19</td>
<td></td>
<td>shadows of parchment paper no floor</td>
<td>-</td>
<td></td>
<td>images of plants, cartoons of women bathing, strange writing, ornate vessels, fantastical city scapes, strange animals</td>
</tr>
<tr>
<td>2</td>
<td>20</td>
<td>New York City, 1940.</td>
<td>&quot;Dreamy/ floating&quot; content</td>
<td>Beginning of scene</td>
<td></td>
<td>tree images from voynich manuscript</td>
</tr>
<tr>
<td>2</td>
<td>3</td>
<td>24</td>
<td>Brisbane, present day</td>
<td>State transforms into dull, sterile. Minimalist texture of grass/park bench.</td>
<td>Beginning of scene</td>
<td>park in afternoon.</td>
</tr>
<tr>
<td>------</td>
<td>------</td>
<td>----</td>
<td>-----------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-------------------</td>
<td>-------------------</td>
</tr>
<tr>
<td>27</td>
<td></td>
<td></td>
<td></td>
<td>Faint layered pictures/text from voynich manuscript.</td>
<td>LUCY: The writing mostly but some of the <strong>pictures</strong> too.</td>
<td></td>
</tr>
<tr>
<td>28</td>
<td></td>
<td></td>
<td></td>
<td>Blur/soften all content.</td>
<td>LUCY: …it kinda softens the edges.</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Fade to a dark flowing/watery texture.</td>
<td>NILLS alone at Ethel's grave.</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
<td>32</td>
<td>Brisbane, present day</td>
<td>Minimal concrete texture</td>
<td>Beginning of scene.</td>
<td>Psychologist office</td>
</tr>
<tr>
<td></td>
<td>2</td>
<td></td>
<td></td>
<td>Layered faint voynich manuscript images behind concrete texture</td>
<td>Beginning of scene.</td>
<td>Active motion to images.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>32</td>
<td></td>
<td>Drawn circle</td>
<td>LUCY: That look you're giving me -</td>
<td>Floor proj. Possibly draws it on the floor?</td>
</tr>
<tr>
<td></td>
<td></td>
<td>33</td>
<td></td>
<td>Draws circle in another position</td>
<td>LUCY: I dunno, organise it better.</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>3</td>
<td>34</td>
<td>Europe, 15th Century</td>
<td>Dark elegant carper texture, with motion.</td>
<td>Beginning of scene.</td>
<td>Eva's bed chamber in castle, before dawn.</td>
</tr>
<tr>
<td>35</td>
<td><strong>Fade low and projection spot on Eva's hand</strong></td>
<td><strong>EVA lies motionless in bed.</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>-----</td>
<td>-----------------------------------------------</td>
<td>---------------------------------</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td><strong>All content &quot;twitches&quot;</strong></td>
<td><strong>EVA's hand twitches.</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td><strong>Content snaps out.</strong></td>
<td><strong>After hand reaches out.</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Shutters close.</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
**Bold** = Cue Point

<table>
<thead>
<tr>
<th>Cue</th>
<th>Act</th>
<th>Scene</th>
<th>Page</th>
<th>Source</th>
<th>Line/Blocking – Cue Point</th>
<th>Surface</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.6</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>DBO Check</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Head LX discretion</td>
<td>Backwall</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Floor</td>
<td>Both shutters close</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Preshow**

|     |     |       |      |        | Shutter Close             |         |       |
|     |     |       |      |        | SM’s discretion           | Backwall|       |
|     |     |       |      |        |                           | Floor   | Projectors Shutters Close |

**Act One Scene One**

<table>
<thead>
<tr>
<th></th>
<th>1</th>
<th>1</th>
<th>1</th>
<th></th>
<th>-A1SC1_PurpleGreenDiamondPattern_V3</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>7</td>
<td>1</td>
<td></td>
<td><strong>ELIZABETH is waiting.</strong></td>
<td>Backwall</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>5</td>
<td></td>
<td></td>
<td></td>
<td>Floor</td>
<td>w/Shutters Open</td>
</tr>
<tr>
<td></td>
<td></td>
<td>5</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>5</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>5</td>
<td></td>
<td></td>
<td></td>
<td>-MaidSpot_v1</td>
<td>Floor</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>6</td>
<td></td>
<td></td>
<td></td>
<td>Fade &amp; Stop A1SC1</td>
<td>Backwall</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Floor</td>
<td>21K Shutter Close</td>
</tr>
</tbody>
</table>

