



Pre-Preliminary Lighting Design *The Dybukk*

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Script Initial Analysis

Overall Themes:

- Dark and Spooky; love story & ghost story
- Living world & the world of the dead - contrast
- Lots of music and movement
- Mystical and other-wordly

Lighting Specifics:

- Dark, smoky interiors, brighter outdoor lighting; natural Lighting
- Candle-lit rooms
- Lots of set dressing practicals & Messenger's lamp
- Ghostly effects with scrim, haze, projections, etc; unnatural lighting

References



Christ in the synagogue. 1868 by Nikolai Ge (1831-1894. Russia)

Artwork



In the Synagogue by Alfred Wolmark



Sermon in an israelite oratory
Museum of Jewish Art and History

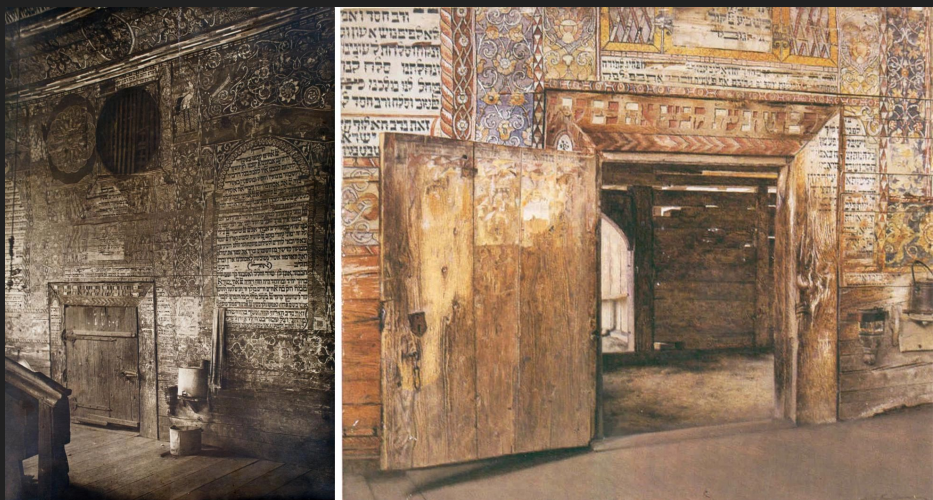


Artwork



Alois Heinrich Priechenfried

Art of Eretz Israel.
From the series of paintings "Wandering Stars".
The world, carried away by the Catastrophe.
Old Poland.
Brit Mila in the shtetl Kazimierz Dolny.
"Blessed are You, who honored us with Brit!"..



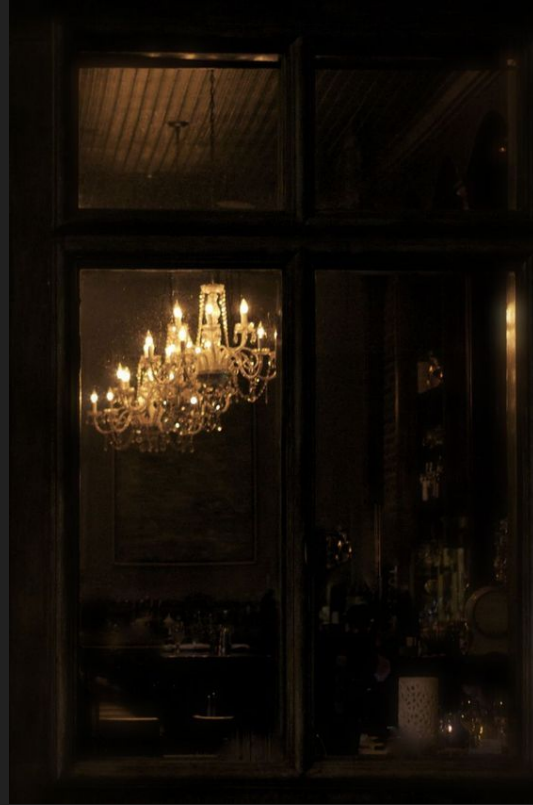
Left: Western wall and door, Gwoździec synagogue, mid-17th century, Ukraine.
 Photographer: Alois Breyer, 1910–13 ([The Center for Jewish Art](#)); right: Isidor Kaufmann, *Portal of the Rabbi*, 1898, oil on canvas ([Magyar Nemzeti Galeria, Budapest](#))



Gwoździec Synagogue, mid-17th century, Ukraine.
 Photographed by Alois Breyer, 1910–13. ([The Center for Jewish Art](#))

Photography

Design Inspiration



Candlelight



Windows



More Windows



The World of The Dead



Messenger





The Dybuk



ACT I



ACT II





ACT III



ACT IV



Considerations

-
- Working with projections - windows, dramatic effects
 - Masking and orientation of the space
 - Movement in songs/dance - working with sound design
 - Scenic & Costume colours
 - Practicality of candles/chandelier etc.
 - ACT VI - Sheet/Scrim - How the spirits/Dybukk will be portrayed
 - Rigging Hanging Specials
 - *Arctic Ocean* concept needs

Concepts

Main Systems (Arun)

- Top light - 2 systems - wash (CC) & spot Warm
- High Front - spot - Cool
- Dibax (SR) - wide - Cool
- Dibax (SL) - spot - Cool
- High Side/Tips L & R - Cool & CC
- Front/L/R fill - Cool
- Cyc Fill (RGB)
- Side (Boom) - open/cool

Set Dressing

- Ancient Brass Chandelier
- The Eternal Light
- Messenger Lamp
- Candles (ACT I)
- Dybukkk?

Specials

- Windows - light causing shadows on ground (Gobos) from outside
- Lights in windows from inside (ACT II)
- Lover's Grave
- Footlights - dramatic shadowing on face
 - Big shadows on cyc/backdrop
- Dramatic Focus - I-Cues - once blocking is finalized

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Next Steps

- Arrow Concepts for specials/set dressing
- Beam Angle Sections for all concepts
- Concept Breakdown
- Preliminary cue list/design