

# Design Statement

The show *Hookman* by Lauren Yee explores the tragedy of death and disaster, coupled with the uncertainty of change and navigating the first year of college. We follow Lexi, through her eyes, as she struggles with the memory of her friend's death, and her role in the tragedy. She is experiencing this loss as she traverses the struggles of a new school with new people, and how she fits into this new world. On top of all this, she grapples with her experience of sexual assault. Her home life and school life blend into one dreamscape as she relives the memory of her friend's death.

This is a play that explores many important ideas, including finding your way in a new place, coping with death and tragedy, navigating loneliness, facing your fears, as well as experiencing and coping with sexual assault.

# Design Statement

This is a play that fits into today's world because first-year college students are always struggling with feeling disconnected from their community, especially in the hyper-distanced world we live in right now. This is a show that can help people, especially students, see that everyone experiences this loneliness, and that the feeling is somewhat universal. This play also highlights how far we still have to go when it comes to believing women and their experiences with sexual assault and rape. The audience should walk away feeling as though things do get better, and that you should not repress your memories, but embrace them to be able to move forward. It expresses to the audience that it is possible to cope with and conquer your fears.

The setting of the show should convey to the audience that we are seeing this entire world through Lexi's eyes and that everything we see is happening in her head. The audience should feel confident to question what is real and what is a figure of Lexi's imagination. Space should move around Lexi as we see her struggling with her memories and should keep her at the center of the stage picture. The space should evoke Lexi's separation from her environment, and how she is forced to reside in a place that is not her own. She always exists in private spaces that are public in nature, and never allow her to truly feel at ease, almost as if we are peering through a window at her life and into her mind. Lexi is exposed wherever she exists. The surfaces of this world are sharp, geometric, and uninviting. This is a landscape that should feel fluid and will transition with ease, just like how Lexi's brain jumps from one experience to the next.