**Act One Scene Two**

<table>
<thead>
<tr>
<th></th>
<th>1</th>
<th>2</th>
<th>7</th>
<th></th>
<th>-A1SC2_WhiteOutline_V1</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>8</td>
<td>7</td>
<td></td>
<td><strong>DEL sits in chair.</strong></td>
<td>Floor</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>8</td>
<td></td>
<td></td>
<td></td>
<td>-Fade &amp; Stop A1SC2</td>
<td>Floor</td>
<td>21K Shutter Opens</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>- Fade In A1SC3_NewYork</td>
<td>Backwall</td>
<td></td>
</tr>
</tbody>
</table>

**Act One Scene Three**

<table>
<thead>
<tr>
<th></th>
<th>1</th>
<th>3</th>
<th>17</th>
<th></th>
<th>Fade &amp; Stop A1SC3_NewYork</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td><strong>NILLS crosses past the green chair.</strong></td>
<td>Floor</td>
<td></td>
</tr>
</tbody>
</table>

**Act Two Scene One**
<table>
<thead>
<tr>
<th>Cue</th>
<th>Act</th>
<th>Scene</th>
<th>Page</th>
<th>Source</th>
<th>Line/Blocking – Cue Point</th>
<th>Surface</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>2</td>
<td>1</td>
<td>18</td>
<td>Fade up A2SC1_TheHorseScene</td>
<td>DBO complete on LX16</td>
<td>Floor</td>
<td>Backwall</td>
</tr>
<tr>
<td>12</td>
<td>2</td>
<td>1</td>
<td></td>
<td>A2SC1_Ring&amp;Baracelet_v2</td>
<td>BRIGITE Fumbles and pulls off ring.</td>
<td>Backwall</td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>2</td>
<td>1</td>
<td></td>
<td>A2SC1_Earrings_v2</td>
<td>BRIGITE touches 2nd earlobe and takes off earrings.</td>
<td>Backwall</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>2</td>
<td>1</td>
<td></td>
<td>A2SC1_BookHandOver_V1</td>
<td>BRIGITE Hands out book.</td>
<td>Backwall</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>2</td>
<td>1</td>
<td></td>
<td>Fade ‘The Horse Scene’</td>
<td>BRIGITE Exits USCPS.</td>
<td>Backwall</td>
<td>21K Shutter Close</td>
</tr>
<tr>
<td>15.7</td>
<td>2</td>
<td>1</td>
<td>19</td>
<td>Cottage Trashing Scene_Parachment_Paper</td>
<td>ELIZABETH crosses DSOP and its</td>
<td>Floor</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td></td>
<td></td>
<td></td>
<td>A2SC1-LIZTRASHING</td>
<td>MAID: “Like a woman raped.”</td>
<td>Floor</td>
<td></td>
</tr>
<tr>
<td>17</td>
<td></td>
<td></td>
<td></td>
<td>A2SC1_LIZCrying</td>
<td>ELIZ crumbles to the floor</td>
<td>Floor</td>
<td></td>
</tr>
<tr>
<td>18</td>
<td></td>
<td></td>
<td>19</td>
<td>A2SC1_Cottage Build</td>
<td>ELIZ Stands Up</td>
<td>Floor</td>
<td></td>
</tr>
</tbody>
</table>

