

Design Portfolio

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Scenic Design Concept:

It is a story about three women living in the "unseen" reality that lacks compassion and justice. Thus, we placed the stage as a thrust stage, so the theatre is a "court".

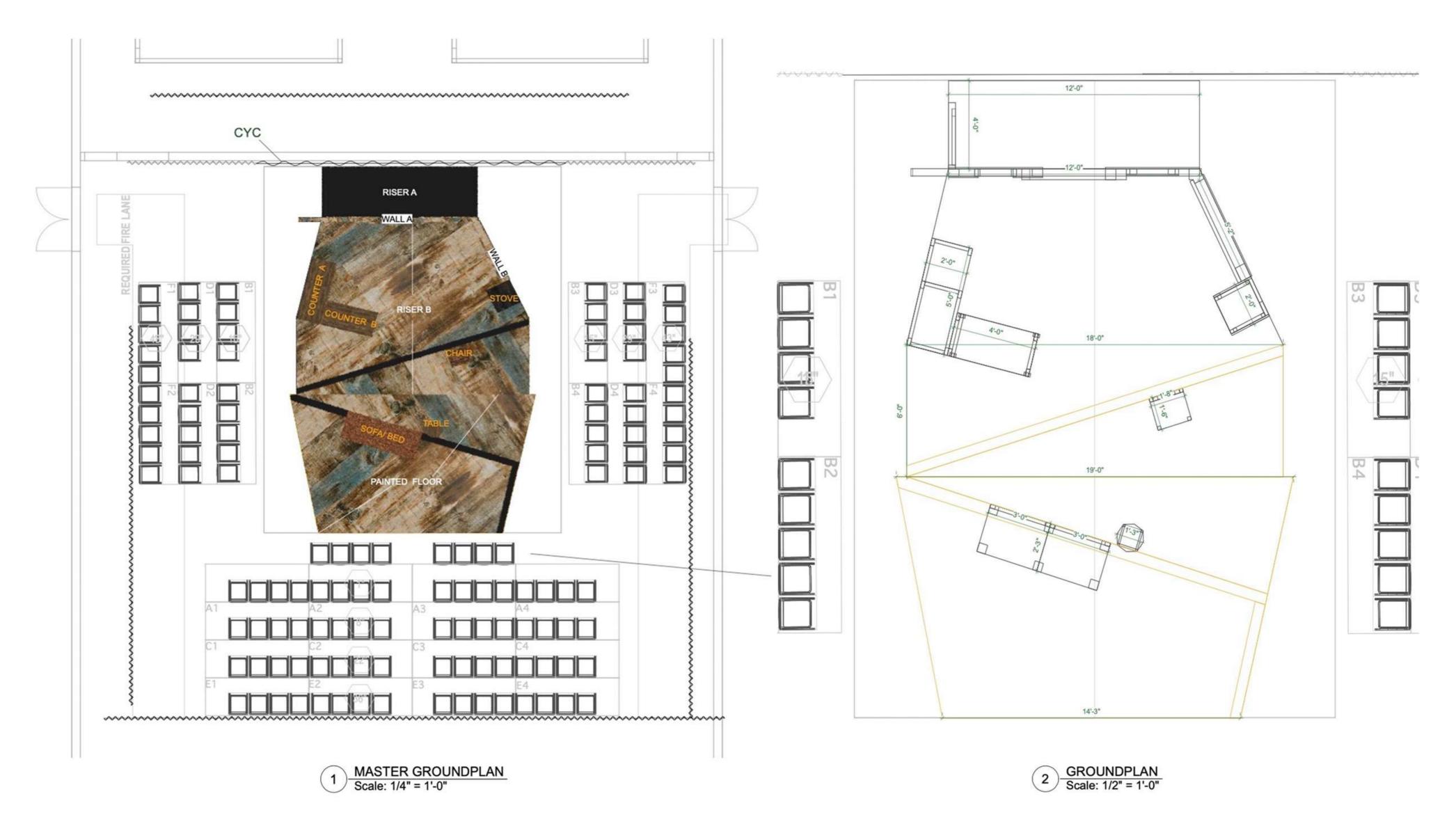
The set is made of 3 different spaces for each woman to voice what they see and hope their voices flow freely. The architecture's details are inspired by 1915 Alberta, while its "deconstructed" shapes represent the "decay" of humanity.







