

Danielle Light
Lighting II
Levin
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White Tie Ball Design Concept

White Tie Ball is very location driven, so with my design I have chosen to emphasize standard colors seen in the Tucson, Arizona sky. Though most of the action takes place indoors, I have chosen to use scenic elements, such as the blinds, as a means of getting the looks that I want through. Tucson has very distinct color aspects through out the different hours of the day, let alone different seasons. This play heavily relies on location at the base of the story, so it is important to be able to show the shifts of the year. Through the use of color scrollers behind the blinds, it is easy to manipulate color into various views, from sunrise to sunset and even nighttime looks. While these colors are stressing the location, the setting of most of the action occurs in offices. I have chosen more blue and green tints for Edward's office, to show that he is not quite as powerful as Spencer, who's office contains equal amounts of cool and warm tones to make it more comfortable to be in. It is easy to switch from indoors to outdoors with our differing hues of cools and warms as down light, which is pertinent to the few scenes that do take place outdoors. These scenes take place at different times of the day, so having an equal mixture of the warm and cool washes helps differentiate this as well as the complete opposite settings and moods of the scenes. I have also chosen to use just enough lights to light up the whole stage, but to also give more control over the amount of light cast at a certain time. This is important to accentuate certain scenes, such as the late night kitchen scene. My design highlights these moments in Tucson, Arizona.