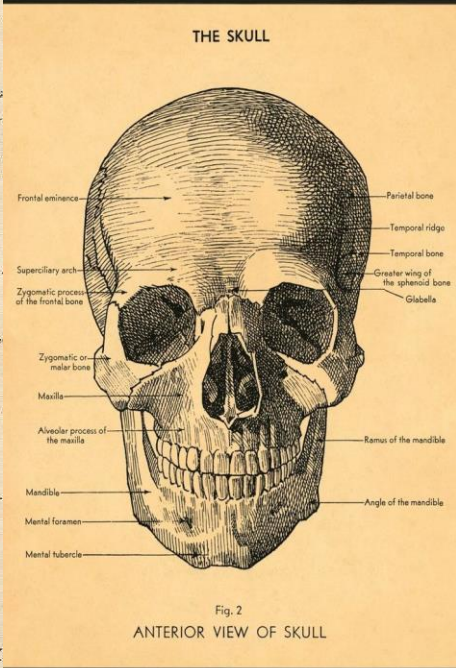
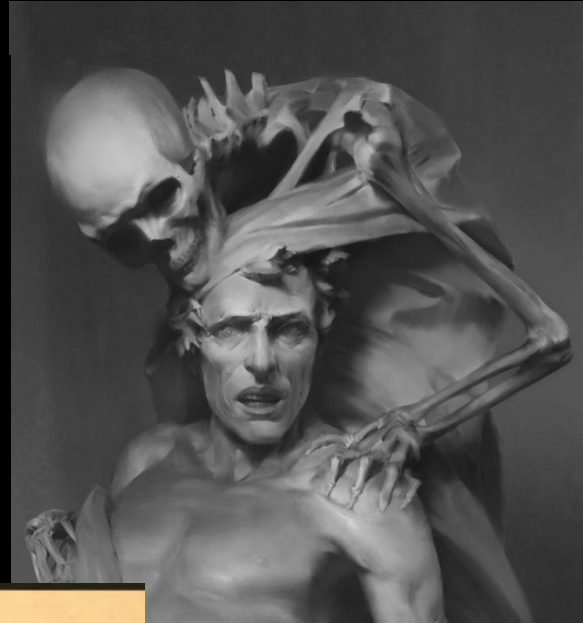
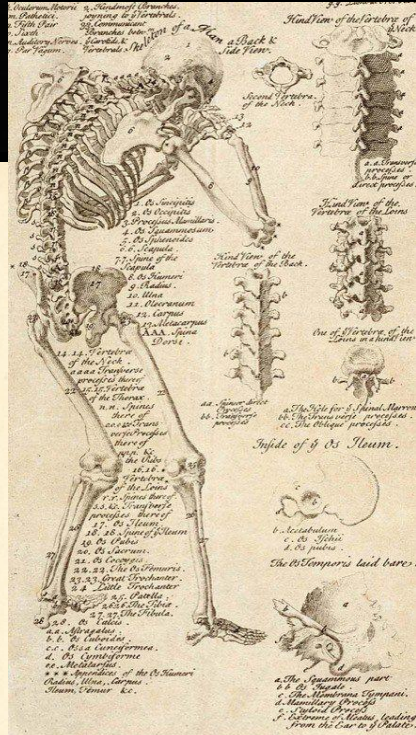
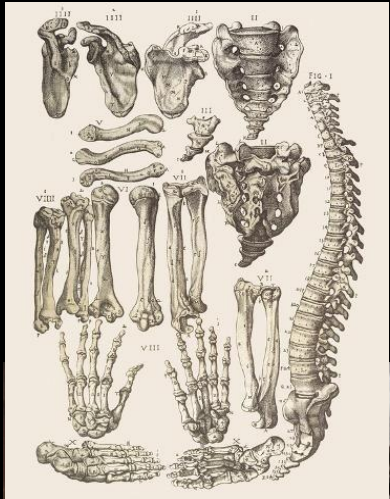