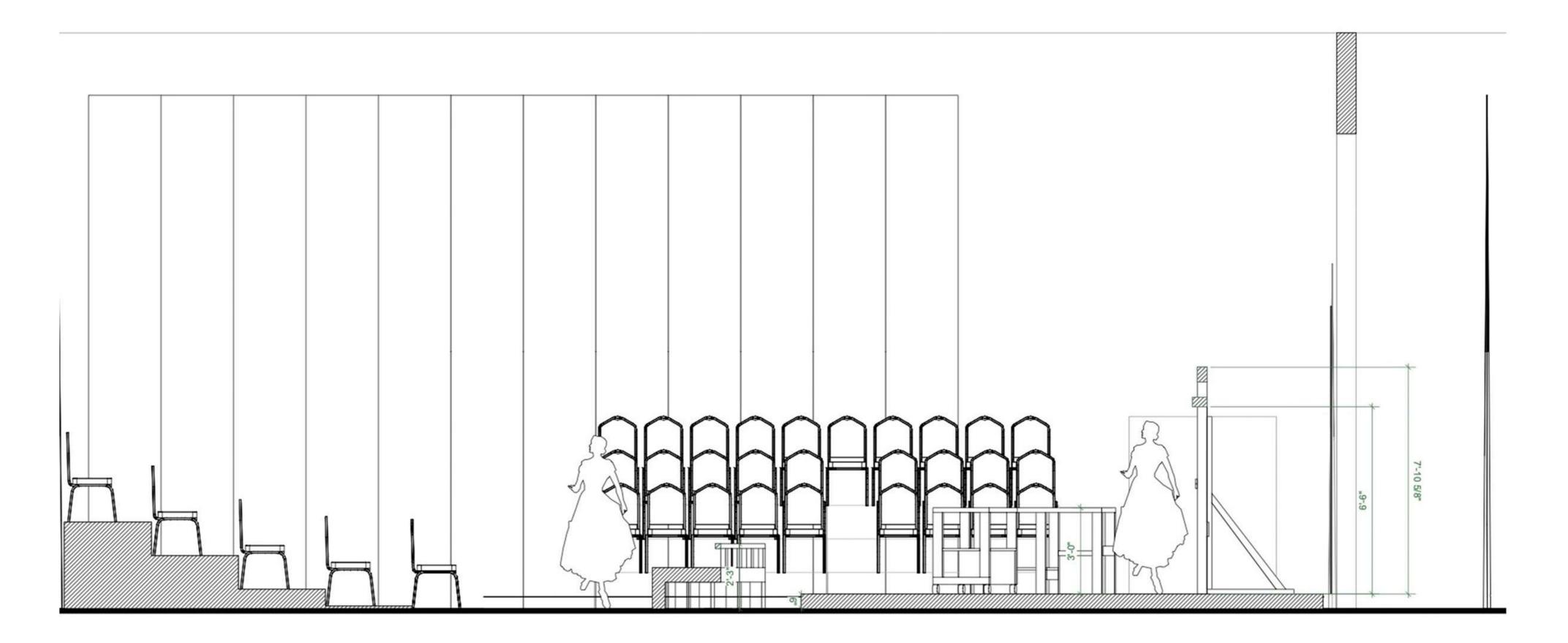




Ground Plan with the thrust stage (with the paint texture)

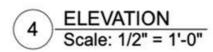
Ground Plan with dimensions





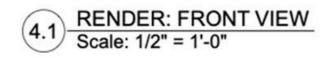
THIS IS A SECTION VIEW AT THE CENTER SEEING THE LEFT.

THE HEIGHT OF THE WALLS ARE INCREASED TO 8 FEET, AND THE DOOR FRAME TO 6.5 FEET.