Exterior Texture &  
Color



Interior vs. Exterior





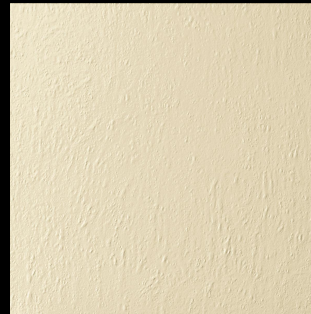




Floor Color

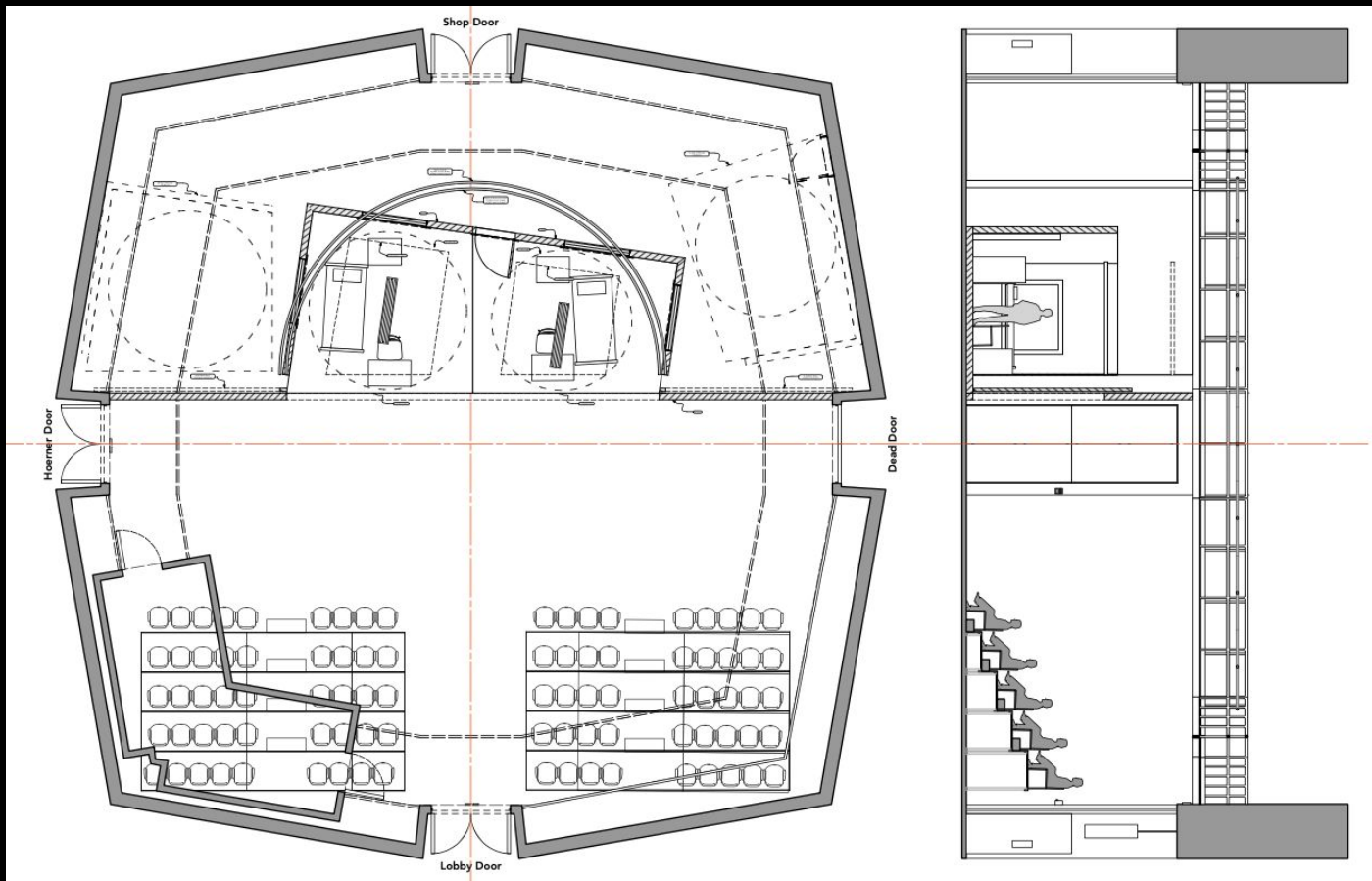


