

Director – Shea Glenn

- **Synopsis:** Everyman is the story of every person's journey to the afterlife, whatever that may be. In its original format, it was intended to bring the message that Good Deeds were the only thing that crossed over with a person into the afterlife.
- Why Now, Why This?: We began looking at this as a potential piece for Death Row inmates, people who were actively contemplating mortality and what that means, however, in the process it became clear that we could widen our audience and look at this under the "prison reform" lens and it would serve an even larger audience. This material (with edits to remove some of the more Catholic teachings) allows for participants to investigate their own value system and opens conversations about how we define "being a good person" while also creating a discourse about authority figures and how we interact with rules and regulations around us.

Rehabilitation Through Everyman

- Characters are broad and common which allows for personalization and reflection
- Brevity and flexibility of script allows cast to create a piece specific to them and their culture
- Themes (mortality, justice, etc.) in *Everyman* are easily identifiable and are something everyone has experience with
- Large opportunity for dialogue about justice, authority, values, and morality
- Provides methods of communicating feelings, emotions, thoughts, and ideas as well as socialization exercises through dialogue and possibly movement

Abby Patterson Dramaturg

Adaptation

Less focus on Roman Catholic elements of the play

 Most inmates identify as Protestant, with only a small number identifying as Catholic

Two Main Areas

- Everyman receives sacrament of confession
 - Sacramental words removed (i.e., contrition, sin, penance, punish your body)
- Digression on Priesthood
 - Removed

Original Abridged Version

Everyman: Oh, glorious river that cleans all filth, wash me so that no sin is seen on me. I come with Knowledge for my redemption, I repent with hearty and full contrition. I am commanded to make a journey and give account to God. Oh, please, Mother of Salvation, I beg of you to help my Good Deeds.

Confession: I know your sorrow well, Everyman; since you have come to me with Knowledge, I will comfort you as best I can. I will give you a precious jewel called Penance; it shall punish your body and cancel out your adversity.

Everyman: Oh, God, heavenly Figure, good and right Vision, who descended in a pure virgin to redeem Everyman who was forfeited by Adam's disobedience - Oh, blessed God, forgive my great offense and have mercy on me!

Knowledge: Everyman, I leave you in the hands of our Savior to ensure your reckoning.

Adapted Abridged Version

Everyman: Oh, glorious river that cleans all filth, wash me so that no wrong is seen on me. I come with Knowledge for my redemption, and I am sorry for what has been done. I am commanded to make a journey and give account to God. Oh, please, Mother of Salvation, I beg of you to help my Good Deeds.

Confession: I know your sorrow well, Everyman; since you have come to me with Knowledge, I will comfort you as best I can. I will help you repent for

Everyman: Oh, God, heavenly Figure, good and right Vision, [...] forgive my great offense and have mercy on me!

Knowledge: Everyman, I leave you in the hands of our Savior to ensure your reckoning.

having done wrong and cancel out your adversity.

What Inmates Need to Know About Play and Genre

- Mortality Plays traditionally center around a plot and characters that are abstract.
 - Inmates can bring aspects of themselves and their personal experiences to their performance.
- Everyman centers around a protagonist that is at the end of his life, which differs from other morality plays.
 - Inmates are encouraged to make connections between *Everyman* and their own lives.

Kara Kuczkowski Arts Management

Program Structure and Benefits

4-6 Week Enrichment Program

Tours Different Prison Facilities Nationwide

Provides a Creative Outlet for Inmates

Enrichment Programming is linked to better behavior, soft skills development, and engagement with deeper themes/values

Regulations and Restrictions

- Program Approval
- Only Eligible Inmates Are Able to Participate
- Pre-Approved Script
- Approved Materials Through Prison Security
- Limited Technical Elements
- Trained Program Leaders



Funding

This program is intended to be of no cost to the prisons participating

Government Grants

(National Endowment for the Arts)

State/Local Arts Councils and Granting Entities

Private Donations

Public Fundraising

Libby Zamiska Projection Design

WHAT IS PROJECTION DESIGN?

- Projection design is the integration of digital media into performance from a projector onto a surface.
- This can employ both video and other forms of digital media such as still images or other data content.
- A projection designer's job is to support and tell the story by using digital media, and the process is similar to that of a lighting or sound designer.
- Atmospheric projection supports the look and feel of a show but is not necessarily directly engaged with by an actor. These types of projection are often used as scenic support or to create certain effects.
- Interactive projection may still support the show scenically, but this type of projection design is meant to be interacted with by the performers and acknowledged as part of the world.

