

Sam Molitoriss

Design Statement

Tennessee Williams' *A Streetcar Named Desire* is a complex exploration of humanity through the lives of Blanche, Stella, Stanley and Mitch. The lighting design seeks to support this story and the character journeys within it by highlighting the theme of reality vs. idealized memory, the pressurizing nature of Elysian Fields and the duality of the characters.

One of Blanche's main struggles throughout the play concerns her idealized memory of her past at Belle Reve in contrast with her present life of emotional turmoil and insecurity. As revealed through her stories and those told by Stanley, Blanche's life as she sees herself is not the truth. She attempts to cover up her past by wearing seemingly-fancy dresses and pampering herself in the bathtub often. Despite these efforts, she cannot escape her past. During Blanche's flashback scenes, the lighting will show her inner turmoil using harsh, muddy green-blue backlight and cool white sidelight. This will contrast the soft and warm light that Blanche prefers to surround herself with, particularly in the bathroom. In addition, there will be animated shadows projected on the walls during particularly intense moments for Blanche. Throughout the play, Blanche is confronted with the truth by Stanley. With these accusations, he will slightly cool the ambient light from the original warm incandescent temperature of the Kowalski flat. This effect will be amplified in Scene 11 with the arrival of the Matron, who will ultimately enter and drastically cool off both rooms of the flat, culminating to a

harsh, bright HMI white sidelight coming offstage of the door to the flat. This will represent Blanche being permanently pulled out of her comfort space and thrust into facing the truth.

The heat and intensity of summer in Elysian fields provides a pressure cooker for the characters, amplifying their emotions and desires. Due to the heat, Stanley and Blanche are often less than fully-clothed. Many of the scenes take place during the late afternoon or evening, during which lurid deep amber/orange sunsets will come through the SL window. These sunsets will be dynamic changes during scenes that will gradually increase the tension on stage. The overall color temperature with which sunlight is portrayed will be lowered to emphasize the summer heat of the environment. At night, Elysian Fields will be characterized with moonlight contrasted with red-blue backlight and sodium toplight from street lamps.

The duality of the characters onstage will be supported by varying the angle and softness of light hitting them. For example, when Stanley presents himself in an apologetic manner to Stella at the conclusion of Scene 3, he will be keyed with a soft backlight and will be gently filled. When Stanley presents himself in an accusatory and threatening manner, such as in Scene 5, he will be lit with a harsher, sculpting side-front that shows the other, more aggressive side of his personality. All of the characters will be grounded in the static angle of the main overhead light in the apartment, whose color only changes to match the lamp when Stanley rips off the lampshade. Stella, the most conflicted character in the play, will show the duality of Stanley and Blanche's influence on her throughout the play. As she is often positioned between her sister and

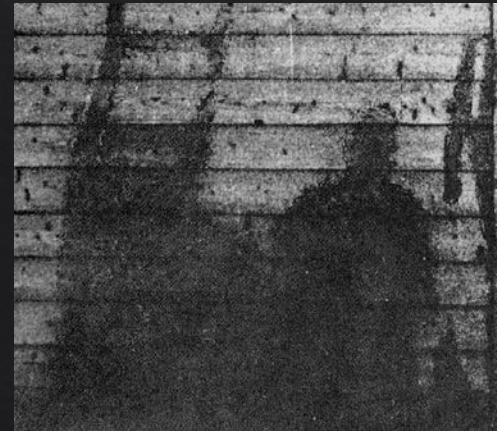
her husband, the light hitting those characters will fall on her and mix in the middle, providing a concrete visual image of what is happening in Stella's mind.

