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THE1101

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Concord Floral Reflection

Concord Floral by Jordan Tannahill was a well-rounded play with many aspects of the Set, Lighting, Sound, and costume Design that enhanced many aspects of the play. The aspects that I am going to mention enhance the realism of the play, the intensity of the scenes and the and the ambiance of the play. Overall, all the choices of the Director, the set, lighting, sound, and costume designer allowed them to further amplify the space they can work with.

Starting with the set design, an aspect that really stood out to me was the revolve. The use of a revolve in combination with the structure gave them the ability to create many set opportunities. Putting their main set component on a revolve gave them many sets. When the door was to the back it was the green house, and they jumped after entering the door, and every time there was change of scene, they started to turn the revolve to visually show us that things are changing, overall, this provided a wide variety of options where a giant metal structure on the floor could not have been moved. This was a creative way to give the actors the diversity for different scenes and allowed the audience members to follow along more easily. It was very cool seeing it an action after I spent a few hours working on it! The final aspect of the set design that I will comment on was the sharktoothh scrim. To be completely honest, when I saw the video, was skeptical about how effective it would look in person and with other lights on the stage. And during the play, I was extremely surprised with how the actor and the background really appeared out of nowhere. The most surprising was the amount of detail that you could see.

Another aspect of the play that supported/ enhanced it were the sounds they used. The sound effects they used granted them as an aspect of realism to the set. Obviously, the Academic Hall cannot look like an actual field so they added the sound of crickets to mimic the sound of the field, it added a level of realism that the set could not. In terms of realism, in the scene with the dog, they added a barking dog sound effect. This made it so scene made sense, they were talking about a barking dog, and it would not have been as accurate or clear without those sound effects. Now sound effects are not the only thing about sound, in addition to their sound effects they added a lot of music that was amazingly effective in conveying the mood and ambiance in certain scenes. For example, during the amazing locker scene, they played creepy ominous music that really got you into the scene. To further the value of the music, it added that level of realism is just like the sound effects did. Imagine the party scene, near the end of the play without any music. One, it would be extremely boring, and it would not make any sense. No one would have known that it was a party. But with the addition of the music, it made sure that we knew the context of the scene. Another reason we know it was the party, was because of the lights.

With the use of multiple colours and levels, it really made it look like they were having a party. An additional aspect of the lights that really brought the performance to the next level was their use of light and the levels to intensify scenes. Referring to the locker scene again, there was a spotlight on the locker, and it had a green gel. It was pale and added such an ominous effect, it was cool to see how much light one could establish an entire mood in an instant. In addition to the colours to manipulate the ambiance with the lighting design, they also manipulated the levels of the light to add intensity to the scene. There are two scenes that really took my breath away. The first scene that I can recall is focusing not only on the intensity of the lighting but the movement of the lights as well. They praised this being of the couch and to further enforce that they pointed a few yellow/white lights towards the audience, and it really made you hold your

breath in anticipation. With the movement one simple motion it really transfers the emotion that the actors are trying to put out to the audience, and it definitely brought out the scene. The second scene that really caught my eye was closer to the end and it was them all being relieved after they finally acknowledged the fact, and they bullied the girl, and the plague was being lifted. They all had spotlights on them, and the lighting director decided to adjust the levels up and down. It produced a remarkably similar outcome to the movement effect, where I did not know what to expect, and that was the exact intent of the designer. It was a perfect moment of tension before the grand resolution of the piece and the lighting played a crucial role with the increasing levels of lighting.

Finally, I want to mention something that a lot of people overlooked; however, it is the bridge into the new world of all the aspects of the backstage process. It is not necessarily a necessity, but for this play it made it cohesive, except for the sound and costume design. This aspect was the haze/fog. The fog really played a vital role in making it all bland. The fog further increased the spooky ambiance in certain scenes and gave off that morning fog of a field that always seemed creepy and disturbingly ominous to me. In terms of lighting, the fog allowed us to see the beam of light. In the scene with the well, the haze really illuminated that tunnel effect, and added to that mysterious effect. In addition, the locker scene really demonstrated that perfect combo of the pale, scary green light, and the ominous haze really created a perfectly terrifying scene, and again fusing the world of lighting and scene design perfectly.

Concluding, the production design of Concord Floral brought levels of realism, complexity, and variety to the show. From the use of the revolve to allow for many set options, the manipulation of level and the movement of lights added intensity and suspense to many emotional scenes and the sound added plenty of realism to the production so that the stage can transition into a field in a suburb on the outskirts of Toronto. It was a tremendous show that allowed me to learn many

things about how all the aspects that we have learned in class can come together and really round out a show.