Wall Color &  
Texture

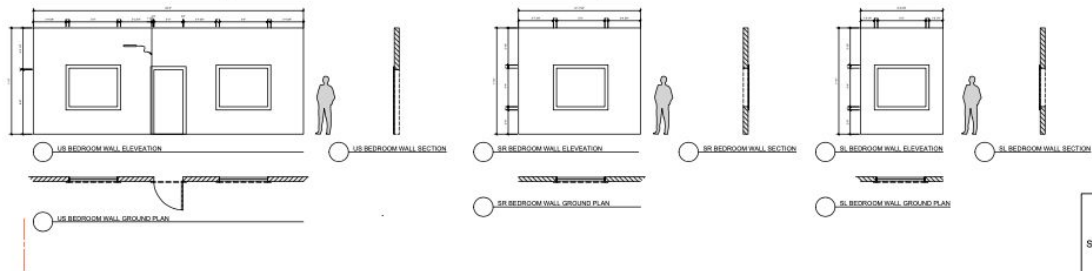
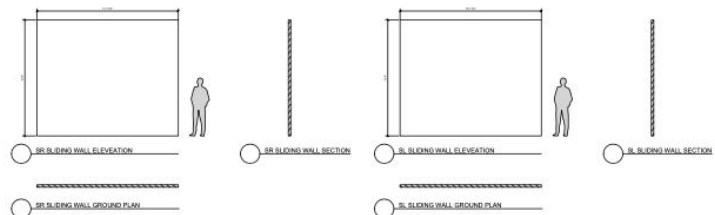
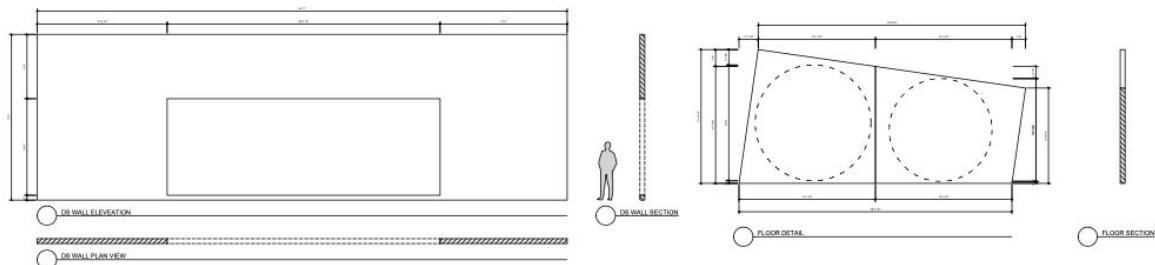