**Act Two Scene Two**

<table>
<thead>
<tr>
<th>Cue</th>
<th>Act</th>
<th>Scene</th>
<th>Page</th>
<th>Source</th>
<th>Line/Blocking – Cue Point</th>
<th>Surface</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>19</td>
<td>2</td>
<td>2</td>
<td>20</td>
<td></td>
<td>Fade out A2SC1_CottageTrashing</td>
<td>Floor</td>
<td>21K Shutter Open. OSC cue triggered from SNDQ23</td>
</tr>
<tr>
<td>20</td>
<td>2</td>
<td>2</td>
<td>21</td>
<td></td>
<td>Fade in A2SC2_NewYork</td>
<td>ELIZ Exits Floor</td>
<td></td>
</tr>
<tr>
<td>21</td>
<td></td>
<td></td>
<td>26</td>
<td></td>
<td>Fade Out A2SC2_NewYork</td>
<td>NILLS Kisses Ethel (beat) Backwall Floor</td>
<td></td>
</tr>
</tbody>
</table>

**Act Two Scene Three**

<table>
<thead>
<tr>
<th>Cue</th>
<th>Act</th>
<th>Scene</th>
<th>Page</th>
<th>Source</th>
<th>Line/Blocking – Cue Point</th>
<th>Surface</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>22</td>
<td>2</td>
<td>3</td>
<td>27</td>
<td></td>
<td>Fade in A2SC3_BrisbiePark</td>
<td>“Brisbane, in a park” Backwall Floor</td>
<td></td>
</tr>
<tr>
<td>22.5</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Fade Opacity A2SC3_BrisbiePark</td>
<td>DEL sits OP Backwall</td>
<td></td>
</tr>
<tr>
<td>Cue</td>
<td>Act</td>
<td>Scene</td>
<td>Page</td>
<td>Source</td>
<td>Line/Blocking – Cue Point</td>
<td>Surface</td>
<td>Notes</td>
</tr>
<tr>
<td>-----</td>
<td>-----</td>
<td>-------</td>
<td>------</td>
<td>--------</td>
<td>--------------------------</td>
<td>---------</td>
<td>-------</td>
</tr>
<tr>
<td>23</td>
<td>3</td>
<td>1</td>
<td>32</td>
<td>Fade out A2SC3_BrissiePark</td>
<td>LUCY: “Yeah. Yeah. (beat)</td>
<td>Backwall Floor</td>
<td>40 second fade out.</td>
</tr>
</tbody>
</table>

**Act Three Scene One**

| 24  | 3   | 1     | 33   | Fade in A3SC1_NewYork | NILLS “thirty years later, it’s 1961.” | Backwall Floor |
| 24.5| 3   | 1     | 34   | Fade out Gatsby Art Deco | NILLS turns to exit DSPS. | Backwall |
| 25  | 3   | 1     | 34   | Fade out A3SC1_NewYork | NILLS exits. | Backwall Floor |

**Act Three Scene Two**

| 26  | 3   | 2     | 35   | Fade in A3SC2_LucysMonologue | LUCY Enters USCPS | Backwall Floor |
| 26.5| 3   | 2     | 37   | A3SC2_Text | LUCY: “The ones who are most afraid.” | Backwall |
| 27  | 3   | 2     | 37   | Fade Out A3SC2 | LUCY: “She’s gonna hafta hold my hand.” | Backwall Floor |

**Act Three Scene Three**

| 28  | 3   | 3     | 37   | EVA’s Bedroom | Lucy turns to exit (A3SC2) | Backwall Floor |
| 29  | 3   | 3     | 37   | A3SC3_BrigiteOpenDoor | Stage Directions “…in a castle, before dawn.” | Backwall Floor |
| 31  | 3   | 3     | 37   | A3SC3_BrigiteMedicalSpot | When BRIGITE finishes the examination. | Floor |
| 32  | 3   | 3     | 37   | Fade out EVA’s Bedroom + Shutters Close | BRIGITE exits. | Backwall Floor | 21K + Floor Projector Shutter Close |
### Notes

**Aspect Ratio:** 16:10  
**Lens:** ET-D75LE10 1.3-1.7:1  
**Projector:** Panasonic PT-DZ21K

Distance from lens to surface: 18250mm  
Projection surface is the upstage wall. A mask will be applied to mask out the set walls & masking flats.

