

SCENE DESIGN

Successful scene design sets the stage to clearly indicate where the story takes place.

UTILIZE THE CURTAINS

Use the space in the front of the curtain downstage as well as mid curtains to pull off quick scene changes.

The front of the curtain is where the Sorcerer of Silence's lair can be set. It can also serve as the road Maiden Melody, Radical Rhythm and the troupe travel along.

UTILIZE SIGNAGE

Use signs to guide the audience through Musicville. Create road signs welcoming the troupe to each land and traffic arrows directing them to the next town.

MUSIC NOTES

Consider hanging musical notes (cardboard) with fishing line from above the stage. These will give every scene a feeling of being in a "musical" world.

LEVELS

When working with a large cast consider adding levels throughout the ensemble scenes. These can be 6" to one foot high platforms or boxes made from plywood which can be placed upstage.

SCENERY SUGGESTIONS

Scene 1: Melody Meadows

- Backdrop: Town Center (green meadows with a river flowing in the distance, fountain, cottages)
- Colorful flowers placed throughout (plastic flowers in styrofoam blocks)

Scene 2: Sorcerer's Lair (front of curtain)

- Backdrop (optional): Dark and cave-like, elements of a laboratory, a cauldron, beakers with colored liquids
- Two chairs
- Small table

Scene 3: Melody Meadows

- Backdrop: Town Center (green meadows with a river flowing in the distance, fountain, cottages)
- River: large blue cloth the length of the stage held by actors or stagehands at both ends
- Soapbox for Grand Staff to stand on and make his announcement (milk crate or pallets)

Scene 4: A Forest Patch - Across the River (front of curtain)

- Backdrop (optional): A Forest
- Tree stump (5-gallon bucket, handle removed, painted brown or covered in brown fabric)

Scene 5: Solo of Soul's Lair

- Backdrop: Earthy colored, rustic, wood-cabin or hut
- Painted garment rack (borrow from local retailer) or;
- Clothesline tied to two poles
- Do not disturb sign "Solo of Soul's Lair: Do Not Disturb"

Scene 7: Desert of Doo Wop

- Backdrop: Very bright and sunny, blue sky, sand dunes in the distance
- Welcome sign "Welcome to the Desert of Doo Wop"

SCENE DESIGN (continued)

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SCENERY SUGGESTIONS (cont'd)

Scene 7: On the road (front of curtain)

- Backdrop (optional): Forest, trail
- Traffic sign arrow "Ocean of Opera 16 Measures Ahead"

Scene 8: Sorcerer's Lair (front of curtain)

- Backdrop (optional): Dark and cave-like, elements of a laboratory, a cauldron, beakers with colored liquids
- Two chairs
- Small table
- Large chair for Sorcerer

Scene 9: Orange Ocean of Opera

- Backdrop: Orange water
- Welcome sign "Welcome to the Orange Ocean of Opera"
- Traffic sign arrow "Castle of Composition 8 Measures Ahead"
- Ocean: large orange cloth the length of the stage held by actors or stagehands at both ends

Scene 10: On the road (front of curtain)

- Backdrop (optional): Forest, trail
- Traffic sign arrow "Terrible Terrain of Tango 24 Measures Ahead"

Scene 11: Terrible Terrain of Tango

- Backdrop (optional): Dark colors, jagged rocks
- Cut-outs of rocks and boulders placed on sides of stage
- Sign "The Terrible Terrain of Tango"

Scene 12: Castle of Composition

- Backdrop (optional): interior castle backdrop
- Sign "The Castle of Composition"
- Composer's booth/pedastool

Scene 13: Melody Meadows

- Backdrop: Town Center (green meadows with a river flowing in the distance, fountain, cottages)
- Soapbox for Grand Staff to stand on and make his announcement (milk crate or pallets)

MUSIC NOTATION INSPIRED SETS

If you find inspiration from the design of musical notation feel free to incorporate them into the set/backdrops. Below is a helpful website to find the definition of every musical term in the play.

http://en.wikipedia.org/wiki/List_of_musical_symbols

Scenic Backdrops Websites

www.grosh.com

www.backdropsfantastic.com

www.kenmark-inc.com

www.dreamworldbackdrops.com