Floor Texture





Ground Plan & Section



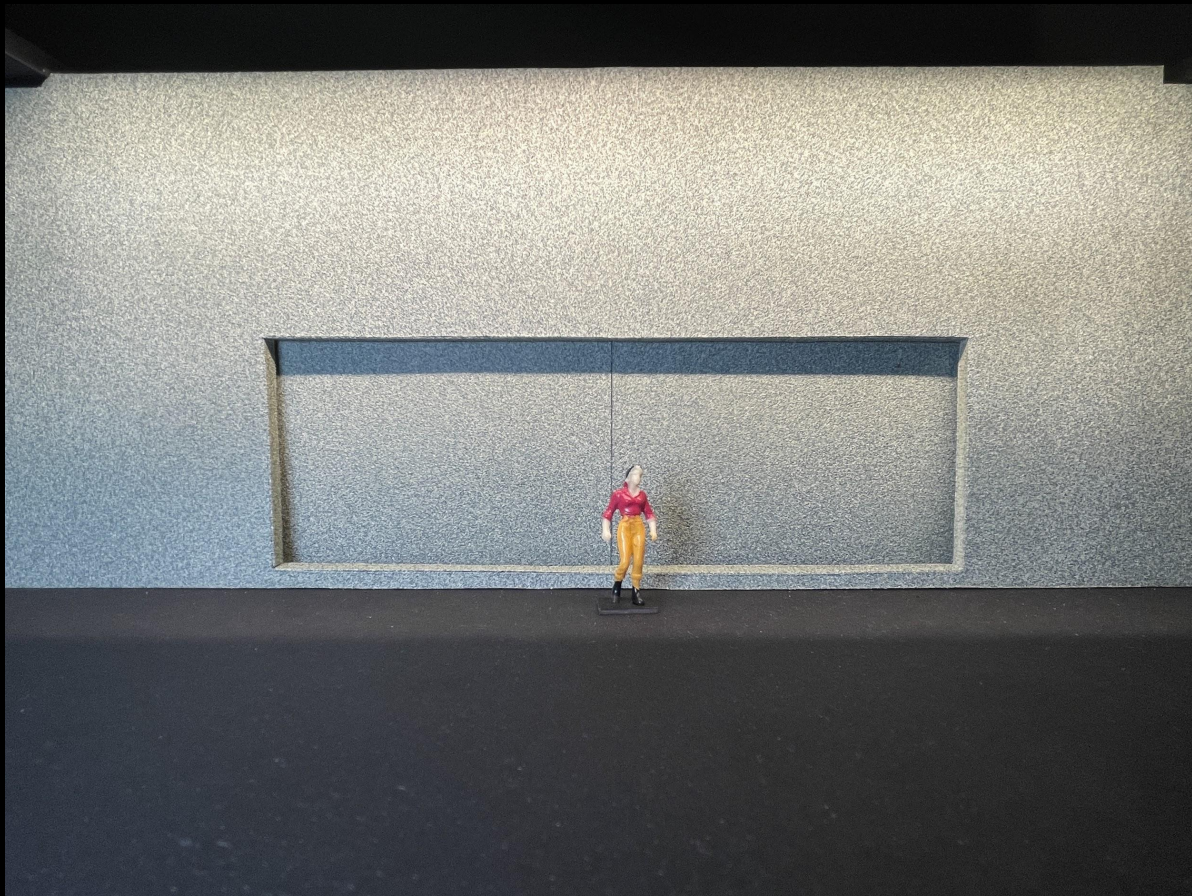
**HOOKMAN**  
 CLARK THEATRE  
 SCENIC DESIGNER: MAX OKST  
 DATE: 3/23/21  
 SCALE: 1/4" = 1'-0"  
 PLATE #2  
 ELEVATIONS