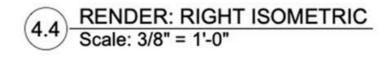




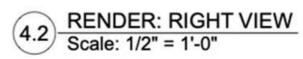


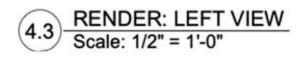




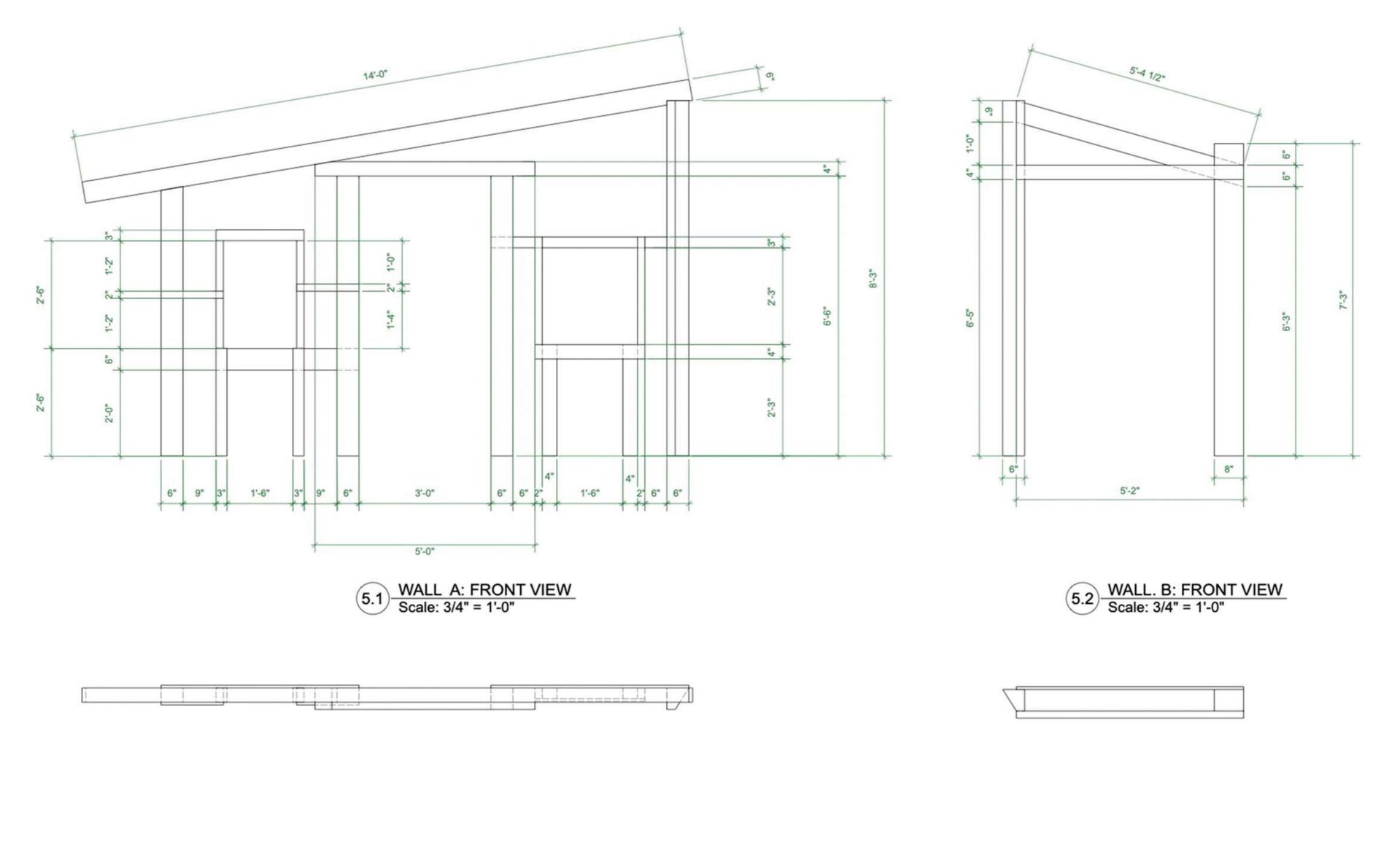


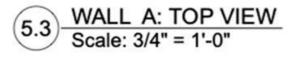


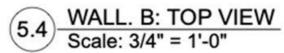










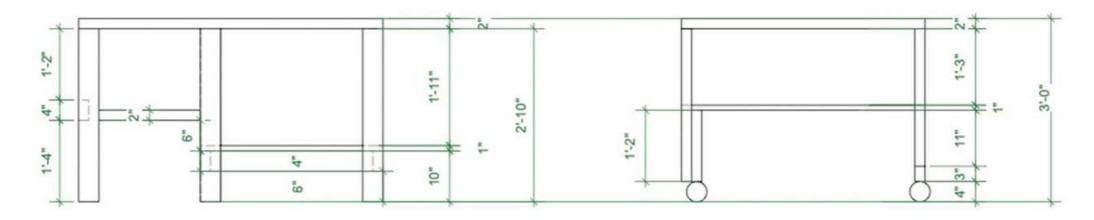




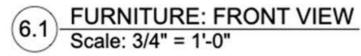


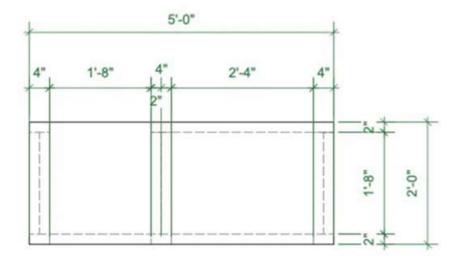
COUNTER A

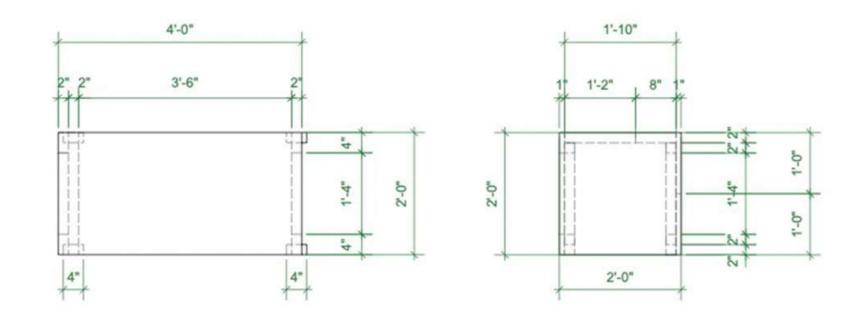
COUNTER B



This counter needs x4 casters that have locks. Open to any sizes around 4 inches in diameters. But the total height for the counter needs to be 3' tall.







FURNITURE: TOP VIEW Scale: 3/4" = 1'-0" (6.2)





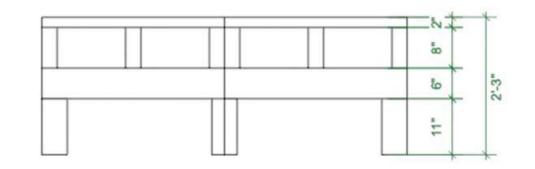
STOVE

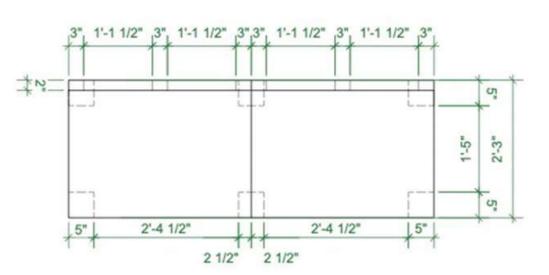
2

4

4

SOFA/ BED





This Sofa/ Bed is made of 2 exactly the same "chairs" with the same dimensions







Scenic Design Concept

The story is about a woman who has been trapped in a "garden" seeks for freedom to escape away from her life of privileges after she meets Vivaldi, her "savior", showed her a way to grab freedom.

