R&J&Z

Lighting Design Research

Directed by: Moy Hinojos
Lighting design: Jenni Propst
Associate Lighting Design: Matthew Russell

Sets: Mollie West & Brian Ruggaber
Costumes: Hattie Fann
Sound: Anna Johnson
Assoc. Sound: Micki McCormick
Projections: Corinne Fann & Ian Easterwood

What is *R&J&Z* About?

R&J&Z is about self discovery and revelation. It's a story of rebirth - through death. It's about starting over with a clean slate and seeing the world in a new way as zombies.

There are strong elements of feminism - through the power of the Searchers, through Juliet's curiosity to explore the new world, and the change in Tybalt as he comes back as a tender, caring pacifist who won't eat flesh.

R&J&Z is also a story about freedom. The characters have been released from the constraints of their previous life and have new opportunities and choices, both in life and their sexuality.

Lighting Design Concept

I plan to use **light** to differentiate between the living and the zombies. This will be done in a variety of ways - through color and angle, and using light for selective focus on important moments.

I plan to utilize color and angle to accomplish my vision. By using drastic, somewhat unnatural angles of light, I can show the audience the power in certain characters and increase their apparent size and strength. The use of footlights - which are unnatural, scary and unflattering, will add an air of imposing fear to certain moments.

Texture will also be used to add shadows and emphasize zombie flesh. Additionally, rich teal and green light will add to the undead aspect of the zombies throughout the play by giving their skin an unnatural pallor.

Alas poor. Yorick. I ate his brains.
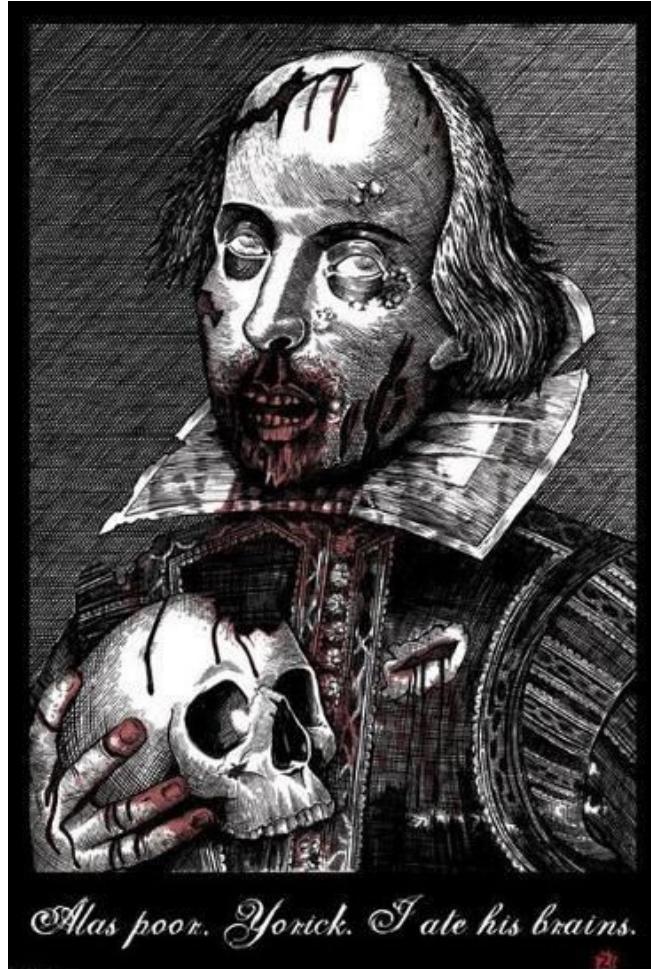
Color Use of *teal* and *greens* to kill natural skin tones
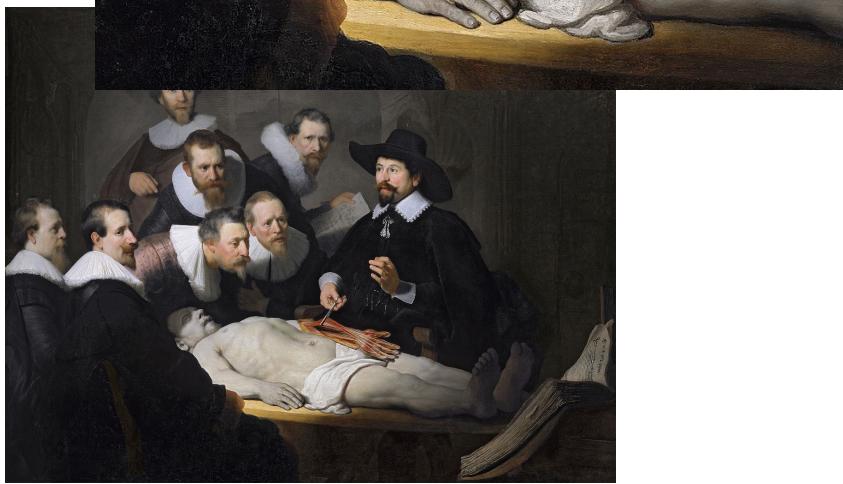
Color

Use of **dramatic colors** - teals that emphasize zombie flesh, and strong backlight to separate the actors from their environment

Angle

Use of ***dramatic angles*** - side light that makes figures taller and more three-dimensional. Foot lights that make people look scary, imposing and unnatural.

Texture & Atmospherics

Use of **haze** & **low-lying fog** for atmosphere, and texture to emphasize **zombie flesh**

Creepy Shadows

Use of shadows to bring attention before entrances or enhance the action onstage