# Elevations



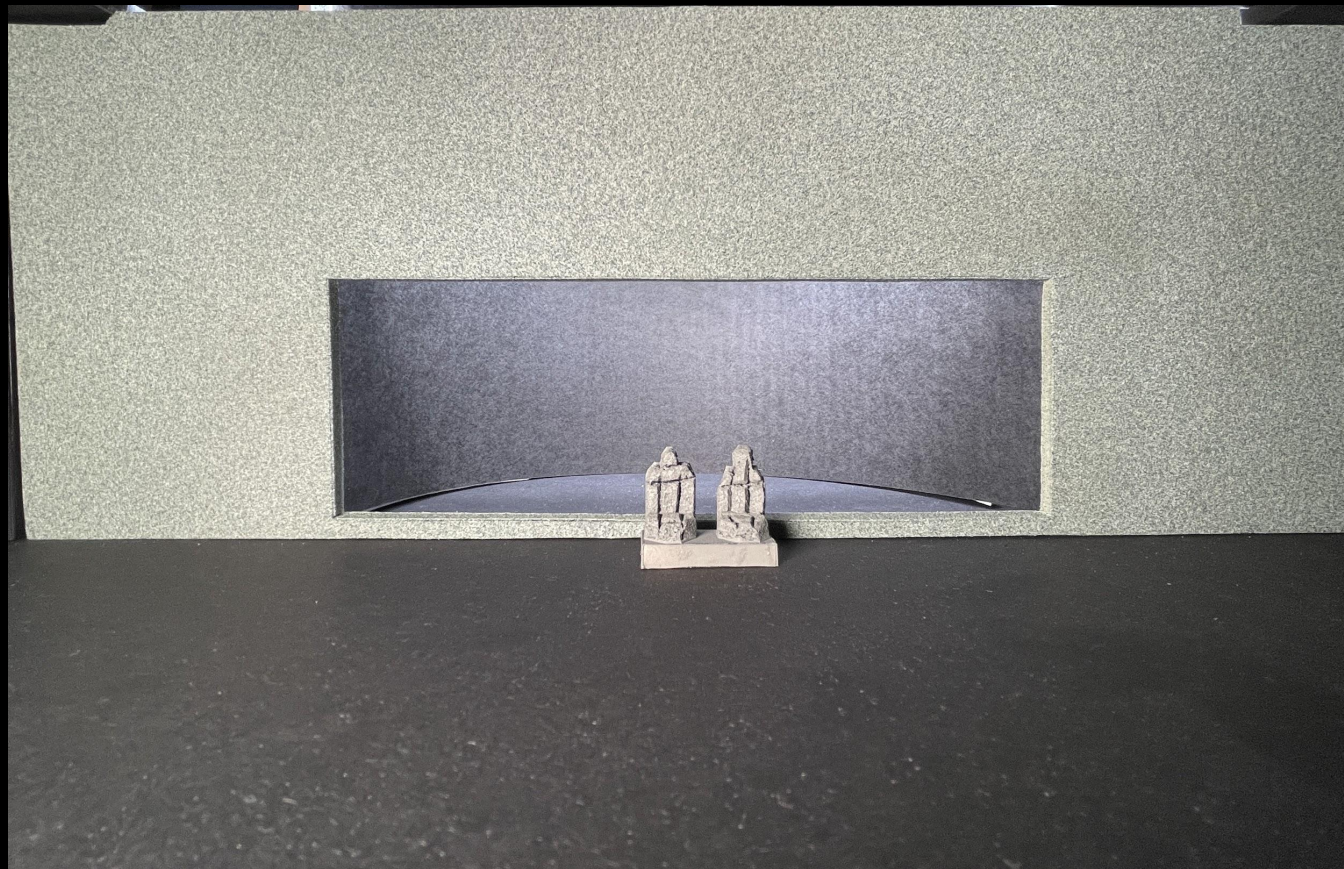


Model - Interior Dorm



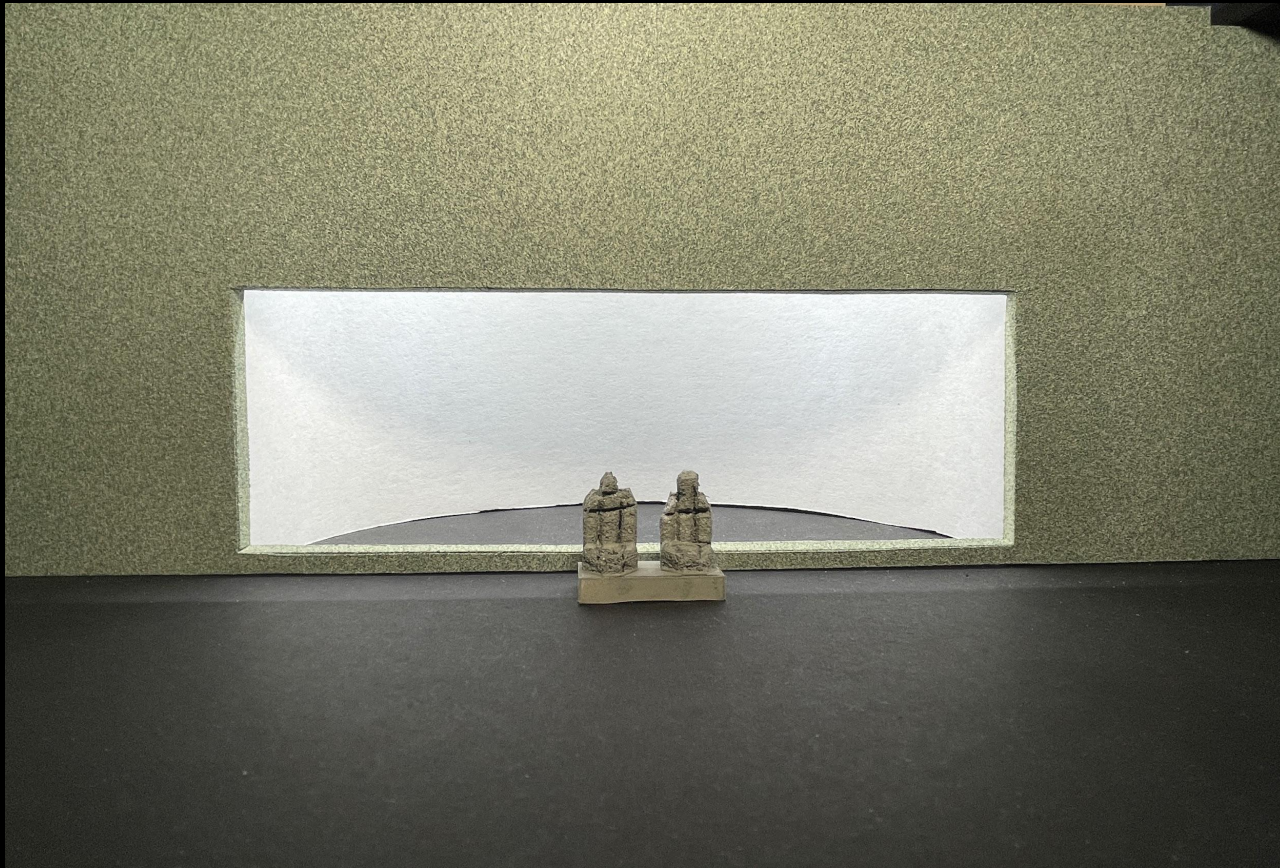
Model - Auditorium



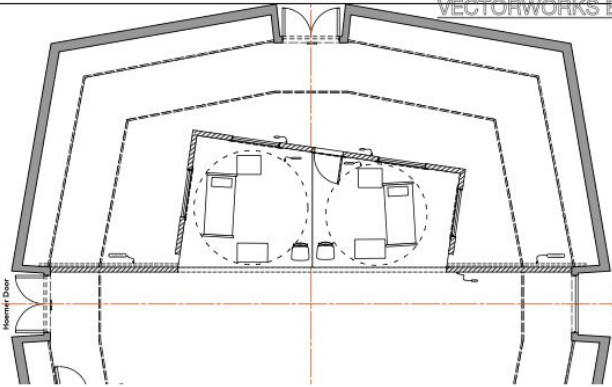


Model - Final Car - Scrim