A Streetcar Named Desire

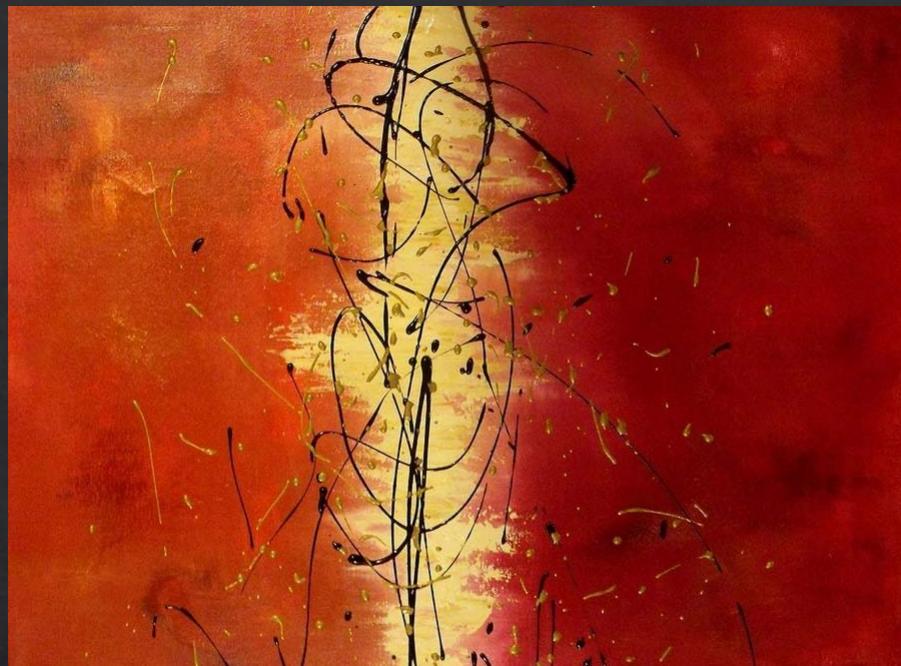
Visual Research

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General Mood/ Emotion



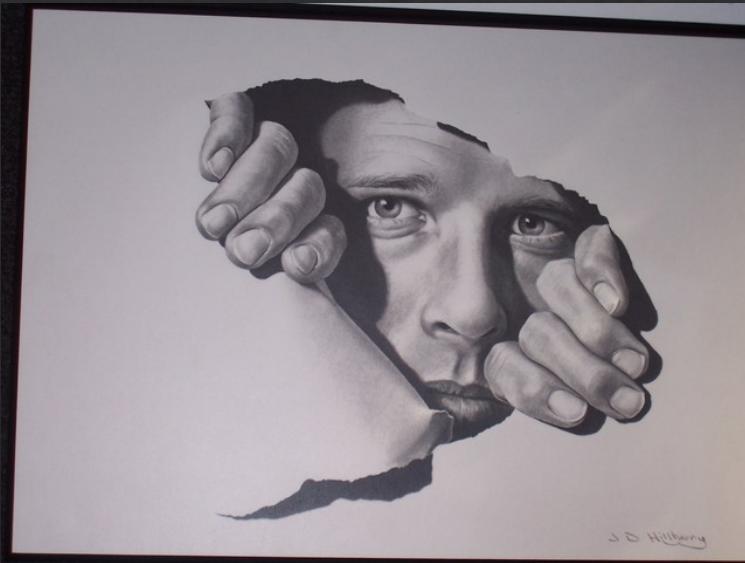
The French Quarter - Day



The French Quarter - Night



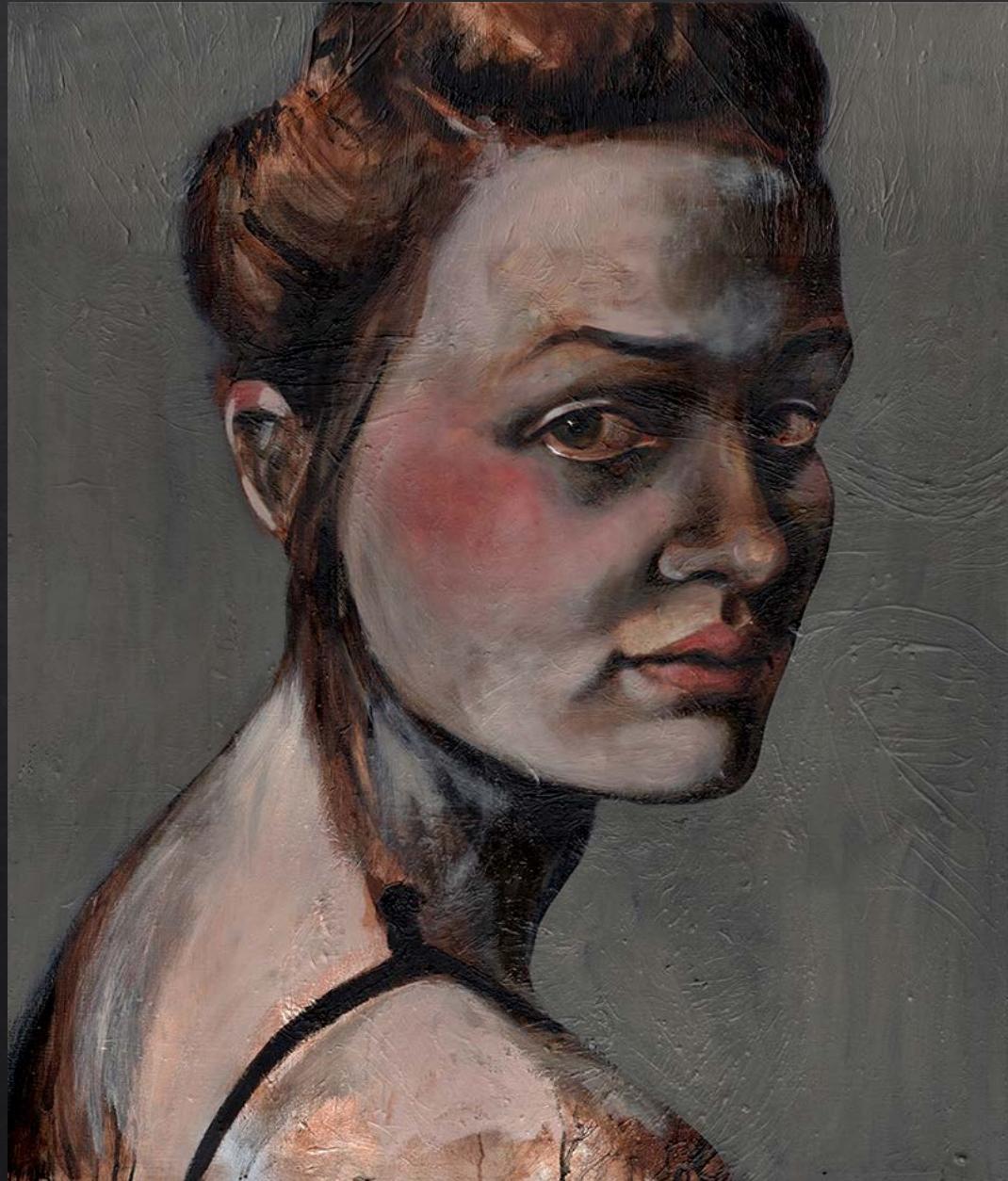
Stanley



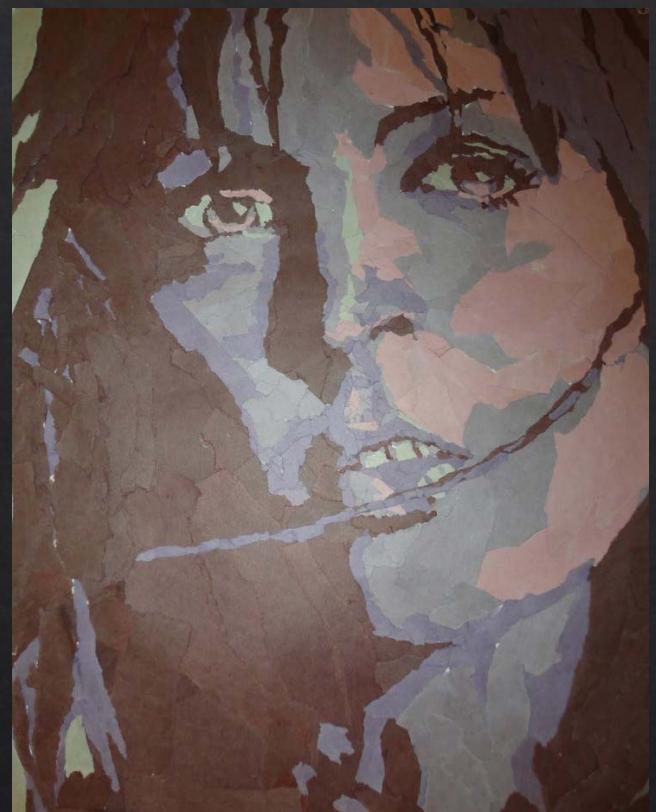
Stanley (cont)



