

Design Statement

The Little Mermaid, book by Doug Wright and composed by Alan Menkin, is the classic childhood tale of a mermaid who wishes for life above the water and ends up falling in love with the Prince. Through my design, I wished to emphasize the playful and magical themes of this musical. I wanted to use many animated colors inspired by Disney in order to bring the audience “under the sea” with the classic storybook characters. My underwater scenes are based on the layered, unrealistic world of Disney, while my palace scenes are a whimsical recreation of 20th Century British architecture. I represent these through lighting effects such as wave LED effects and textures gobos. The events called for in the script are included in my cues, found in the “Cues” file. I emphasized many of these events with flashing lights, such as for the destruction of the grotto and the death of Ursula.

My first step was creating rough sketches of my light zones and cue looks. From these, I digitally designed scaled plots and detailed cuelists. My plots are all designed with Vectorworks, while my cues were designed on a Jands Vistas S3 board running Vistas 2. Additionally, each cue, both spotlights and board controls, are noted in my script with arrows and names. My cues each include front and down light from Source Fours, cyclorama light from Altman 14” Scoops, down LED light from Blizzard Tough Pars, moving light from Into Color Beam Z19s, floor LED light from Hex 5s, and UV light. Many of these cues are shown in the pictures of my realized design, found on my website.

Through the use of all of these fixtures, I was able to create many layers of depth to engross the audience and take them back into a world of creativity, color, and child-like imagination.