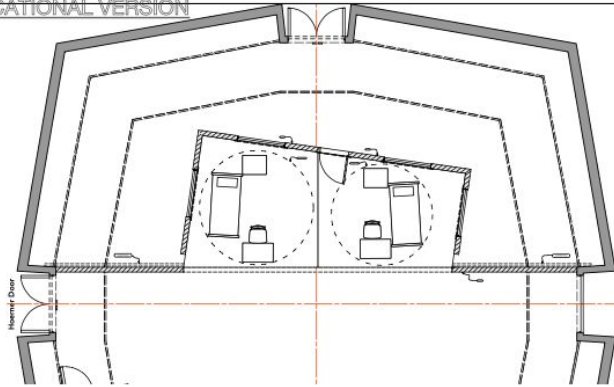




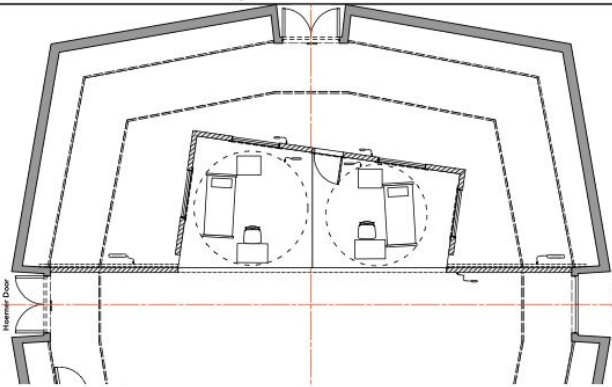
Model - Final Car - Cyc



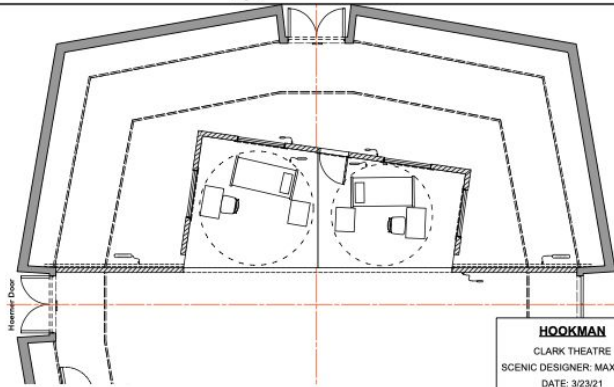
SCENE 1



SCENE 2



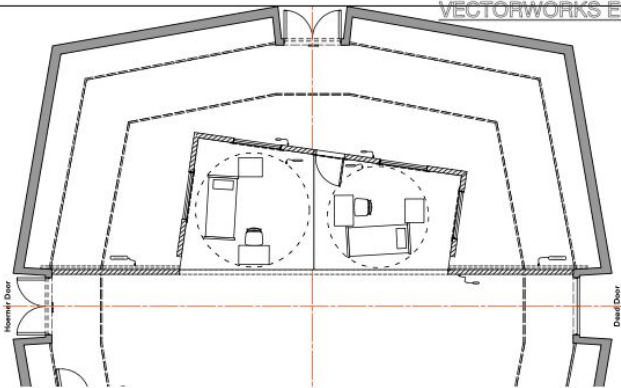
SCENE 3



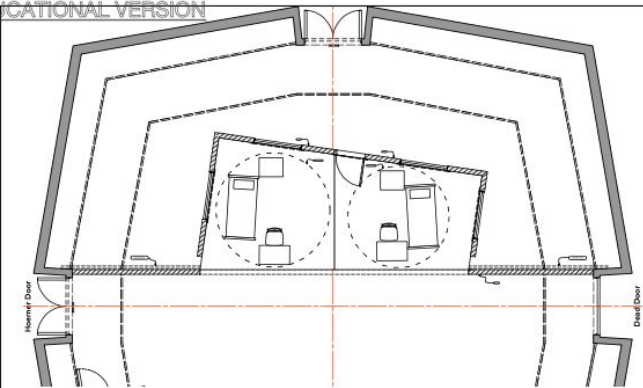
SCENE 4

**HOOKMAN**  
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DATE: 3/23/21  
SCALE: 1/4" = 1'-0"  
PLATE #3  
SCENE BY SCENE