Stella



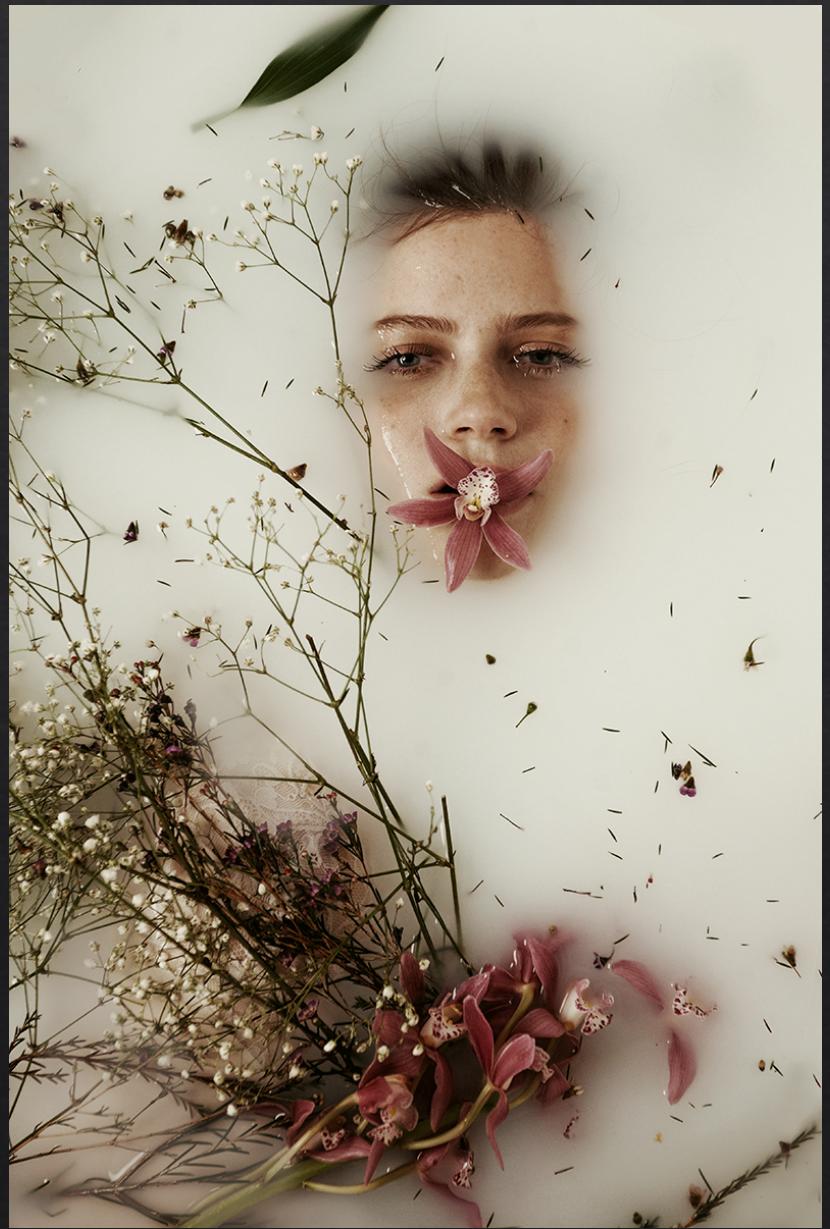
Stella (cont)



Blanche



Blanche (cont)



Scene: 1

Page: 13-31

Location: Outside and inside the Kowalski apartment

Time of Day: Evening

Characters: Stanley, Stella, Mitch, Eunice, Colored Woman, Negro Woman, Blanche, Steve

Description of Action: Stanley comes home from work, Blanche arrives and reunites w/ Stella and they discuss their situations.

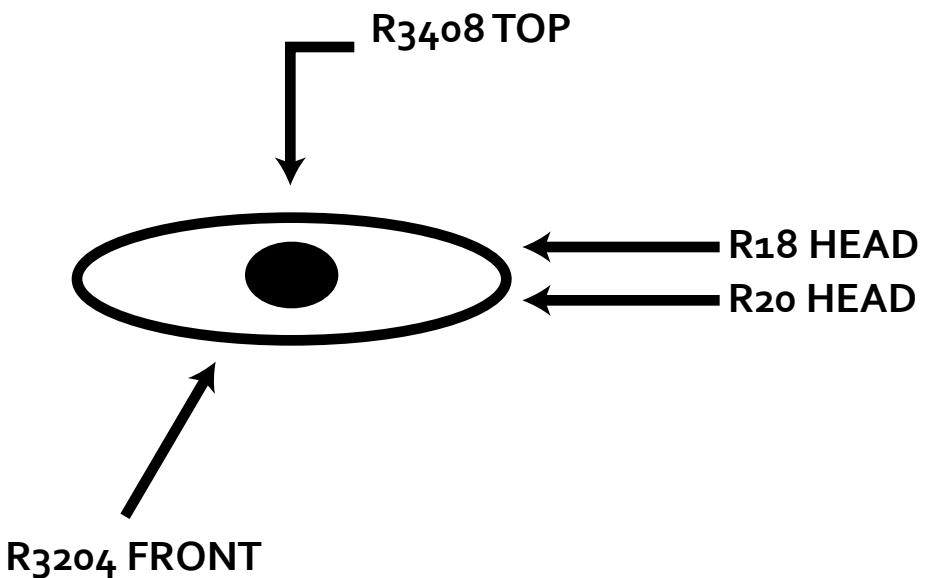
Stanley and Blanche begin to flirt.

Outdoor Key: Fading sunlight

Indoor Key: Overhead light

Fill: Bounce from room

Back:



Scene: 2

Page: 32-44

Location: Inside Kowalski apartment

Time of Day: 6 PM

Characters: Stanley, Stella, Blanche, Steve, Pablo,

Description of Action: Stanley and Stella discuss the loss of Belle Reve. Stanley casts doubt upon Blanche's story. Stanley reveals that Stella is pregnant.

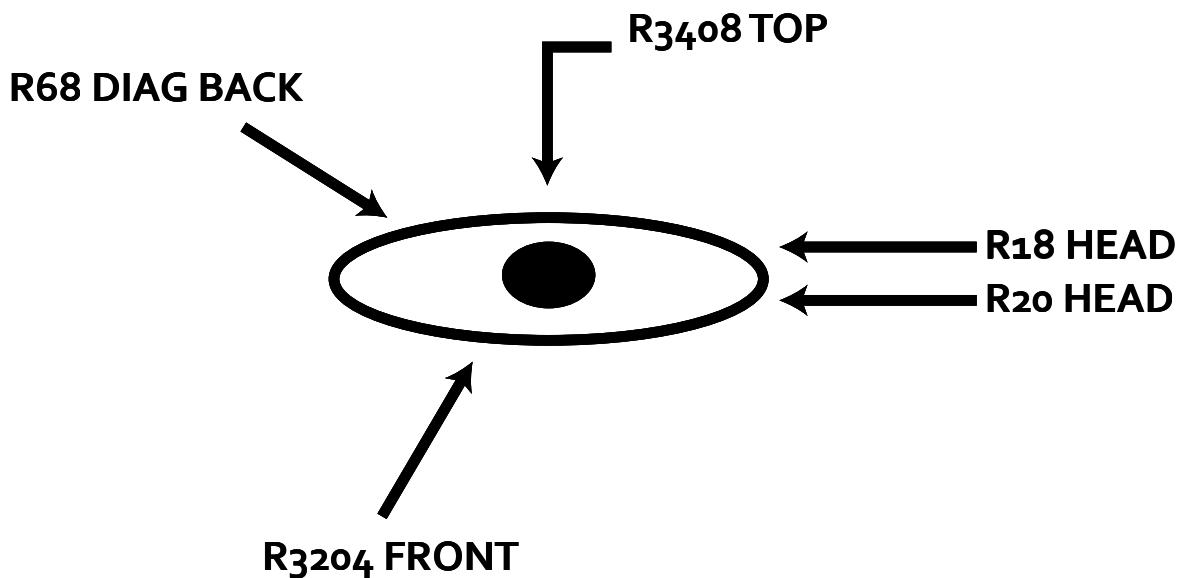
Key: Overhead light

Key 2: Dying sunlight

Fill: Bounce from room

Back: Stylized creeping in of night

Notes:



Scene: 3

Page: 45-61

Location: Inside and Outside the Kowalski apartment

Time of Day: Night

Characters: Stanley, Stella, Mitch, Steve, Pablo, Blanche

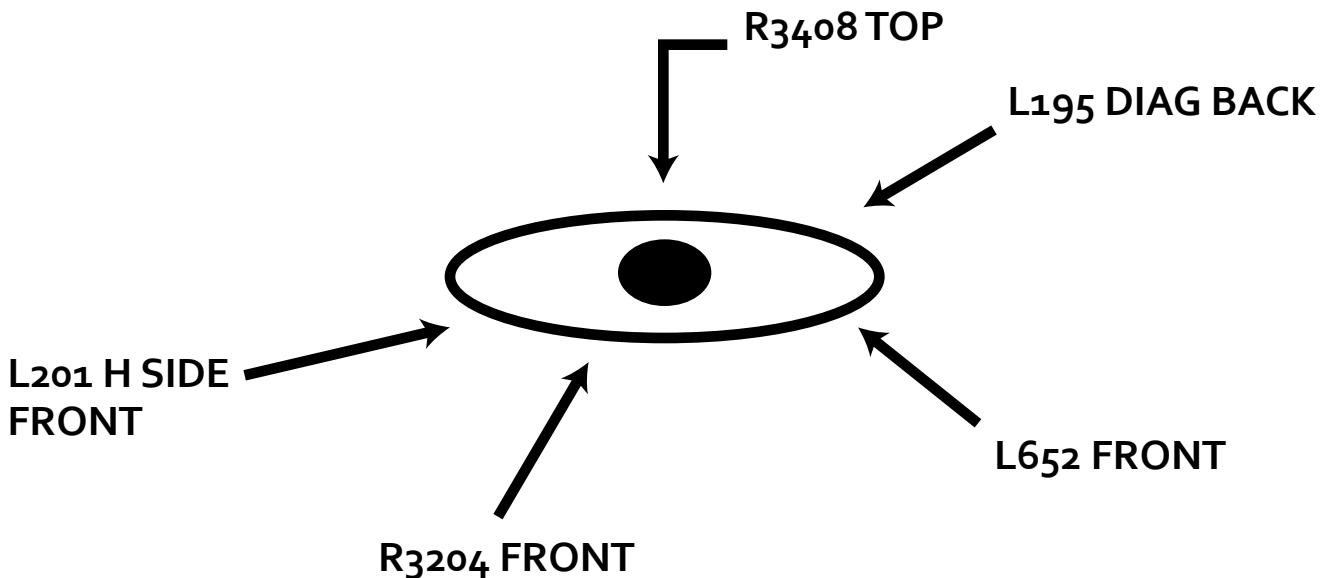
Description of Action: The poker gang plays, then Stella and Blanche come home. Blanche meets Mitch, then talks with Stella about Stanley and Mitch. Stella and Blanche turn the radio back on, which angers Stanley. He hits Stella, and her and Blanche flee to Eunice's apartment. Stanley hollers at Stella and she rejoins him.

Indoor Key: Overhead Light

Outdoor Key: Striking moonlight

Fill: Room Bounce (Indoor) and Warm Street lamps (Outdoor)

Back: Muddy blue/green emotional



Scene: 4

Page: 62-73

Location: Inside the Kowalski apartment

Time of Day: Morning

Characters: Blanche, Stella, Stanley

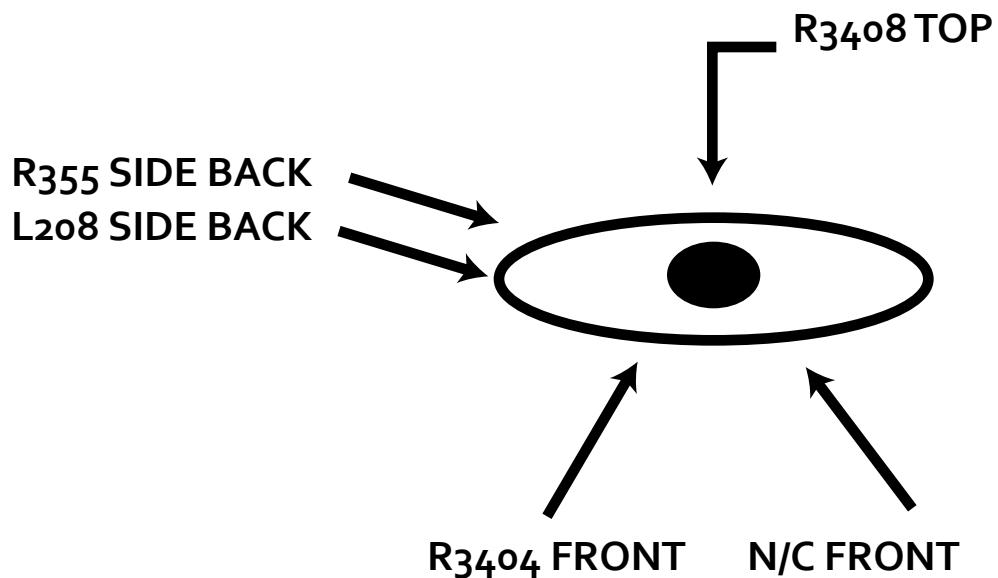
Description of Action: Blanche is angry at Stella for wanting to stay with Stanley due to his violent nature. Stanley overhears part of this discussion and, after he enters the room, Stella embraces him, rejecting Blanche's criticism.

Key: Overhead Light

Key 2: Morning sunlight

Fill: Room bounce

Notes:



Scene: 5

Page: 74-84

Location: Inside and outside the Kowalski apartment

Time of Day: Afternoon into dusk

Characters: Stella, Blanche, Eunice, Steve, Stanley, Newsboy

Description of Action: Blanche talks about her fantasy with Shep.

Steve hits Eunice. Stanley questions Blanche about the damning info he heard about her. Steve and Eunice return embracing each other. Blanche flirts with and kisses the newsboy.

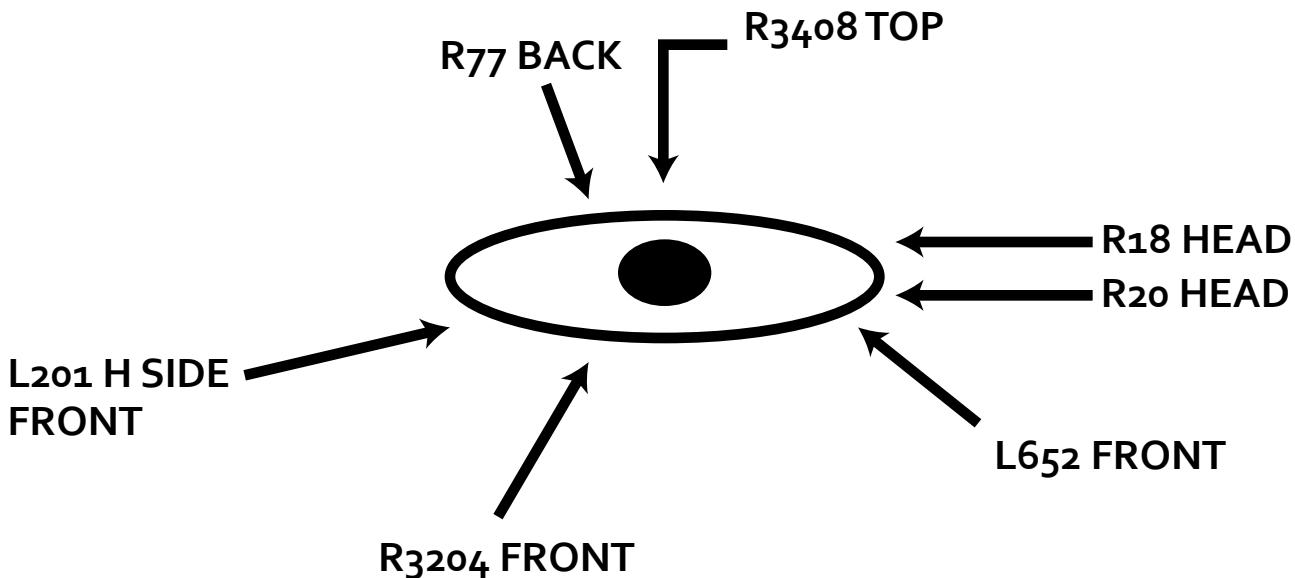
Indoor Key: Overhead Light

Outdoor Key: Fading Sunlight

Fill: Room bounce

Back: Blue/green motivating - memory of Blanche's past

Notes:



Scene: 6

Page: 85-96

Location: Outside and Inside the Kowalski apartment

Time of Day: 2 AM

Characters: Blanche, Mitch

Description of Action: Blanche and Mitch return from their night out. They talk about each other. Blanche gets nervous when asked about her age. She tells Mitch the story of Allan. The two contemplate marriage.

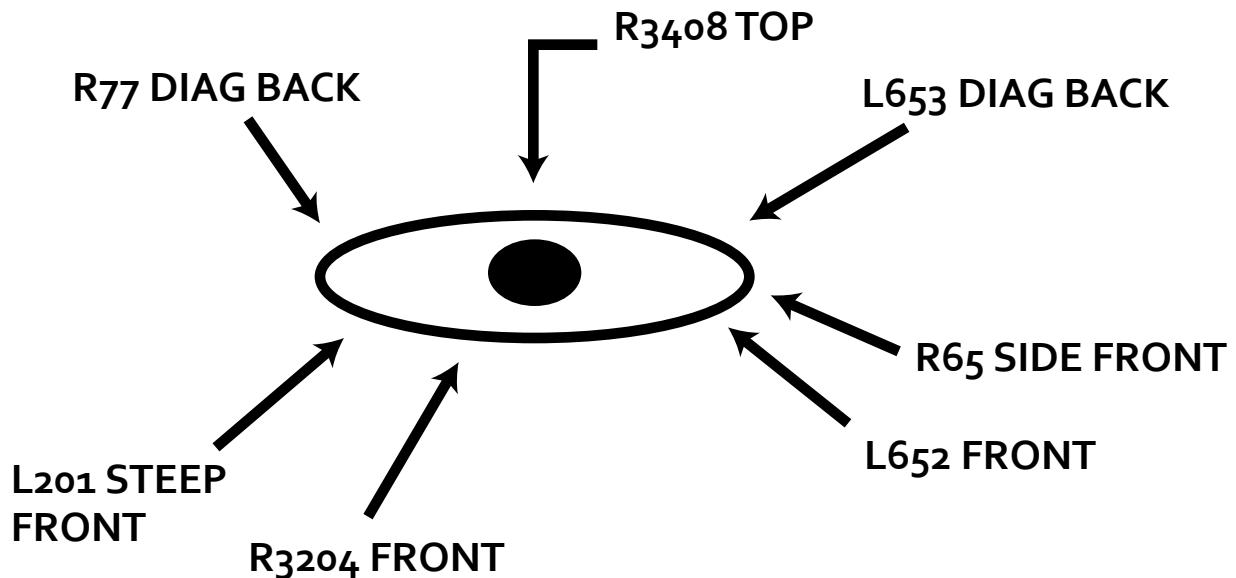
Outdoor Key: Piercing Noir-esque moonlight

Indoor Key: Overhead light, but slightly dimmer

Fill: Street lamps (outdoor) and Room bounce (indoor)

Fill 2: Eerie stark blue for Allan flashback

Back: Blue/green motivating memory, Deep sodium for building



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Lighting Scene Analysis

Scene: 7

Page: 97-105

Location: Inside Kowalski apartment

Time of Day: Late afternoon

Characters: Stanley, Stella

Description of Action: Stella decorates for Blanche's birthday.

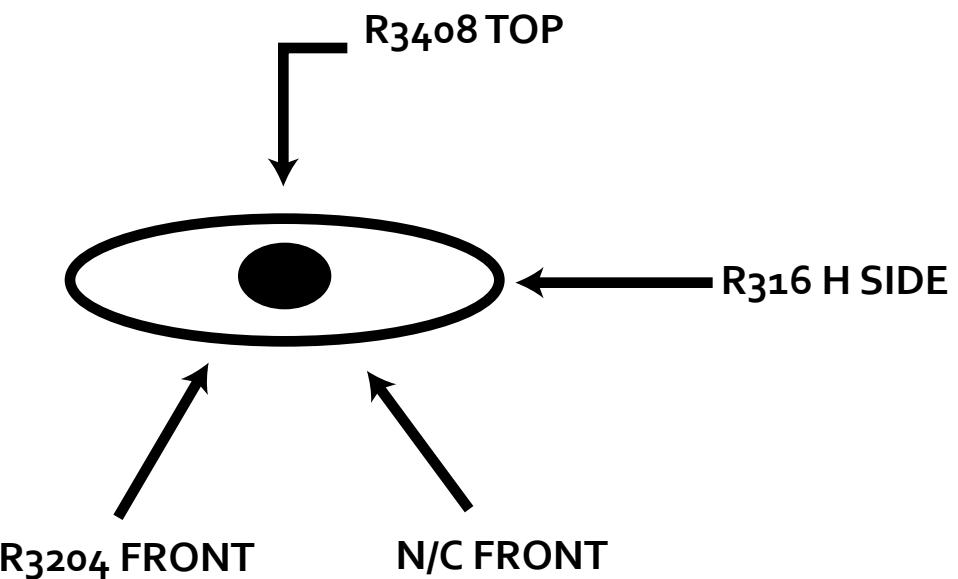
Stanley tells Stella the truth about Blanche's life. Stella does not believe him.

