The Apollo Playbook volume:1

An instructional guide to designing visual effects for classic theater.

"The Glass Menagerie"





Proloque

The most popular plays are constantly being performed in high schools, colleges, and community theaters. The following recommendations have been assembled for use by lighting designers of all experience levels as either a stand-alone color and gobo set or a starting point for the lighting of the production. Keep in mind that fixture placement, focus, or intensities are not addressed as they are based on an individual theater's equipment list or rental budget.

The filter colors shown are "safe" colors in that they reflect the proper colors and moods of the scenes based on the indicated primary lighting sources from the script. Lighting design, being an art form in and of itself, is variable to suit the eyes of many people. If it is felt a recommended color is too deep or too light, change it. Also, gobo selections are up to the director or lighting designer's discretion. Apollo Gel and patterns are good values. Both were chosen with reuse in mind for future productions.

If you find a need for a color filter or gobo design outside these recommendations, please send an e-mail to **kchooper@internetapollo.com**. Apollo always strives to improve the tools and products we bring to your performances.

Have fun and break a leg!

"The Glass Menagerie"

Author: Tennessee Williams

Notes

Lighting notes from The Glass Menagerie by Tennessee Williams: In the original lighting notes from the play, there are several statements concerning the lighting design aspects. These are very valuable in helping to make design decisions. Here are a few that are notable:

- Dimly lit.
- · Not realistic lighting.
- · Shafts of light focused on selected areas.
- · Clearest pool of light on Laura. "Peculiar, pristine clarity."

In the script of the show there are various images and legends that were used in the original performance. Through the advances of technology these can now be projected by various means, the simplest being a 35mm slide projector (Kodak® Ektagraphic type). By using the AV department on school campuses or a student that is savvy to Photoshop®, the images can easily be created and projected. With the advent of video projectors, some companies have used 1,000 to 5,000 lumen video projectors to project the static images and legends. Some directors will consider using custom gobos as well as standard design patterns to "suggest" the images and legends.

There are several areas of importance for lighting color choices.

- Laura she should appear fragile but NOT sickly.
- Fire Escape a lot of dialog takes place here while other activity happens elsewhere.
 Be sure to allow the lighting enough flexibility to highlight this area when needed.
- The glass menagerie should look different than the rest of the living room.
 This is Laura's "security blanket."
- "Smoky, red glow" mentioned in the Amanda and Tom argument scene. The colors should not be malevolent or suggest violence. It should be a subtle indication of frustration and tension.
- Dance hall lights across the alley These should not be a distracting flash of lights.
 The dance hall is a suggestion of a happy, carefree life that Tom envisions that he is missing. The music of the dance hall will carry most of that element of the show.

The following color and gobo recommendations are based on using "safe" colors that will not be overpowering to the delicate nature of the play. There are strong dominant colors used periodically but should only be used to suggest anger or frustration of a given scene or to suggest the dance hall across the alley from the apartment. Although gobos were not used at the time that the play premiered, there are suggestions of various Apollo designs and products that will help enhance the scene or assist in establishing a time or place.

Scene 1

Note:

Setting is the same throughout entire play.