Projections in Everyman

Our production of Everyman needs to be thought about a little differently because we intend to take it into a prison setting. We needed to consider a way to support the show scenically while still being able to adhere to safety standards. Therefore, we concluded that a projection system would be the easiest and safest method to bring scenic support into these facilities.

As the primary projection designer, I intend to bring on interested program participants to help edit and design the projections as the show develops. I would create a set of pre-planned and editable projection files that can be updated based on the show's needs and the input of the projection design team members at each facility.

Projection Mapping

- Projection Mapping is a technique that transforms a playing space into an interactive display. Traditional projection design requires a flat surface and a single projector. This technique employs the use of multiple projectors in order to interact with any type of surface.
- For this production I would like to employ the use of 3D projection mapping in order to project scenery onto the available space in each facility, transforming the room into whatever we'd like it to be.
- Examples of Projection Mapping:

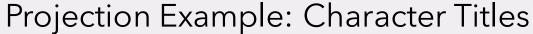














To support the impact of the show and ensure audience understanding, an idea for a way to utilize projections would be to define each character's name and purpose through a "supertitle" effect. We could use something such as these "banners" and use location and blocking to our advantage to have the titles appear over the head of the actor. If the available space is not conducive to fully integrated projection, we could still use a blank wall or other surfaces nearby.

Projection Example: Scenic Support

There is a wide array of directions the production could go in by leaving the process in the hands of each individual group. We discussed the idea of letting each group develop their own personal take on the "God" character, and whether they want to include a religious influence or develop a different entity to represent that higher power. Dependent upon this choice, there are a few different types of scenic support we could go with. The options are not limited to the examples below.



"Heaven's Gate" Concept



"Warden's Office" Concept



"Hell's Gate" Concept

Benjo Verge Sound Design

What is Sound Design?

The art of creating the audio for film, television, advertising, music, and theater productions.

Creates artistic presentation materials for the design team to demonstrate the sound design goals for a production.

> Creates technical documentation for the electricians to plan the implementation of technical elements in order to execute the artistic goals of the sound design.

Six Controllable Properties







DURATION: HOW LONG DOES IT LAST?



ENVELOPE: HOW LOUD IS IT OVER TIME?



FREQUENCY:
HOW HIGH/LOW IS
IT?



TIMBRE: HOW DOES IT SOUND?



DIRECTIONALITY:
WHERE IS IT
COMING FROM?

The Summoning of Everyman Sound Concept

Each character will have a sound effect related to them.

Upon their entrance in the play the sound effect relating to them will be played or made.

Whether we bring speakers or not depends on the location layout, level of prison security, and if the space in the prison utilizes the PA system.

The initial Sound Design will have all the sounds prepared but to create more participation we may allow inmates who are not in the play create the effect via:

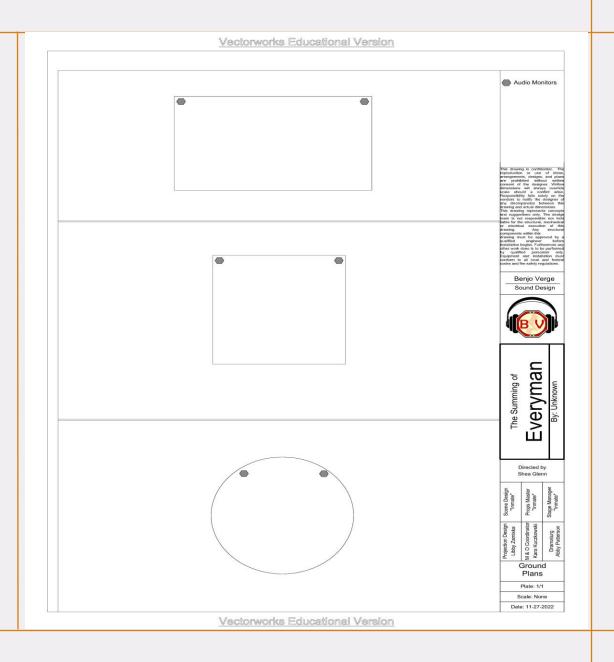
Verbal (in crowd)

Hitting/Playing an instrument (or something that makes that noise)

PA System (To speak or press a button to make the sound, if allowed)

Everyman Possible Groundplans

• Examples of where speakers can be placed pending the place where the play takes place within the prison.