FRANKENSTEIN FINAL CONCEPT

Emma Gregory

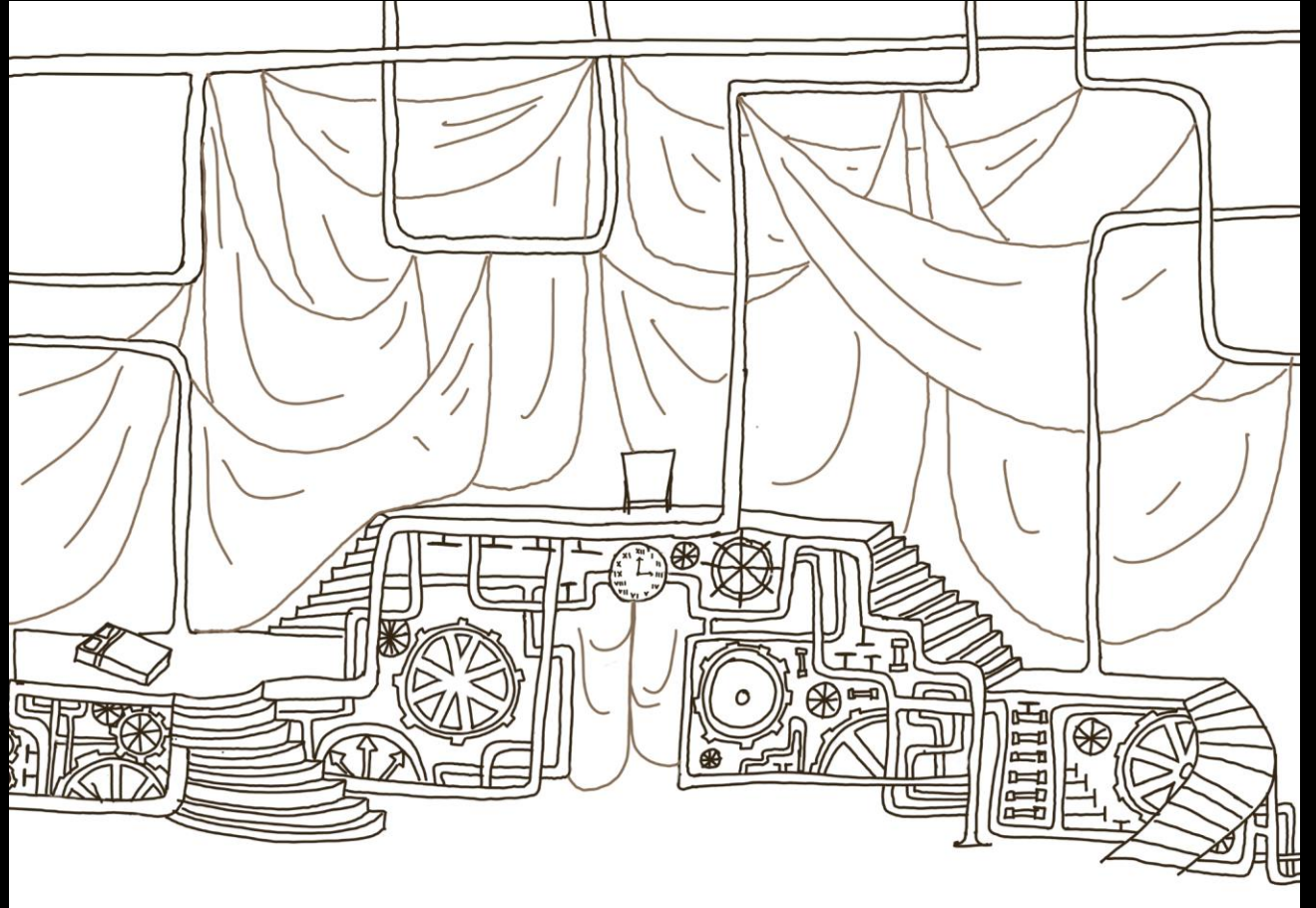
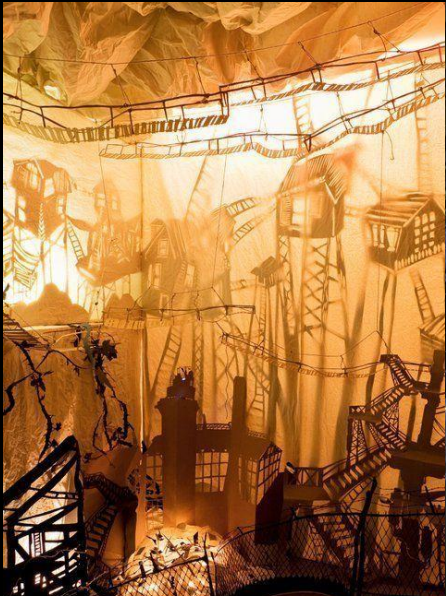
SKELETAL IMAGERY



CONCEPT STATEMENT

Frankenstein placed in an abstracted space and visualized through the lens of the human body, with rigid, steampunk-inspired structures which are surrounded and wrapped by sheets, mimicking the idea of skin draping over bone. Undefined space allows for multiple locations to be represented in one place on stage, and sheets allow for shadow and size play, creating a multitude of integrated entrances and exits. Costuming uses rigid elements under wrapped and draped fabrics to integrate both costume changes for character doubling and to imbue them into the world surrounding them.