Key: Sunlight through window

Key 2: Overhead light

Fill: Room bounce

Notes:



Scene: 8

Page: 106-112

Location: Inside the Kowalski apartment

Time of Day: Edging towards dusk

Characters: Blanche, Stanley, Stella

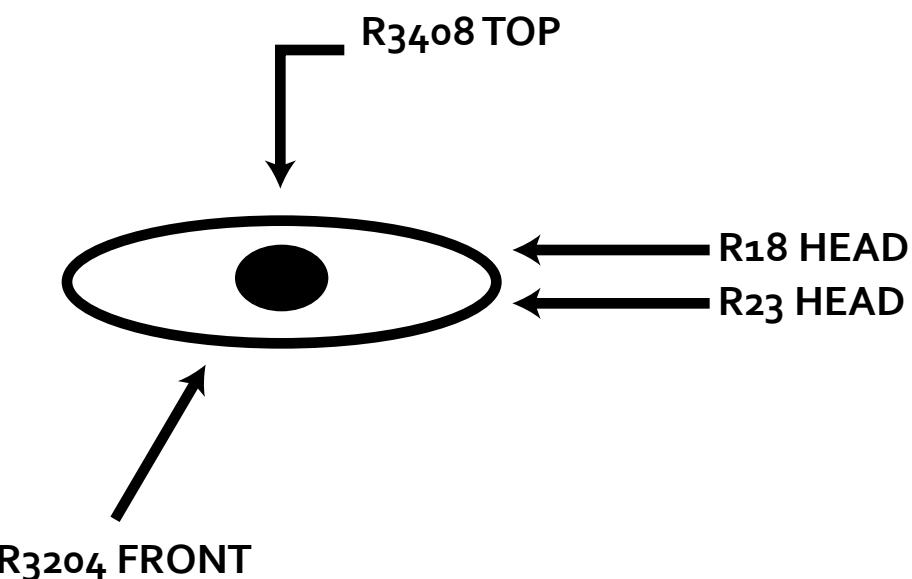
Description of Action: Blanche, Stanley and Stella have dinner for Blanche's birthday. Mitch doesn't show up. Stanley gets mad at Stella calling him a pig and breaks some dishes. Blanche attempts to contact Mitch. Stanley reveals that he purchased a ticket for Blanche to leave, then Stella goes into labor.

Key: Sunlight through window (warmer and lower angled)

Key 2: Overhead light

Fill: Room bounce

Notes:



Scene: 9

Page: 113-121

Location: Outside and Inside the Kowalski apartment

Time of Day: Evening

Characters: Blanche, Mitch, Mexican Woman

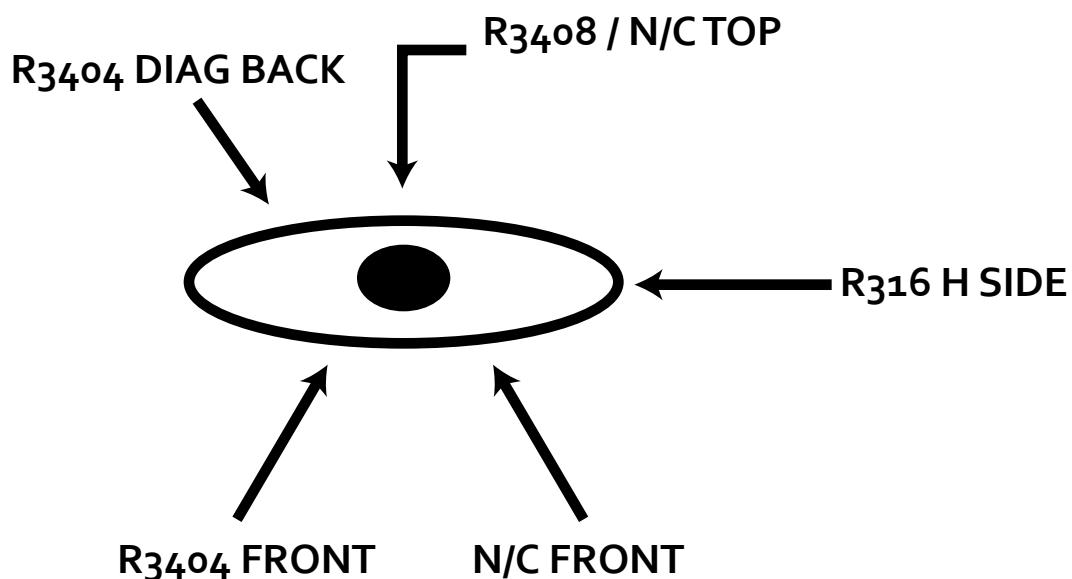
Description of Action: Mitch visits Blanche at the apartment. They talk and Mitch rips the lampshade off to look at Blanche in the light. Mitch tells Blanche about the info he found out about her and she confesses. Mitch tells Blanche he doesn't want to be with her anymore and she starts screaming.

Indoor Key: Overhead light (switches to N/C when shade is ripped)

Outdoor Key: Sunlight

Fill: Room & sunlight bounce

Back: Subtle sunlight bounce



Scene: 10

Page: 122-130

Location: Inside the Kowalski apartment

Time of Day: Night

Characters: Blanche, Stanley

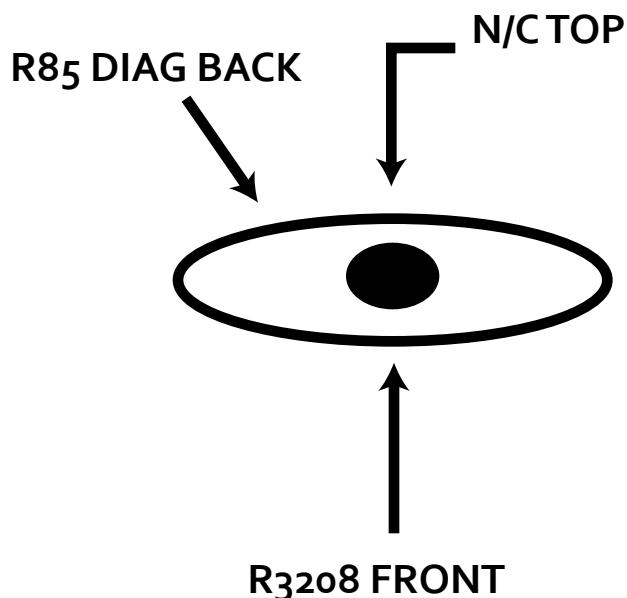
Description of Action: Blanche is sitting alone when Stanley returns from the hospital. Blanche discusses her message from Shep, but Stanley exposes her lies. Blanche desperately tries to contact Shep for help. Stanley slowly advances on Blanche, then struggles with her and rapes her.

Key: Overhead light (now without color)

Fill: Room bounce

Back: Dull blue night fill

Notes:



Scene: 11

Page: 131-142

Location: Inside the Kowalski apartment

Time of Day: Midday

Characters: Blanche, Stanley, Poker Players, Eunice, Stella, Doctor, Matron

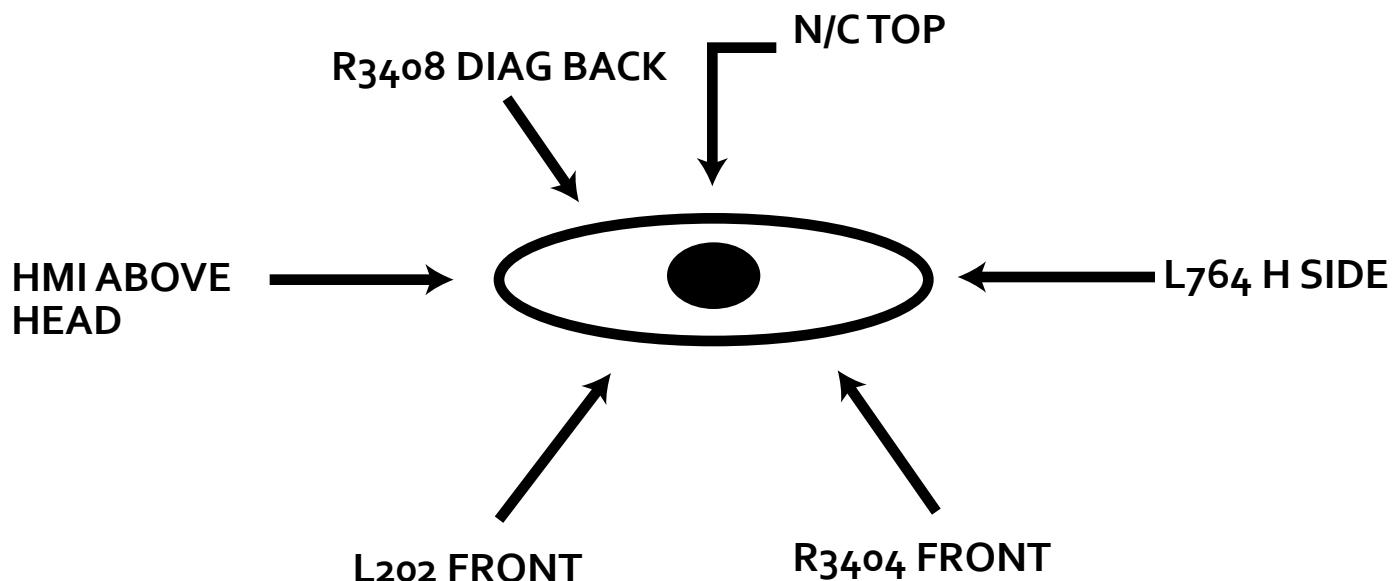
Description of Action: Scene opens with Stanley playing poker. Stella and Eunice discuss that Blanche will be leaving immediately. Stella refuses to believe Blanche's story. Everyone calmly convinces Blanche that she is going on a trip. The doctor and matron show up and Blanche allows them to take her away. The poker game resumes like normal.

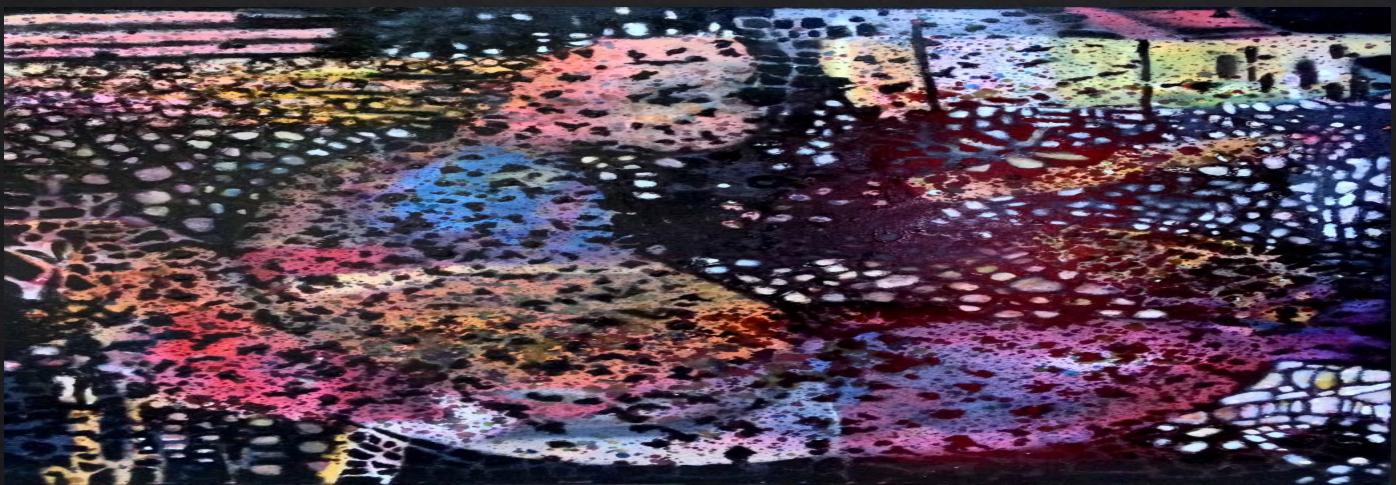
Key: Overhead light (still without color)