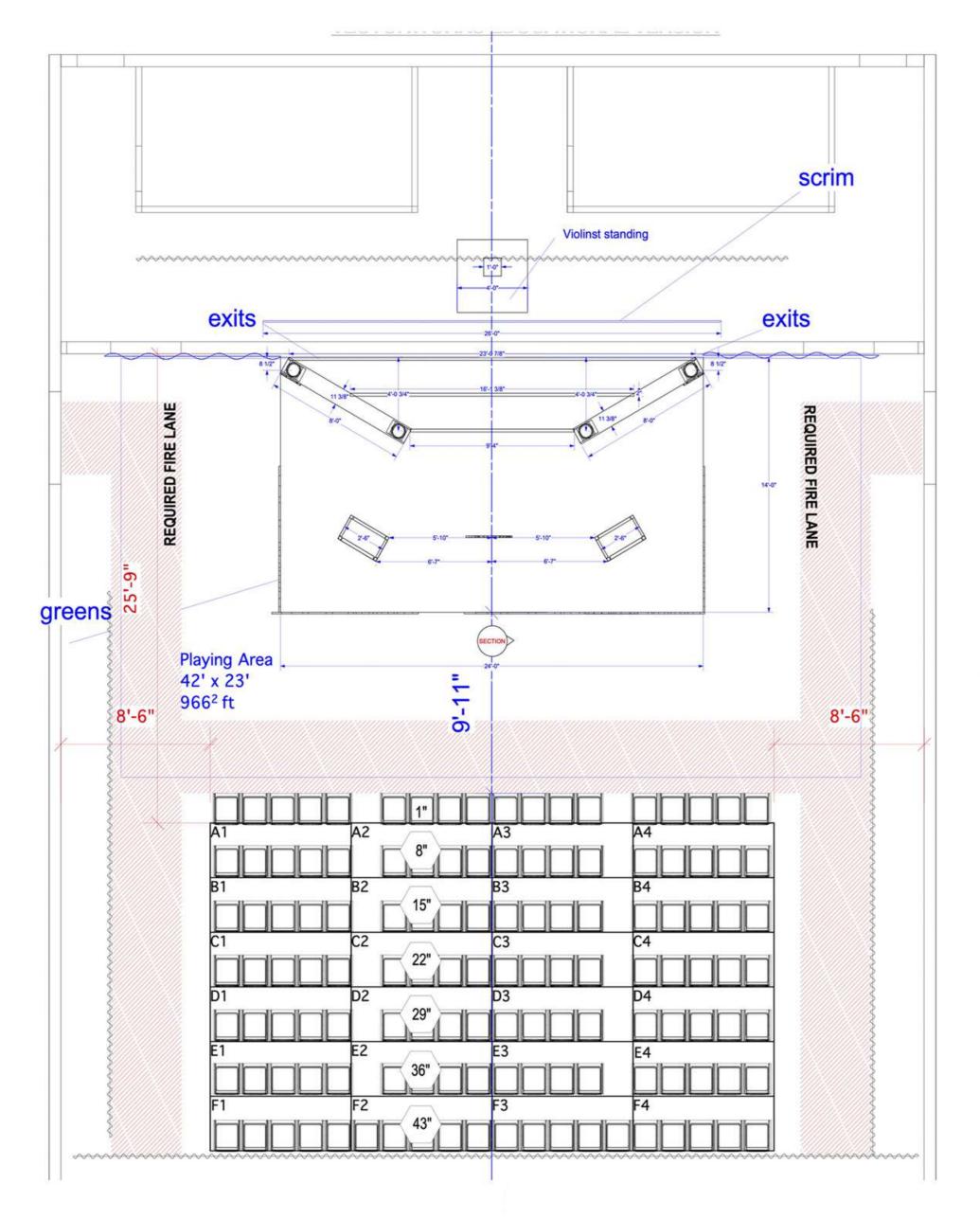
To create the world of loneliness, we painted the entire set as marbles. Marbles represent the richness and stability of wealth, but they are cold when we touch them. This shows that the wealth that the woman has and the fame that Vivaldi has are temporary comforts, not real freedom nor peace. The green plants and vines represent the freedom that the characters are seeking.



