

Administration

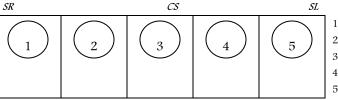
1. SCHEDULE. Our next production meeting has been scheduled for Friday, August 16th at 3:30p in the conference room.

General

1. No notes.

Scenery

- 1. PROGRESS. Most of the set is finished and painted. It came out fun and colorful (as planned). ©
- 2. LINE SETS. Current line set schedule: (1) main rag as border, (3) T-shirt rigging, (4) legs, (6) Laundromat flat, (7) full stage black with part at CS, (8) Trees. Linesets 6 and 7 are about 1'6" apart and we plan to fly them in simultaneously.
- 3. LAUNDROMAT. There are 5 machines on the flat. They will function as follows:



Door opens, 8" recess
X FLAT BRACE X
Door opens, actor exit/platform
Door opens, 8" recess
X FLAT BRACE X

- 4. ESCAPE PLATFORM. There will be a 2' x 4' platform US of washer #3 (above) at center stage. It will be covered in foam for actor safety/comfort. The full stage black on lineset 8 will be parted (possibly with hooks) so the actor can exit to the orchestra pit quickly. Thank you!
- 5. ORCHESTRA PIT. Presetting the battle scene puppets on the lowered orchestra lift could cause sightline issues. Sometime this week we look at this in the space. Depending on visibility, we may need to mask the pit until the reveal. Once the pit is raised, it may stay below stage level to simulate the inside of the machine. In this instance, we would lose visibility of actor's feet (due to the green railing).
- 6. ORGAN LIFT. We may get a second pit control for operating the organ lift.

Lighting (refer to area plot)

- 1. LIGHTING AREAS. All areas have rose, cool blue, textured warm high side, and cool high side lighting. The CS and pit (A2-A6, A9-A11) have a 2nd set of warm and cool front lighting to add more variety. These extra lights can be refocused elsewhere based on blocking needs.
- 2. LEDs. There are two rows of LED backlighting. One covers the Laundromat flat to the pit, the other from the US drop to the full stage black.
- 3. SPECIALS. There are watery blues in A5-A7 for the ballad; there is down lighting on the porch and sidewalk units; the drop has warming light; low angle balcony lights will highlight the washing machines. We may also need specials for
 - a. Evil puppet pit reveal
 - b. Knuffle Bunny's TOS position
 - c. Knuffle Bunny being left behind in washer #3 (above)
 - d. Knuffle Bunny & Pigeon end of show.
- 4. BOOMS. There will be booms with rotating gobos for the battle sequence. They will simulate the inside of a washing machine and heighten tension. If the fight is blocked US of the pit, the booms will be placed between linesets 4 and 7. If the fight is blocked DS, the booms will need to be DS of the proscenium.
- 5. HAZE, There may be haze in this production, but not enough to see throw beams.



8.8.13

Costumes

- 1. TRIXIE. Trixie will be costumed in oversized, textured corduroys with extra pockets. Her colors are influenced from the color palette of the books.
- 2. MOM. Mom's costume will be a flowy, mid-length skirt and a sweater set top. She's the family member in control. ③
- 3. DAD. Dad will have blue jeans, a blue oxford-type shirt, and quirky "Dad" glasses.
- 4. **PUPPETEERS**. The puppeteers should not look human at all, so they will be in a non-spandex neutral tone. This could be black or navy.

Properties

- 1. WALK THRU. Prior to the production meeting Liz and Susann viewed and discussed all of the props (and puppetry).
- 2. SCHEDULE. On Wednesday, August 14th and Thursday, August 15th, the puppets will be used in rehearsal. Any puppet with notes will go back to Liz after Thursday's rehearsal. Starting on Monday, August 19th we would like all puppets in rehearsal for fight and dance choreography. The most preferred puppets to have first are the battle scene puppets. Thank you! ③

Sound

1. No notes.

In attendance. Grant Hilgenkamp, Technical Director; Liz Spray, Properties Master; Jennifer Hard, Production Director; Angel Emerson, Stage Manager; Susann Suprenant, Director; Matt Gutschick, Artistic Director; Bill Van Deest, Scenic Designer; Sherri Gerdees, Costume Designer; Kyle Toth, Lighting Designer. Time of meeting. 4:26p-5:29p