---

**Title:** Vision Upstage Section  
**Version:** V1 as of 09/05/2019  
**Venue:** The Loft, Kelvin Grove  
**Drawn by:** Ben Mills  
**Vision Designer:** Ben Mills

**Surface Resolution:** 1920 x 1080  
**Surface Dimensions:** 11800mm x 8650mm  
Projector will be placed on top of black wooden box 400mm high, in centre of box.  
Projector not drawn, only projected image.
Notes
Aspect Ratio: 16:10
Lens: ET-D75LE10 1.3-1.7:1
Projector: Panasonic PT-DZ21K
Distance from lens to surface: 18250mm
Projection surface is the upstage wall. A mask will be applied to mask out the set walls & masking flats.

Surface Resolution: 1920 x 1080
Surface Dimensions: 11800mm x 8650mm
Projector will be placed on top of black wooden box 400mm high, in centre of box.
Projector not drawn, only projected image.
Notes
Aspect Ratio: 16:10
Lens: ET-DTLE100 1.3-1.7:1
Projector: Panasonic PT-DZ21K
Distance from lens to surface: 18250mm
Projection surface is the upstage wall. A mask will be applied to mask out the set walls & masking flats.

Surface Resolution: 1920 x 1080
Surface Dimensions: 11800mm x 8650mm
Projector will be placed on top of a black wooden box 400mm high, in centre of box.
Projector not drawn, only projected image.

Title: Vision Backwall Front Elevation w/ Mask
Version: V2 as of 15/05/2019
Venue: The Loft, Kelvin Grove
Drawn by: Ben Mills
Vision Designer: Ben Mills
Notes

Aspect Ratio: 16:10
Lens: ET-D75LE10 1.3-1.7:1
Projector: Panasonic PT-DZ21K
Distance from lens to surface: 18250mm

Projection surface is the upstage wall. A mask will be applied to mask out the set walls & masking flats.

Surface Resolution: 1920 x 1080
Surface Dimensions: 11800mm x 8650mm
Projector will be placed on top of a black wooden box 400mm high, in center of box.

Projector and projection beam drawn.

Title: Vision Backwall Front Elevation
Version: V2 as of 15/05/2019
Venue: The Loft, Kelvin Grove
Drawn by: Ben Mills
Vision Designer: Ben Mills

Mobile: 0468 333 038
Email: bj.mills@connect.qut.edu.au
Notes

Aspect Ratio: 16:10
Lens: ET-D75LE80 0.8-1.0:1
Projector: Panasonic PT-DZ6700
Distance from lens to surface: 8000mm
Projection surface is the rostra. A mask will be applied to mask exactly to the set.

Surface Resolution: 1920 x 1080
Surface Dimensions: 10250mm x 6400mm
Projector will be rigged vertical.
Projector not drawn, only projected image.

Title: Vision Floor Projection Plan w/ Mask
Version: V2 as of 14/05/2019
Venue: The Loft, Kelvin Grove
Drawn by: Ben Mills
Mobile: 0468 333 038
Email: bj.mills@connect.qut.edu.au

Vision Designer: Ben Mills
Notes

Aspect Ratio: 16:10
Lens: ET-D75LE80 0.8-1.0:1
Projector: Panasonic PT-DZ6700
Distance from lens to surface: 8400mm
Projection surface is the rostra. A mask will be applied to mask exactly to the set.

Surface Resolution: 1920 x 1080
Surface Dimensions: 10250mm x 6400mm
Projector will be rigged vertical.
Projector rigged with chief mount on LX7/LXD.

Title: Vision Floor Projection Section
Version: V2 as of 14/05/2019
Venue: The Loft, Kelvin Grove
Drawn by: Ben Mills
Vision Designer: Ben Mills

Mobile: 0468 333 038
Email: bj.mills@connect.qut.edu.au
Notes

Aspect Ratio: 16:10
Lens: ET-D75LE10 1.3-1.7:1
Projector: Panasonic PT-DZ21

Distance from lens to surface: 18250mm
Projection surface is the upstage wall. A mask will be applied to mask out the set walls & masking flats.