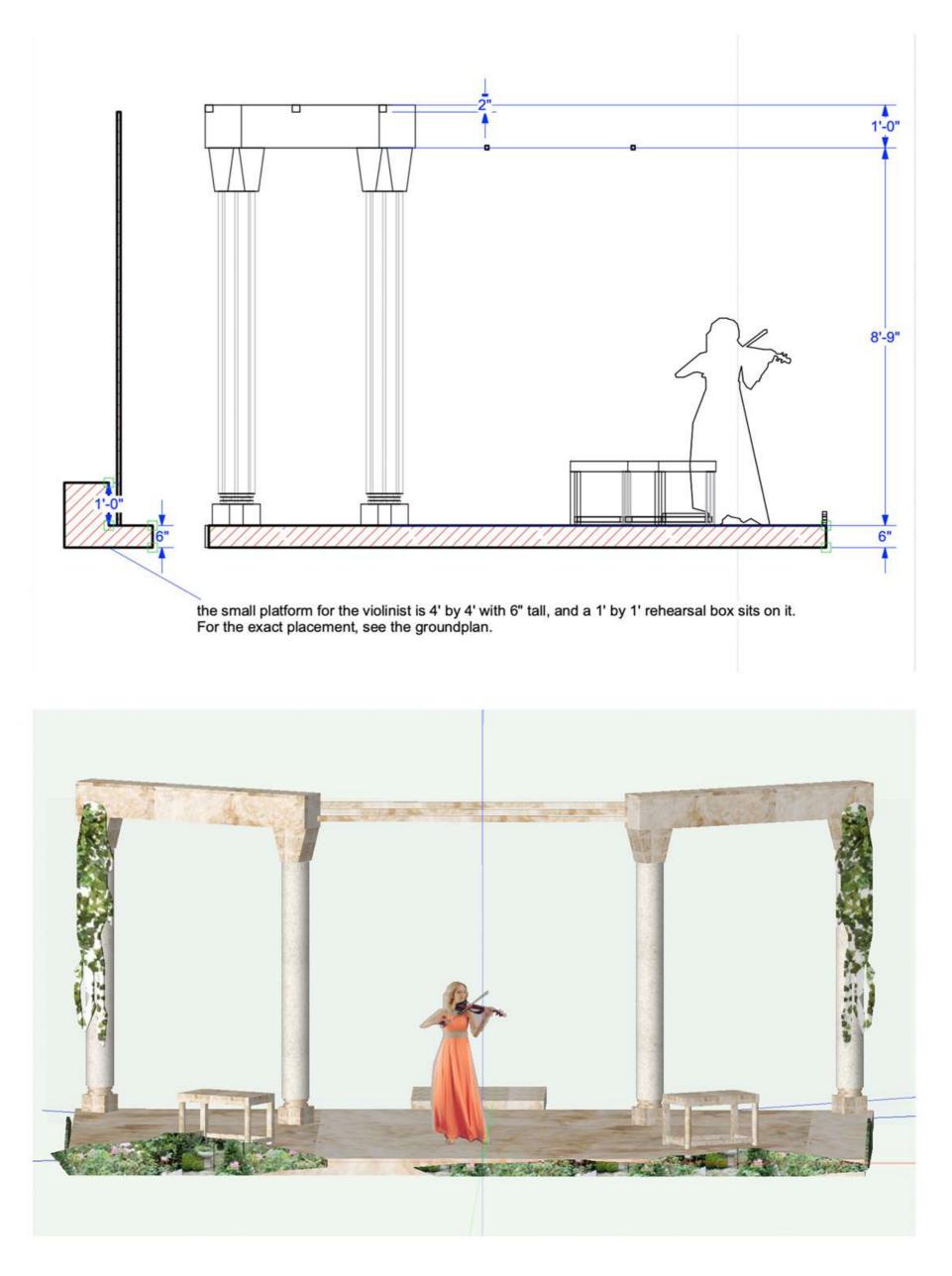






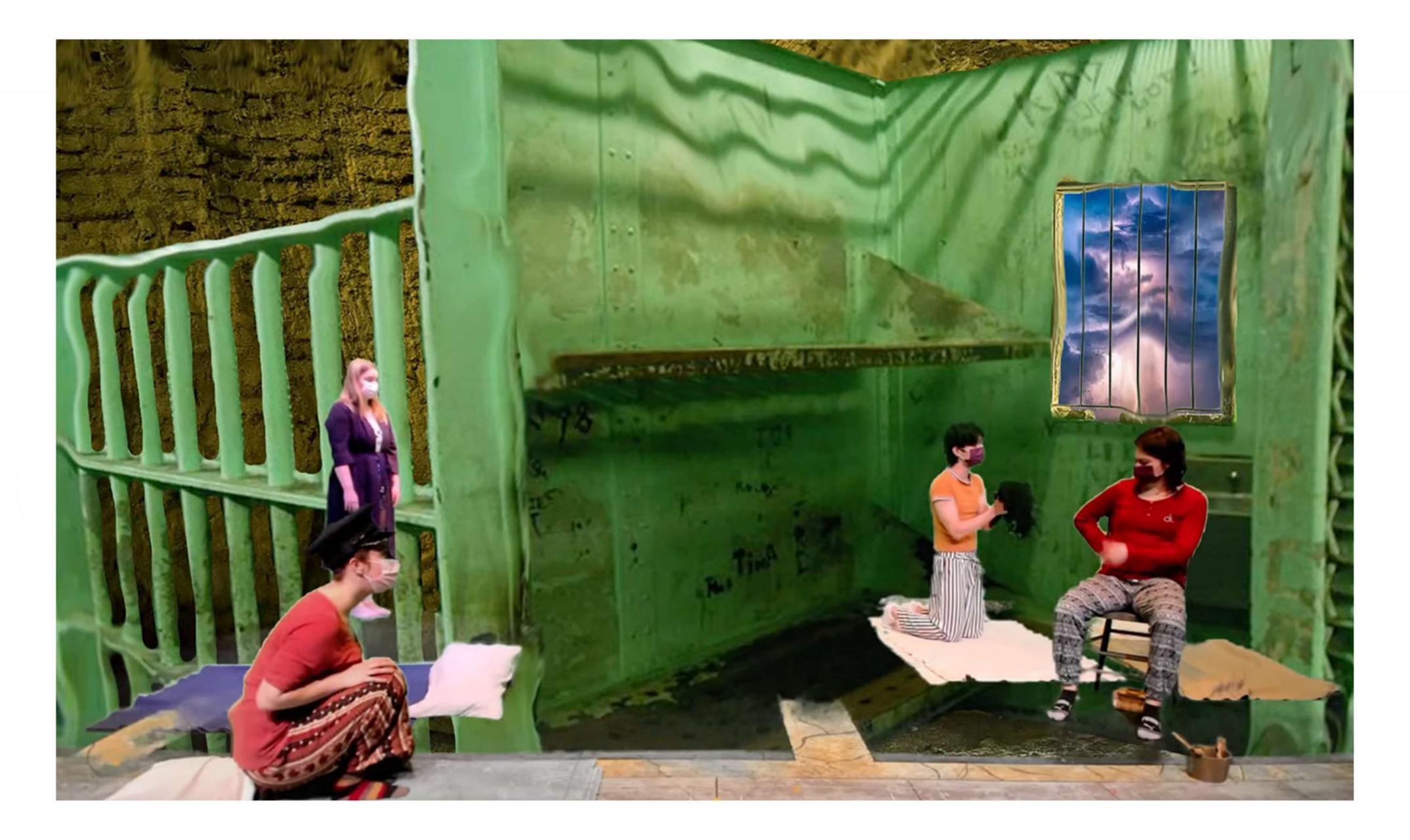


Ground Plan with the Proscenium seating



Set Rendering







Scenic Design Concept

It is a mix of the digital show with a live performance with recorded prologue, epilogue, and transitions.

The story is about Agnes, the daughter of gods, empathizes with humans who are prisoned in the cycle of the sufferings, waiting for the door to open, she confronts them to destroy their illusion of salvation and the fears of gaining their freewill by burning the prison of human life.

Thus, the visual design combines the symbolic elements such as existentialism, expressionism, and surrealism.











Painted Floor with Built Green Screens