Setting

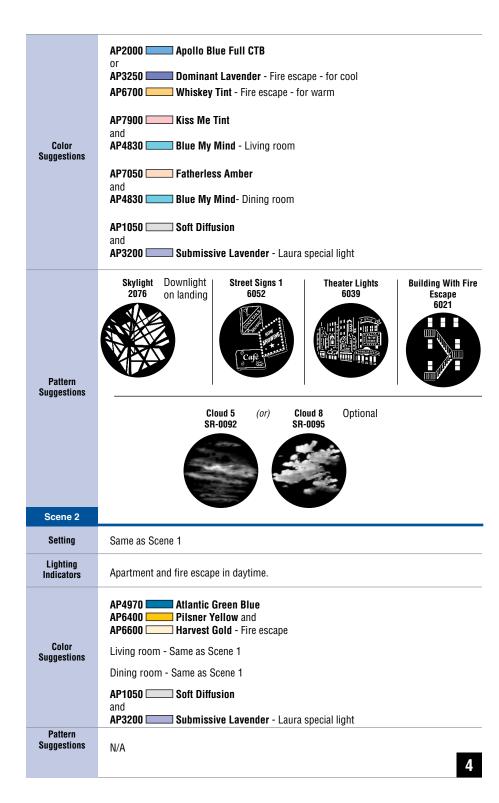
Setting

An alley in St. Louis. An apartment at the rear of a building. The apartment is entered through a fire escape and landing. The apartment building "is flanked on both sides by dark, narrow alleys." At opening the tenement wall becomes transparent exposing the interior of the Wingfield apartment (see script for details).

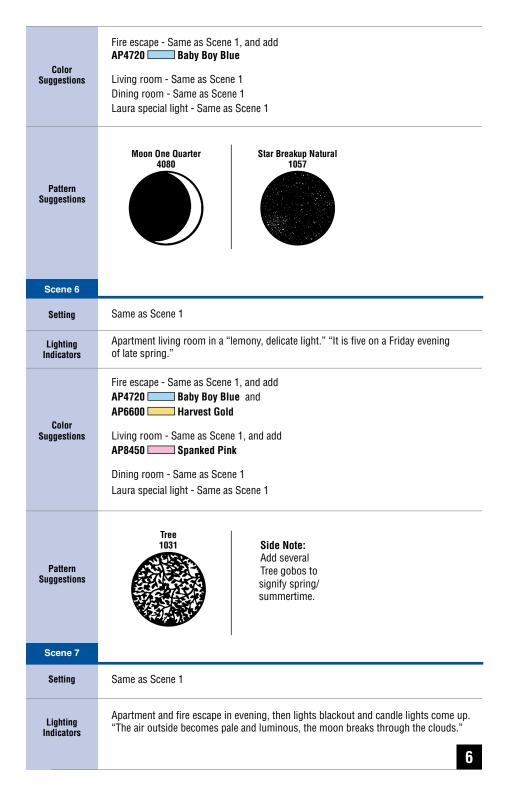
Lighting Indicators

"The scene is a memory and is therefore nonrealistic."

"The interior is rather dim and poetic."



Scene 3				
Setting	Same as Scene 1			
Lighting Indicators	Apartment and fire escape in evening.			
Color Suggestions	AP4970 Atlantic Green Blue and AP6400 Pilsner Yellow - Fire escape AP8100 Mango Craze - Dance hall Living room - Same as Scene 1, and add AP8320 Tasty Apple Red and AP7750 Sailor's Delight Orange - for "smoky red" Dining room - Same as Scene 1 Laura special light - Same as Scene 1			
Pattern Suggestions	Giraffe 2 2259 Used as a breakup with "split gel" two colors. AP8320 Tasty Apple Red and AP7750 Sailor's Delight Orange diagonally cut and taped together. Light should be soft focused from side and rather dim.			
Scene 4 Setting	Como do Como 1			
	Same as Scene 1			
Lighting Indicators	Apartment and fire escape in late night.			
Color Suggestions	AP3250 Dominant Lavender - Fire escape and alley Living room - Same as Scene 1 Dining room - Same as Scene 1 Laura special light - Same as Scene 1 The Next Morning AP4720 Baby Boy Blue - Fire escape Living room - Same as Scene 1 Dining room - Same as Scene 1 Laura special light - Same as Scene 1			
Pattern Suggestions	N/A			
Scene 5				
Setting	Same as Scene 1			
Indicators	Apartment and fire escape at "early dusk of a spring evening."			



Color Suggestions	Fire escape - Same as Scene 6 Living room - Same as Scene 6 until lights go out When lights go out and candles are lit. AP2120 Apollo Orange or AP2180 Apollo Orange 1/8 CTO - Candlelight Dining room - Same as candlelight Laura special light - Same as Scene 1 (when called for) Exterior lights are still the same as previous scene.
Pattern Suggestions	Lightning 1140 Lightning Full 1152
Notes	The End

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			PH (01) 260.497.9191
0040	4130 Fourier Drive	APOLLO	FX (01) 260.497.9192
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