Surface Resolution: 1920 x 1080
Surface Dimensions: 11800mm x 8650mm
Projector will be placed on top of black wooden box 400mm high, in centre of box.
Projector not drawn, only projected image.

Title: Vision Upstage Section
Version: V1 as of 09/05/2019
Venue: The Loft, Kelvin Grove
Drawn by: Ben Mills
Vision Designer: Ben Mills
QLAB 4 File Link:

Link to QLAB file with masks and content.

https://drive.google.com/open?id=1LxRErTeVdQtow_iQUmRkAYIrzvlqRYuU
Screenshots of QLAB File

1. **Act 1**
   - **Act 1**
     - Proj A + B Shutter Open
     - 2K Shutter Open
     - Floor Shutter Open
     - Dark Purple/Blue Leaf Pattern
       - A1SC1_BackWall_2019-05-15_09-58_V1.mp4
       - Fade in
         - fade A1SC1_BackWall_2019-05-15_09-58_V1.mp4
       - Floor
         - A1SC1_Floor_2019-05-15_09-58_V1.mp4
         - fade in floor
           - fade A1SC1_Floor_2019-05-15_09-58_V1.mp4

2. **Page Burning #1**
   - A1SC1 - Europe - Pages Burn_v1.mov
   - A1SC1 - Europe - Pages Burn_v1.mov
   - Fade and stop
     - fade and stop A1SC1 - Europe - Pages Burn_v1.mov
     - fade and stop A1SC1 - Europe - Pages Burn_v1.mov

3. **Page Burning #2**
   - A1SC1 - Europe - Pages Burn_v1.mov
   - A1SC1 - Europe - Pages Burn_v1.mov
   - Fade and Stop
     - fade and stop A1SC1 - Europe - Pages Burn_v1.mov
     - fade and stop A1SC1 - Europe - Pages Burn_v1.mov

4. **Maid Entrance**
   - A1SC1 - Europe - Pages Burn_v1.mov

5. **fade and Stop A1SC1**
   - fade and stop Dark Purple/Blue Leaf Pattern
   - Proj A + B Shutter Close
   - Proj A Shutter Close
   - Load A1SC2

6. **A1SC2**
   - Proj A + B Shutter Open
   - Proj A Shutter Open
   - Outline of Rostra
     - Fade in
       - A2SC3_Mapping of the set_v12_WHITEoutlines_offset.png
       - fade A2SC3_Mapping of the set_v12_WHITEoutlines_offset.png
     - Load A1SC3
       - load Green Leaf with Gatsby Frame
     - Fade and Stop ALL
       - fade and stop A2SC3_Mapping of the set_v12_WHITEoutlines_offset.png
       - Fade in ALL
         - fade A1SC3_Floor_v1.mp4
         - fade A1SC3_Backwall_v1.mp4
         - fade A1SC3_Gatsby_L3_2019-06-21_19-09.mov