SCENIC



LIGHTING

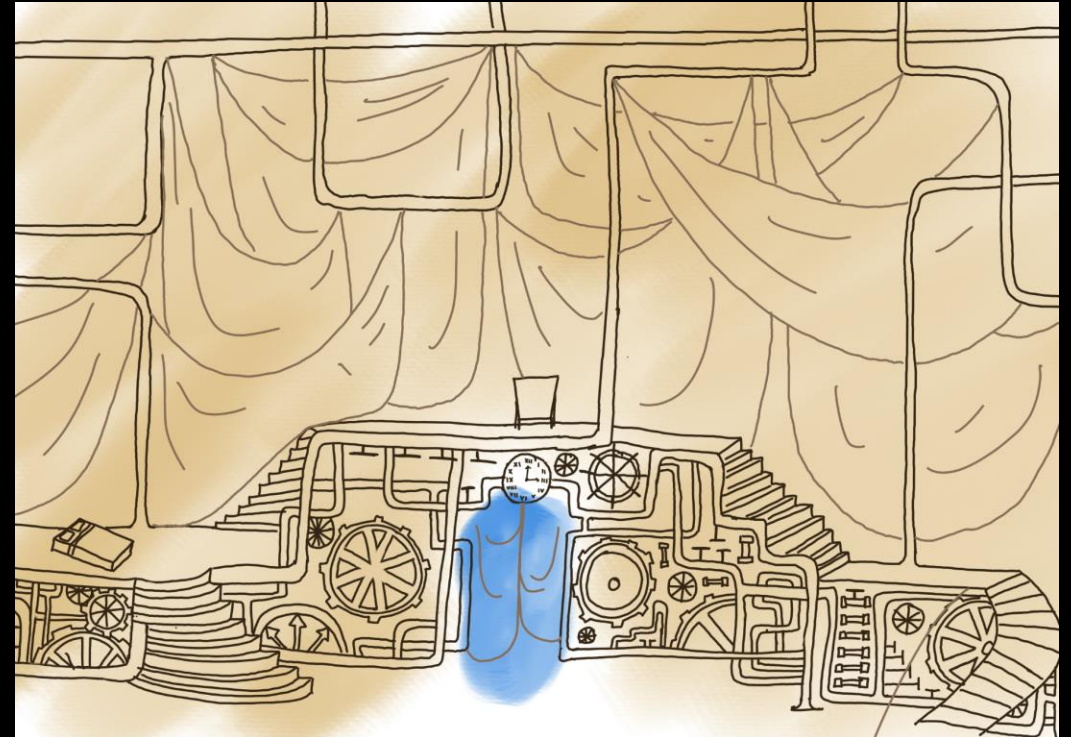
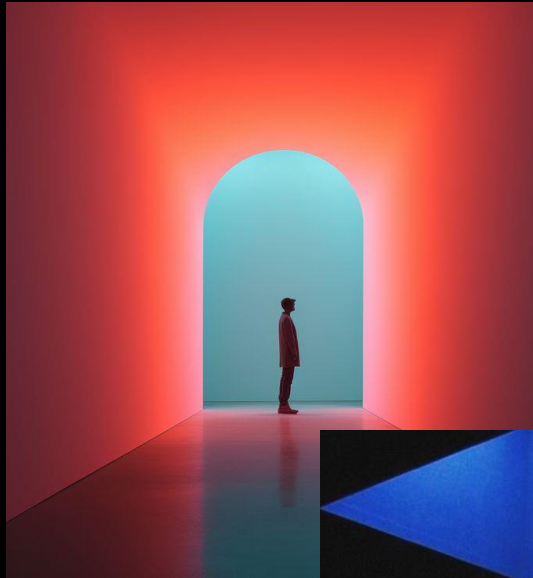


COFFIN

General Lighting Palette:

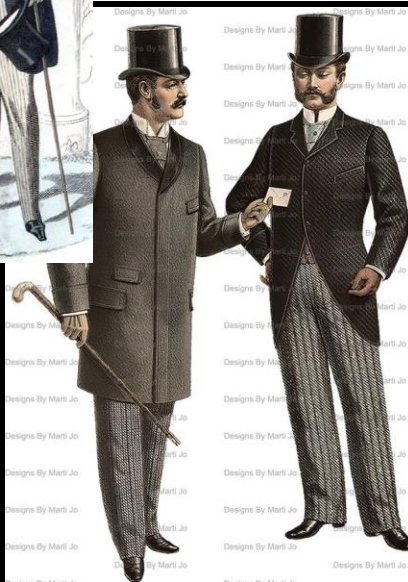
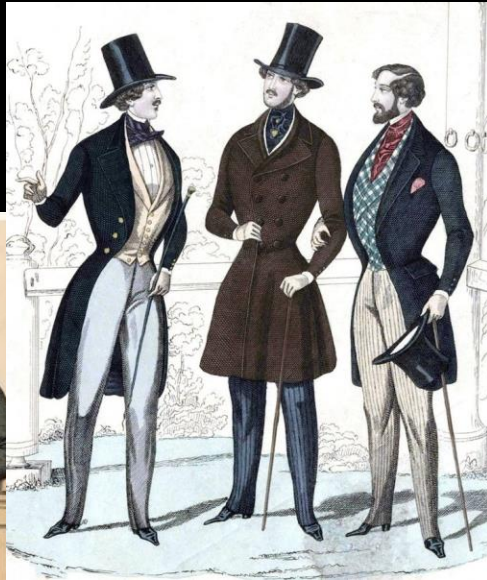


Coffin Lighting Palette:



COSTUMES

Loose late 1800s Inspiration



DRAPING, WRAPPING, AND LAYERING



THE CREATURE AND HIS MATE



SOUNDSCAPE