Set Rendering with Photoshop: Background images on the Green Screens



Scenic Design Concept

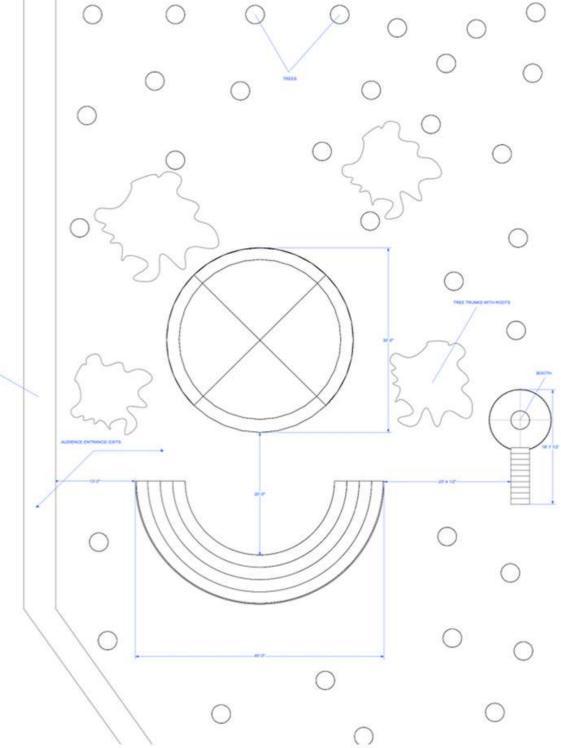
The visual design of this site-specific show is based on the story which is about Philomela and her sister, Procne, who have been suffering in the male-dominant society, overthrow Tereus' control as they become united with other witnesses who amplify their voices to gain the freedom to speak the truth of the unseen crime.

We chose Grouse mountain as our site to represent Feminism, which is a foresty environment that creates the cycle of male dominance. The set is a court-like platform that represents Masculinity, in which men, like judges, hold the oost power while the observers sit around.