7. **A1SC3**
   - Green Leaf with Gatsby Frame
   - Assets
     - A1SC3_Floor_v1.mp4
     - A1SC3_Backwall_v1.mp4
<table>
<thead>
<tr>
<th>Number</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>Fade and stop ALL</td>
</tr>
<tr>
<td></td>
<td>fade and stop A1SC3_Floor_v1.mp4</td>
</tr>
<tr>
<td></td>
<td>fade and stop A1SC3_Backwall_v1.mp4</td>
</tr>
<tr>
<td></td>
<td>fade and stop A1SC3_Gatsby_V3_2019-05-21-19-09.mp4</td>
</tr>
<tr>
<td>10</td>
<td>Act 2 ----&gt; V5010 - BRIGITE ENTERS</td>
</tr>
<tr>
<td></td>
<td>A2SC1 - Horse Scene &amp; Cottage Trashing</td>
</tr>
<tr>
<td></td>
<td>Horse Scene</td>
</tr>
<tr>
<td></td>
<td>001 - Base — Backwall</td>
</tr>
<tr>
<td></td>
<td>001 - Base — Floor — ELIZ 2nd Bang of the door</td>
</tr>
<tr>
<td></td>
<td>002 - Plant Grow</td>
</tr>
<tr>
<td></td>
<td>002 - Plant Grow</td>
</tr>
<tr>
<td></td>
<td>A2SC1 - Brigitte split scene fade into earrings, Floor_2019-05-15-13-54_V1.1.mp4</td>
</tr>
<tr>
<td>12</td>
<td>Rings + Bracelet hand over</td>
</tr>
<tr>
<td></td>
<td>A2SC1 - RINGS_2019-05-20-14-15.mp4</td>
</tr>
<tr>
<td></td>
<td>fade A2SC1 - RINGS_2019-05-20-14-15.mp4</td>
</tr>
<tr>
<td></td>
<td>fade out A2SC1 - RINGS_2019-05-20-14-15.mp4</td>
</tr>
<tr>
<td>13</td>
<td>Earrings hand over</td>
</tr>
<tr>
<td></td>
<td>A2SC1 - earrings_2019-05-20-14-15.mp4</td>
</tr>
<tr>
<td></td>
<td>fade A2SC1 - earrings_2019-05-20-14-15.mp4</td>
</tr>
<tr>
<td></td>
<td>fade out A2SC1 - earrings_2019-05-20-14-15.mp4</td>
</tr>
<tr>
<td>14</td>
<td>Book hand over - FILM NEW CONTENT TODAY</td>
</tr>
<tr>
<td></td>
<td>fade A2SC1 - earrings_V1_2019-06-22-08-21.mov</td>
</tr>
<tr>
<td></td>
<td>fade out A2SC1 - earrings_V1_2019-06-22-08-21.mov</td>
</tr>
<tr>
<td>15</td>
<td>Fade Backwall - &quot;Immediately&quot;</td>
</tr>
<tr>
<td></td>
<td>fade and stop 002 - Plant Grow</td>
</tr>
<tr>
<td>16.7</td>
<td>Cottage Trashing</td>
</tr>
<tr>
<td></td>
<td>Fade and ELIZ Exit</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Number</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td>fade and stop A2SC1 SOPHIA-STAGE-DIRECTIONS.mov</td>
</tr>
<tr>
<td></td>
<td>A2SC1_SophiaParchmentPaper_V1.mp4</td>
</tr>
<tr>
<td></td>
<td>fade and stop A2SC1 SOPHIA-STAGE-DIRECTIONS.mov</td>
</tr>
<tr>
<td></td>
<td>A2SC1 - LIZCottageTrash_afterRippingPages_V3_2019-05-22-09-26.mp4</td>
</tr>
<tr>
<td></td>
<td>fade A2SC1 - LIZCottageTrash_afterRippingPages_V3_2019-05-22-09-26.mp4</td>
</tr>
<tr>
<td></td>
<td>fade and stop A2SC1_SophiaParchmentPaper_V1.mp4</td>
</tr>
<tr>
<td>17</td>
<td>Fade out with LX DBO — LIZ Crying</td>
</tr>
<tr>
<td></td>
<td>A2SC1_LIZCottageTrashLIZSpotWhileCrying_V2_2019-05-22-09-33.mov</td>
</tr>
<tr>
<td></td>
<td>fade and stop A2SC1 - LIZCottageTrash_afterRippingPages_V3_2019-05-22-09-26.mp4</td>
</tr>
<tr>
<td></td>
<td>fade and stop A2SC1 - LIZCottageTrash_afterRippingPages_V3_2019-05-22-09-26.mp4</td>
</tr>
<tr>
<td></td>
<td>fade and stop A2SC1 - Brigitte split scene fade into earrings, Floor_2019-06-15-13-54_V1.1.mp4</td>
</tr>
<tr>
<td>18</td>
<td>Fade and Stop A2SC1 - Fade from circle up to entire stage -&gt; when LIZ gets up from crying</td>
</tr>
<tr>
<td></td>
<td>fade and stop A2SC1_LIZCottageTrashLIZSpotWhileCrying_V2_2019-05-22-09-33.mov</td>
</tr>
<tr>
<td></td>
<td>load A2SC2</td>
</tr>
<tr>
<td></td>
<td>fade out A2SC1_LIZCottageTrashLIZSpotWhileCrying_V2_2019-05-22-09-33.mov</td>
</tr>
<tr>
<td>19</td>
<td>Fade out A2SC1</td>
</tr>
<tr>
<td></td>
<td>fade out A2SC1 - As LIZ exits</td>
</tr>
<tr>
<td></td>
<td>fade and stop A2SC1 - Fade from circle up to entire stage -&gt; when LIZ gets up from crying</td>
</tr>
<tr>
<td></td>
<td>fade and stop A2SC1 - Fade from circle up to entire stage -&gt; when LIZ gets up from crying</td>
</tr>
<tr>
<td>Number</td>
<td>Q</td>
</tr>
<tr>
<td>--------</td>
<td>---</td>
</tr>
<tr>
<td>21</td>
<td>A2SC2 - New York</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Apartment</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Fades in</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>22</td>
<td>A2SC3 - Brisbane Park</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>22.5</td>
<td>Brisbane Park</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>FADE IN MATE</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>23</td>
<td>Fades and Stop ALL</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Load A3SC1</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>24</td>
<td>Act 3</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Fades Out All</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>25</td>
<td>A3SC2 - Lucy Monologue</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Visual Inspiration:

Brisbane:

<table>
<thead>
<tr>
<th>Image</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image.jpg" alt="Image of plant" /></td>
<td>Voynich Manuscript</td>
</tr>
</tbody>
</table>
New York City:

- Art Deco style frames.
  - Style of the time in New York (1920-1940)
  - Symbol of luxury
- Green leaf pattern
  - Green refers to nature and the growing of relationship (Ethel and Nills) like a flower blooming.
Floor projection was used because I really wanted to bring the world alive. I wanted to get the performers involved and have them interact with the projection. I used haze during the show because I wanted to play with the idea of three-dimensional space and projection. This helped me out in the first Brisbane scene to get the feeling of the character Del being trapped. The backwall of The Loft was also a projection surface I used this in some scenes to project what was going on in the characters mind onto the physical wall, also to connect to the floor projection.

In Europe, I wanted to utilise patterns from the book so I found a couple of images of trees and leaves and took inspiration from them; and drew my own. I wanted to redraw these images because it gave me the opportunity to take some creative license with the angles, sharpness, size, quantity & colour of these objects. I chose a blue/purple colour to be the base of Europe, this was because the scenes were at night and I wanted to express this. Also the colour purple and green are the colours for International Women’s day so I wanted to incorporate this into my design subtly. Also the purple/blue colour was a base layer that I could build upon as the show went on. The purple/blue pattern also look like abstract “plant twist” brick work typical of the 15th century.

In New York, I wanted to utilise patterns from the book so I found a couple of images of trees and leaves and took inspiration from them; and drew my own. I wanted to redraw these images because it gave me the opportunity to take some creative license with the angles, sharpness, size, quantity & colour of these objects. The colour of green firstly was chosen because of in the New York scenes they are about discovering a new friendship that transforms into a relationship between Ethel and Nills. Green is the colour that is most associated with nature, from this I took a bud blossoming into a beautiful flower. This is why the colour green was chosen.

I also used an art deco style frame, that was in the foreground of the green leaf pattern, this was to establish that the scene was in New York. This also broke up the fluid lines and shapes of the green leaf pattern with a more geometric shape.

In Brisbane, I wanted to take a very minimal approach and only use one or two different images/patterns/outlines or colours. This was to create a more contemporary feel and visual look of the scene. Since all of these scenes (apart from one (A2SC3 Park) were all monologues and took place in offices of some sort, I needed to convey the feeling of these women being small in the world of men. I did this by creating a thick white and green outline of the rostra. These outlines also helped establish the setting because it was a contemporary take on walls. By using haze, this effect I was going for was heightened because it gave a trapped feeling.