Key 2: Bright Sunlight into window

Key 3: Very bright sunlight through front door for doctor entrance

Fill: Room bounce

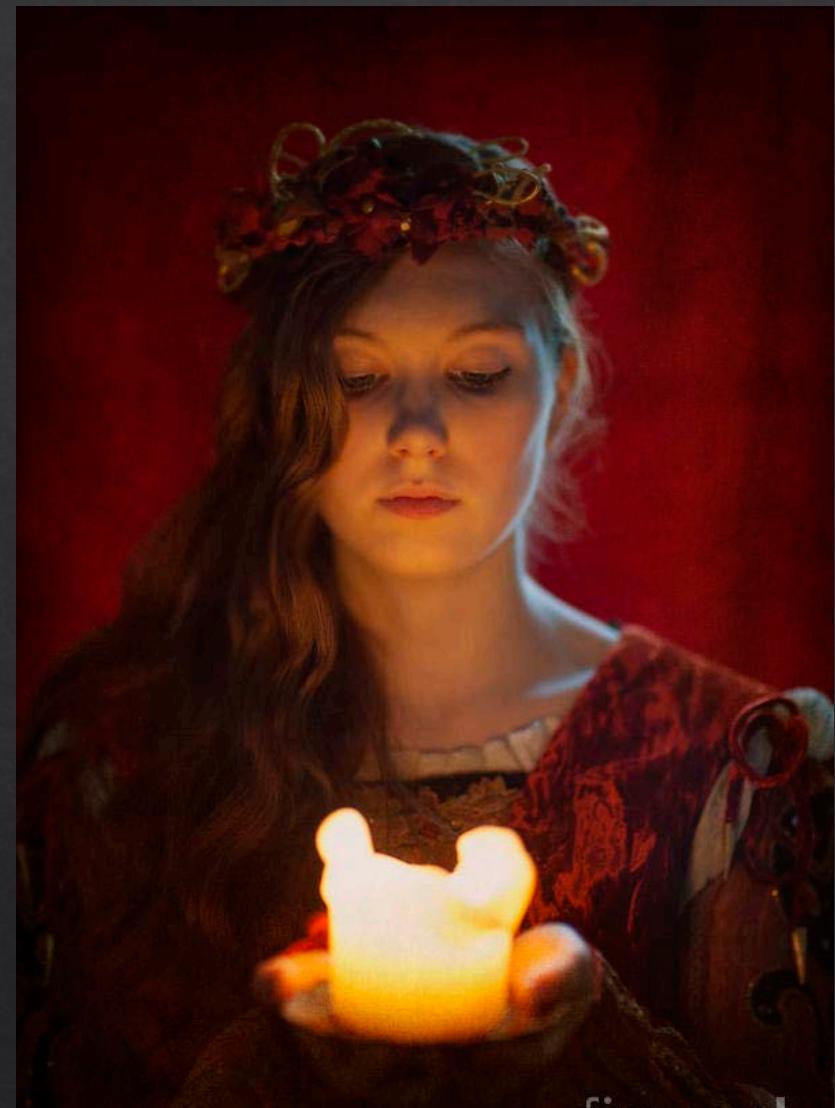






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C51DGJ





A Streetcar Named Desire Cue List

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CUE	PG	PROMPT	TIME MODS	VIS/EMOTIONAL DESC.	NOTES
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5		Pre-Show		Medium blue/green wash on stage, with orange/red sunlight shooting through window SL	
7			10	House to Half	
9			6	BLACKOUT	
11	13	With music	23 15s	Delay fronts Fade up on Elysian Fields with warm sunlight, subtle blue back wash, and indoor practical light	
12	13	"Hey there"	9:00	Slow shift in sunlight from warm amber to deep orange. Ambient outdoor light fades out	
19	31	"Going to be sick," BEAT	4	BLACKOUT	
21	32	Scene Begins	6	Up on apartment indoor lighting with slight cool back and deep amber sunlight. Bathroom light is on	
22	34	"I haven't seen any"	4:45	Sunlight shifts to warmer and background becomes more blue	
23	38	"What could that be?"	22	Slightly intensify and cool down interior	
24	40	"Stanley!"	12	Bring up exterior streetlights and exterior sun fill	
25	43	Blanche crosses to the door	6	Interior lights fade as exterior lights grow	
29	44	"Red-hot," BEAT	5 Delay blue backs 3s	BLACKOUT	
31	45	Scene Begins	4	Fade up on poker game in kitchen. Strong key from overhead light and very little fill with blue ambient background	
32	46	Mitch goes into bathroom	0	Bathroom light bumps on	
33	47	"I hopes I never"	7	Up on streetlights and exterior moonlight	
34	47	Blanche and Stella enter the apartment	14	Streetlights and moonlight fade	
35	49	"I hate beer"	50	Pull down on poker table to focus on Blanche & Mitch	
35.5	57	Stella comes out of bathroom	4	Restore balanced interior look	
36	58	"Where is the clothes"	5	Up on outside, including balcony. Harsh moonlight and green/blue ambiance	
37	59	Stanley goes outside	4	Pull down on interior. Increase moonlight	
38	60	"Hah"	4.5	Isolate Stanley	
38.5	60	Blanche comes out	4	Restore exterior	
39	61	"I need kindness now", BEAT	3.5	BLACKOUT	

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41 P1	62	Scene Begins	4.3		Bring up morning sunlight coming from UR, lavender-amber	
41 P2			2.1	Delay 2.2s	Up on interior and exterior w/ morning tint	
42	62	"Stella?"	5:30		Slowly transition to a more amber and less lavender sun	
42	62	Blanche enters apt	2.5/4		Brighten interior and slightly darken exterior	
49 P1	73	Stanley grins at Blanche	2.8		Take all out but a steep solo on Stanley and Stella	
49 P2	73		1.2	Delay 3.4s	BLACKOUT	
51	74	Scene Begins	3.5		Up on interior and exterior - evening. Slightly more red than usual. Add subtle R77 back. Upper apt special.	
52 P1	82	"It will, honey"	12		Take down exterior	
52 P2			43		Shift sunlight to deeper red-amber	
59 P1	84	News boy looks back at Blanche, BEAT	2.4		Take out all but beam of sunlight	
59 P2	S		1.2	Delay 1.8s	BLACKOUT	
61 P1	85	Scene Begins	3		Up on exterior - stark moonlight and up on interior overhead light	
61 P2			3.2	Delay 1s	Up on exterior - street lamp fill and blue back	
62	85	Blanche enters apt	1.2		Up on interior. Isolated on entryway and dim with moonlight through window and moonlight fill	
63	87	"You just-do what"	3		Out on outside and bring up inside to be barely visible. Slight low-angle warm fill	
64 P1	88	Blanche lights candle	4.2		Reinforcement of candle with red-orange uplight. Add subtle R77 back.	
64 P2			25		Add subtle R77 back	
65	93	"How old are you?"	12		Subtle intensification of room	
66	95	Locomotive sound	7		Locomotive side light builds	
66.5	95	Follow	5	Hang os	Locomotive sdie light dies	
67	96	"never for one moment"	6.5		Moonlight dims	
69	96	"so quickly," BEAT	3.4		BLACKOUT	
70	97	Scene Begins	2.3		Up on interior w/ afternoon sun through window. Bathroom light on.	

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CUE	PG	PROMPT	TIME MODS	VIS/EMOTIONAL DESC.	NOTES
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79	105	"Something has!" BEAT BEAT	2.4	BLACKOUT	
81	106	Scene Begins	4.3	Up on interior dominated by overhead kitchen light and streak of sunlight coming through window DL. Slight low angle fill	
82	106	"tell us a joke"	3:20	Sunlight shifts to red-orange blaze	
89	112	"Take me to the hospital," BEAT BEAT	0.5	BLACKOUT	
91	113	Scene Begins	2.8	Up on interior and exterior with moonlight, streetlight and interior ceiling	
92	114	"now it's stopped"	14	Slow pull in and dimming of exterior	
93	117	Mitch turns light on	0	Practical lamp at full	Positioned so that it hits and reveals Blanche's face
94	117	Mitch turns light off	0	Practical lamp off	
95	119	"I didn't lie in"	4	Up on exterior for Mexican woman	
96	120	"the long way home"	19/5	Fade out on exterior and isolate Blanche and Mitch	
99	121	Blanche on her knees	4.2	BLACKOUT	
101	122	Scene Begins	4.5	Up on interior, dimly lit w/ blue backs	
102	122	Stanley enters	5.5	Scene brightens and whitens	
103 P1	128	Stanley enters bedroom	8	Pull down into bedroom	
103 P2	128		3	Up on lurid shadow projections on walls	
104	128	Blanche sets phone down	2.4/5	Up on sidewalk. Keep shadows but take out fronts indoors.	
105	128	Policeman whistle, BEAT BEAT	2/3.5	Down on sidewalk and restore interior	
106	129	Stanley stares at Blanche	10	Isolate down to Stanley and Stella in bedroom. Out on all exterior	
107	130	Stella smashes bottle	4.5	Isolate to piercing delight over Stanley's shoulder and onto Blanche. Add a touch of low-angle fill.	
109	130	Stanley carries Stella to bed	5.4	BLACKOUT	
111	131	Scene Begins	6.4	Up on exterior and interior - midday. Open neutral white fills the space and clear sky background. Bathroom light on.	
112	133	"No matter what"	3	Boost bathroom light and add more red to it	
113	133	Blanche exits bathroom	14	Living room light becomes more amber	

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CUE	PG	PROMPT	TIME MODS	VIS/EMOTIONAL DESC.	NOTES
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113.5	136	Doctor and Matron enter	5.4		Exterior of apartment becomes stark white	
114	139	Matron enters apartment	2.1		Dining room also becomes more stark white	
115	139	Blanche runs into bedroom	1		Up on projected shadows, more active this time	
116	139	"Hello Blanche"	0		Shadows bump out.	
117	140	Stanley tears lampshade off	0.5		Color temperature increases to match rest of stage.	
117.5	141	"Let go"	2.4		Isolate down to harsh white sidelight wash coming from SR	
118	142	Blanche exits the stage	3.5/10		Restore to normal afternoon look and slowly fade out harsh sidelight	
119	142	"seven-card stud," BEAT	7		BLACKOUT	