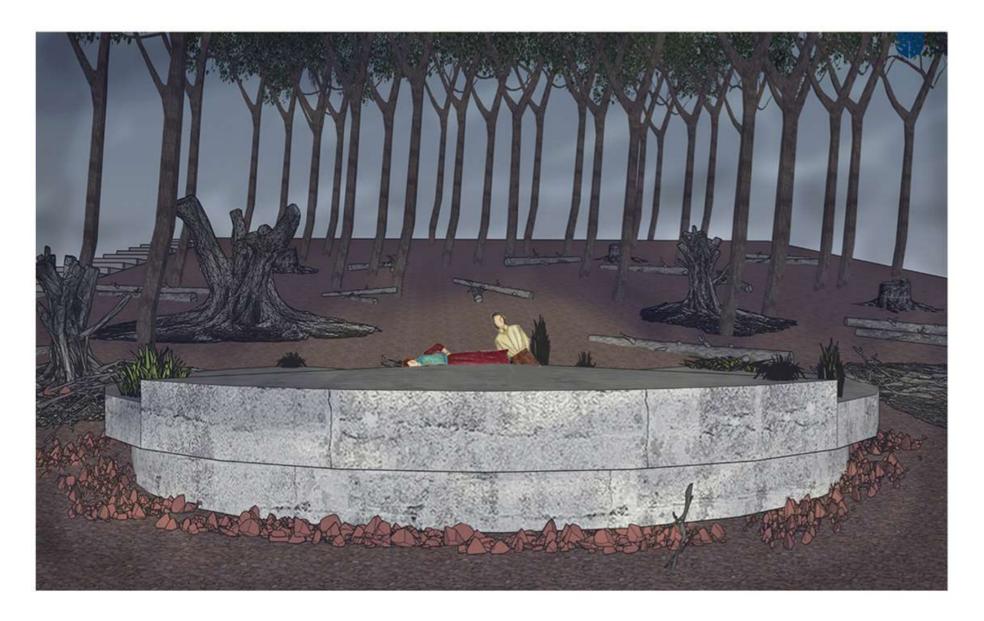
Site: Grouse Mountains

Set Rendering (Sketchup)

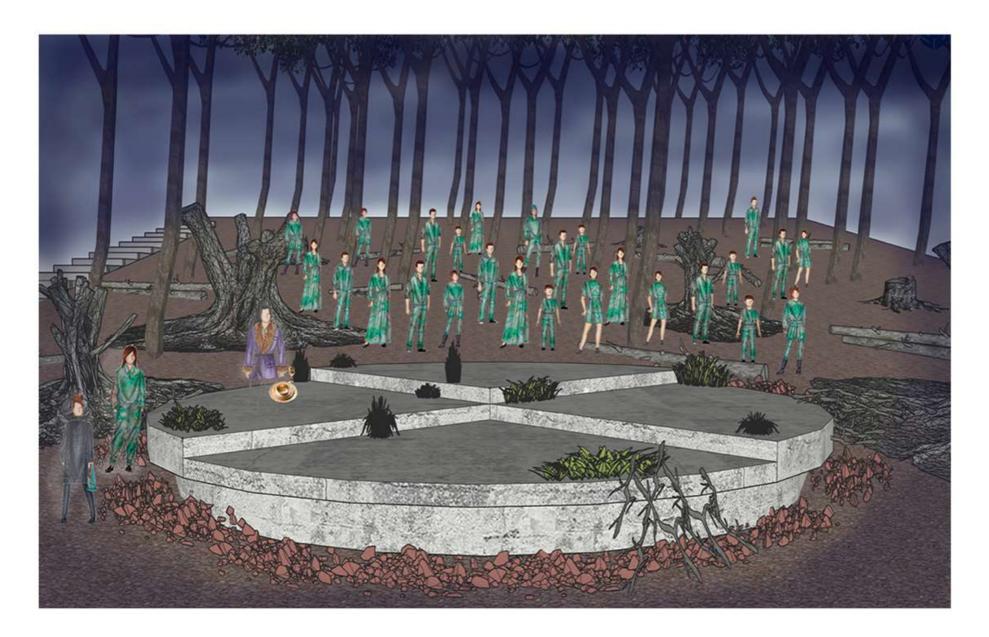


Set Rendering (Vectorworks)





1. Tereus rapes Philomela; the crime is unseen and unheard.



3. Tereus eats dinner at the corner of his world; he loses his power as Itys is killed.



2. Philomela transforms and joins the witnesses.



4. Women leave the space as united witnesses.

