

CONCEPT: Atmosphere Mimics Emotion/Personal Prisons

Hot vs Cold

My concept for this design revolves around each character's preconceptions about themselves and others. All of the characters in this play are stymied by their inability to see past their own preconceived ideas about race, sexuality, gender, power, politics, and traditions.

I used the idea of personal prisons to assist me in making distinct choices regarding color, pattern, and focus. I also used the weather and time of day specified in the script to mimic the emotion and rising tensions between each character in the Jury Room.

The changes in color and subtle shifts in lighting support the atmosphere of the Jury Room, while at the same time mimicking the emotions of each of the characters as they discover their own personal prisons and try to impose them on others.

Eventually, the literal and figurative heat comes to a climax at the end of Act I and the storm that was brewing breaks. In Act II, as the storm rages outside, each character comes to an epiphany about their own personal prison; Eventually, the storm subsides; some of the characters have chosen to break free, others have not.