Sound Cue Sheet



Theatre History I Group Inc presents

The Summoning of Everyman By Unknown

Sound Design: Benjo Verge Dramaturg: Abby Patterson
Director: Shea Glenn Projection Design: Libby Zamiska
Marketing & Outreach Coordinator: Kara Kuczkowski

Sound Cue Sheet

et 11/22/2022

| CuePageTimeGO!DescriptionAN/A3Ready for house openPre-Show:an in theirror byichael JacksonA.2.B0Top of Scene _Heavenly Sound of Realm Opening Sound Effect (_essenger)A.3.B0"Listen to what he says:"Powerful Godly Intro Sound Effect (God)A.42A0"where are you?"Thunder Sound Effect (Death)A.52A0"your _aker?"Dun Dun Dun Dun Sound Effect (Death)A.63A0"him right away."Friendly, Cheerful Sound Effect (Friendship)A.74A0"are you there?"_ighty Kingdom Sound Effect (Kindred)A.84A0"with me?"Peaceful Sound Effect (Cousin)A.94B0"goods and riches?"Bag of Coins Shaking Sound Effect (Worldly Goods)B4B0"trouble and sorrow."Dun Dun Dun Dun Sound EffectB.25A0"the redeemer and king."Fairy _agical Sound Effect (Good Deeds)B.35B0"my Good Deeds."Fade in Confessions Part 2 Snippet (Confession)B.45B0"mercy on me!"Thinking Sound Effect (Knowledge) | Sour | South due Sheet 11/22/2022 | | | | | |
|---|------|----------------------------|------|---------------------------|---|--|--|
| A.2 B 0 Top of Scene Bease Heavenly Sound of Realm Opening Sound Effect (_essenger) A.3 B 0 "Listen to what he says:" Powerful Godly Intro Sound Effect (God) A.4 2A 0 "where are you?" Thunder Sound Effect (Death) A.5 2A 0 "your _aker?" Dun Dun Dun Sound Effect (Death) A.6 3A 0 "him right away." Friendly, Cheerful Sound Effect (Friendship) A.7 4A 0 "are you there?"ighty Kingdom Sound Effect (Kindred) A.8 4A 0 "with me?" Peaceful Sound Effect (Cousin) A.9 4B 0 "goods and riches?" Bag of Coins Shaking Sound Effect (Worldly Goods) B. 4B 0 "trouble and sorrow." Dun Dun Dun Dun Sound Effect B.2 5A 0 "the redeemer and king." Fairy _agical Sound Effect (Good Deeds) B.3 5B 0 "my Good Deeds." Fade in Confessions Part 2 Snippet (Confession) | Cue | Page | Time | GO! | Description | | |
| A.2 | A | N/A | 3 | Ready for house open | Pre-Show: _an in the _irror by _ichael Jackson | | |
| A.4 2A 0 "where are you?" Thunder Sound Effect (Death) A.5 2A 0 "your _aker?" Dun Dun Dun Sound Effect (Death) A.6 3A 0 "him right away." Friendly, Cheerful Sound Effect (Friendship) A.7 4A 0 "are you there?"ighty Kingdom Sound Effect (Kindred) A.8 4A 0 "with me?" Peaceful Sound Effect (Cousin) A.9 4B 0 "goods and riches?" Bag of Coins Shaking Sound Effect (Worldly Goods) B. 4B 0 "trouble and sorrow." Dun Dun Dun Dun Sound Effect B.2 5A 0 "the redeemer and king." Fairy _agical Sound Effect (Good Deeds) B.3 5B 0 "my Good Deeds." Fade in Confessions Part 2 Snippet (Confession) | A.2 | _B | 0 | Top of Scene . | (_essenger) | | |
| A.5 2A 0 "your _aker?" Dun Dun Dun Sound Effect (Death) A.6 3A 0 "him right away." Friendly, Cheerful Sound Effect (Friendship) A.7 4A 0 "are you there?"ighty Kingdom Sound Effect (Kindred) A.8 4A 0 "with me?" Peaceful Sound Effect (Cousin) A.9 4B 0 "goods and riches?" Bag of Coins Shaking Sound Effect (Worldly Goods) B. 4B 0 "trouble and sorrow." Dun Dun Dun Sound Effect B.2 5A 0 "the redeemer and king." Fairy _agical Sound Effect (Good Deeds) B.3 5B 0 "my Good Deeds." Fade in Confessions Part 2 Snippet (Confession) | A.3 | _B | 0 | "Listen to what he says:" | Powerful Godly Intro Sound Effect (God) | | |
| A.6 3A 0 "him right away." Friendly, Cheerful Sound Effect (Friendship) A.7 4A 0 "are you there?"ighty Kingdom Sound Effect (Kindred) A.8 4A 0 "with me?" Peaceful Sound Effect (Cousin) A.9 4B 0 "goods and riches?" Bag of Coins Shaking Sound Effect (Worldly Goods) B. 4B 0 "trouble and sorrow." Dun Dun Dun Sound Effect B.2 5A 0 "the redeemer and king." Fairyagical Sound Effect (Good Deeds) B.3 5B 0 "my Good Deeds." Fade in Confessions Part 2 Snippet (Confession) | A.4 | 2A | 0 | "where are you?" | Thunder Sound Effect (Death) | | |
| A.7 4A 0 "are you there?"ighty Kingdom Sound Effect (Kindred) A.8 4A 0 "with me?" Peaceful Sound Effect (Cousin) A.9 4B 0 "goods and riches?" Bag of Coins Shaking Sound Effect (Worldly Goods) B 4B 0 "trouble and sorrow." Dun Dun Dun Sound Effect B.2 5A 0 "the redeemer and king." Fairyagical Sound Effect (Good Deeds) B.3 5B 0 "my Good Deeds." Fade in Confessions Part 2 Snippet (Confession) | A.5 | 2A | 0 | "youraker?" | Dun Dun Dun Sound Effect (Death) | | |
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| B.3 5B 0 "my Good Deeds." Fade in Confessions Part 2 Snippet (Confession) | В., | 4B | 0 | "trouble and sorrow." | Dun Dun Dun Sound Effect | | |
| | B.2 | 5A | 0 | "the redeemer and king." | Fairy _agical Sound Effect (Good Deeds) | | |
| B.4 5B 0 "mercy on me!" Thinking Sound Effect (Knowledge) | B.3 | 5B | 0 | "my Good Deeds." | Fade in Confessions Part 2 Snippet (Confession) | | |
| | B.4 | 5B | 0 | "mercy on me!" | Thinking Sound Effect (Knowledge) | | |