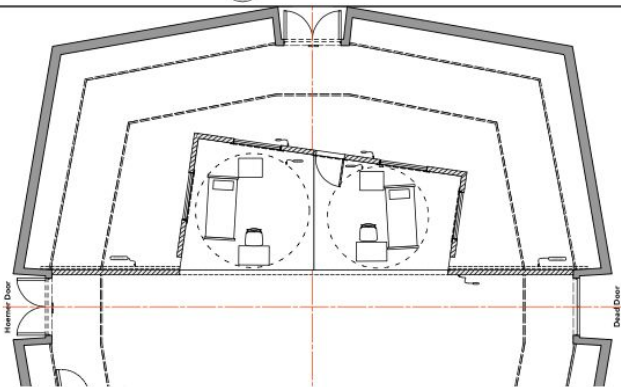
# Storyboards



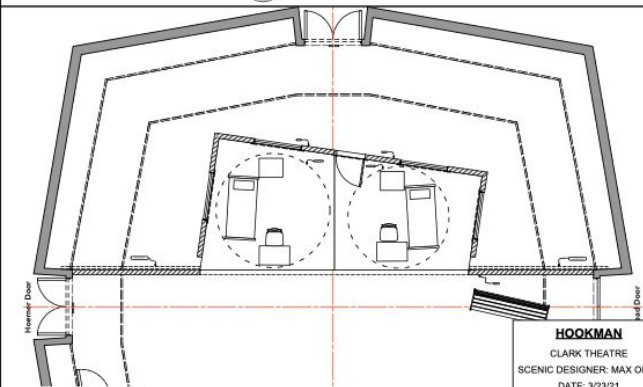
SCENE 5



SCENE 6



SCENE 7

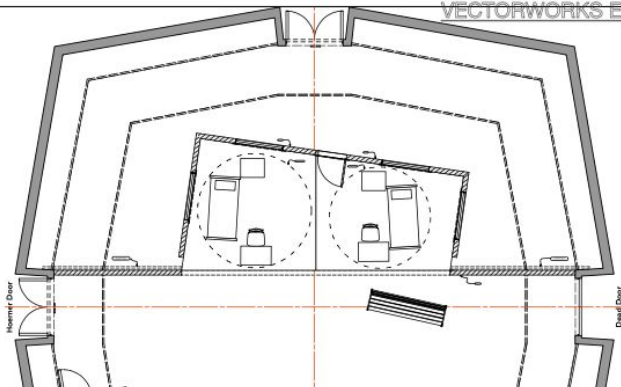


SCENE 8

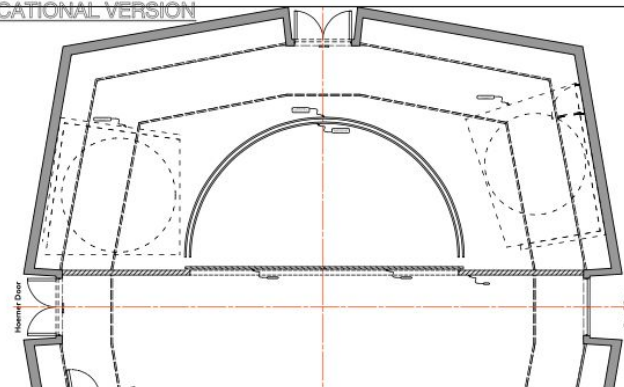
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 PLATE #4  
 SCENE BY SCENE

# Storyboards

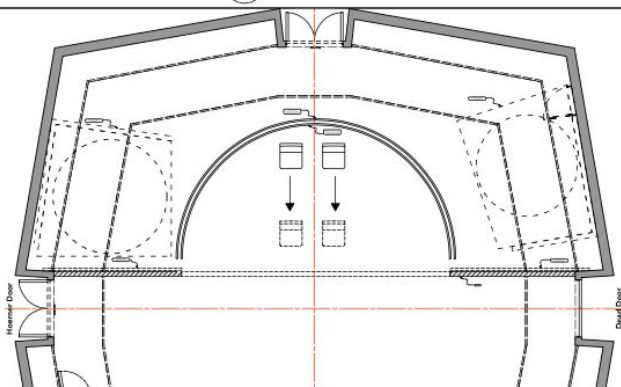




○ SCENE 9



○ SCENE 10



○ SCENE 11

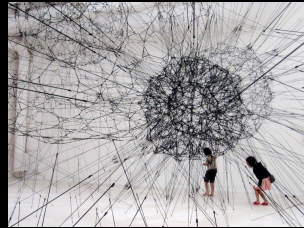
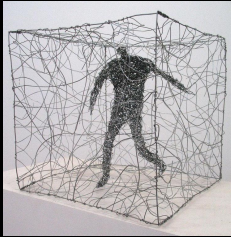
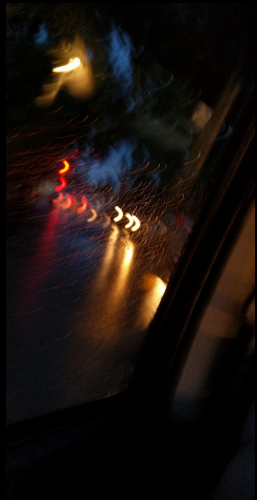
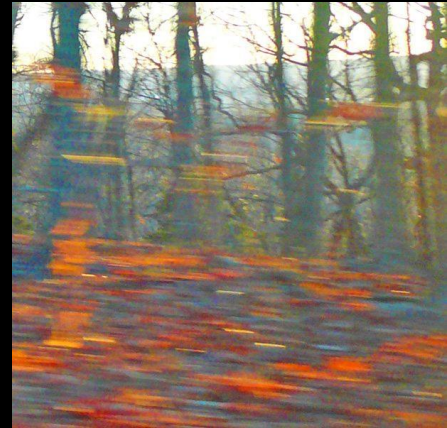
**HOOKMAN**

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 PLATE #6  
 SCENE BY SCENE

# Storyboards



Photography by Beafit



Media Design