| B.5 | 6B | 0 | "Senses and Beauty." | Rocks Rumbling/Earthquake Sound Effect (Strength) |
|-----|----|---|-----------------------|---|
| B.6 | 6B | 0 | "believe me." | Pink Panther Sound Effect (Discretion) |
| B.7 | 6B | 0 | "in any fight." | Fade in I Got 5 On It Snippet (Five Senses) |
| B.8 | 6B | 0 | "times or bad." | Beauty & The Beast Sound Effect (Beauty) |
| B.9 | 7A | 0 | "this cave and rest." | Fade In Spooky Wind Sound Effect |
| F.1 | 7A | 0 | *Auto Follow* | Cave Sound Effect |
| F.2 | 7A | 0 | *Stage Manager Cue* | Fade Out Spooky Wind Sound Effect |
| F.3 | 8B | 0 | "shall be received." | Heavenly Angelic Sound Effect |
| F.4 | 8B | 0 | "you shall go." | Heart Monitor Sound Effect |
| F.5 | 8B | 0 | *Stage Manager Cue* | Fade Out Heart Monitor Sound Effect |
| F.6 | 39 | 0 | *Stage Manager Cue* | Flatline Sound Effect |

Sounds(1)

A.1 Preshow: "Man in The Mirror"



A.2 Heavenly Sound of Realm Opens (Messenger)



Sounds(2)

A.3 Powerful Godly Intro Sound Effect (God)

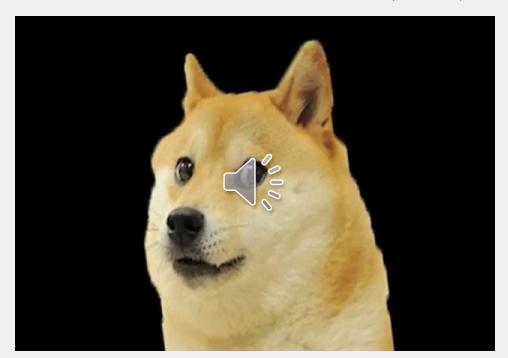


A.4 Thunder Sound Effect (Death)

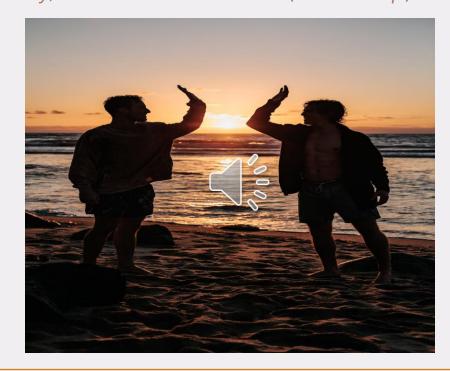


Sounds(3)

A.5 Dun Dun Dun Sound Effect (Death)



A.6 Friendly, Cheerful Sound Effect (Friendship)



Sounds(4)

A.7 Mighty Kingdom Sound Effect (Kindred)



A.8 Peaceful Sound Effect (Cousin)

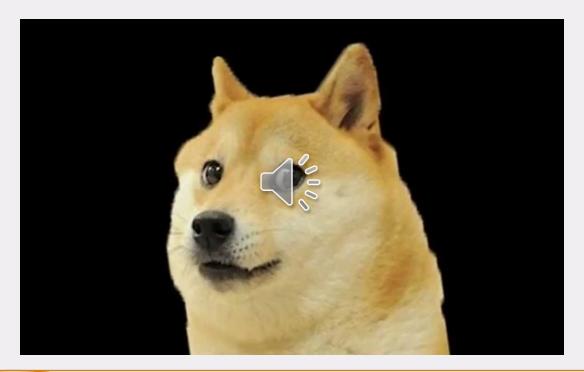


Sounds(5)

A.9 Bag of Coins Shaking Sound Effect (Worldly Goods)



B.1 Dun Dun Dun Sound Effect



Sounds(6)

B.2 Fairy Magical Sound Effect (Good Deeds)



B.3 Fade in Confessions Part 2 Snippet (Confession)

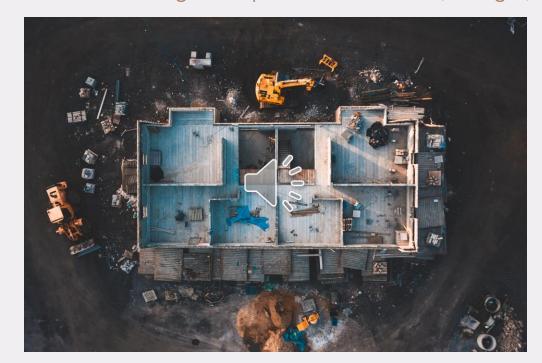


Sounds(7)

B.4 Thinking Sound Effect (Knowledge)



B.5 Rocks Rumbling/Earthquake Sound Effect (Strength)

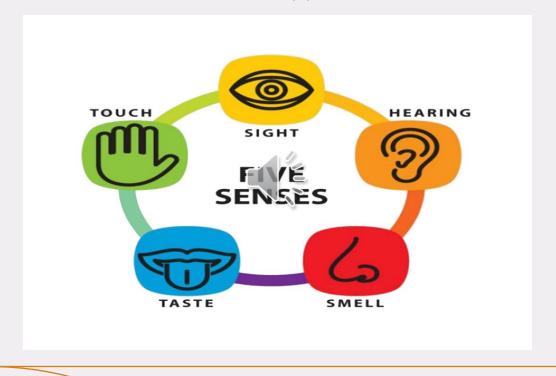


Sounds(8)

B.6 Pink Panther Sound Effect (Discretion)



B.7 Fade in I Got 5 On It Snippet (Five Senses)

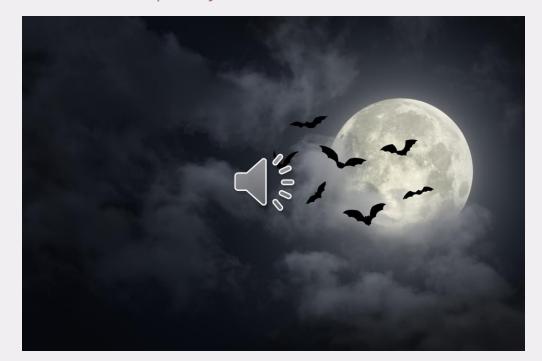


Sounds(9)

B.8 Beauty & The Beast Sound Effect (Beauty)



B.9 Fade In Spooky Wind Sound Effect



Sounds(10)

F.1 Cave Sound Effect



F.2 Fade Out Spooky Wind Sound Effect



Sounds(11)

F.3 Heavenly Angelic Sound Effect



F.4 Fade in Heart Monitor Sound Effect (Doctor)



Sounds(12)

F.5 Fade Out Heart Monitor Sound Effect



F.6 Flatline Sound Effect

