

Department of Theatre and Dance

Production Meeting Notes



Production: _____ Dracula
Stage Manager: _____ Avery Weston
Date: _____ May 16, 2025

Director: (Mary)

- Has a French Scene Breakdown and a fight/intimacy/blood breakdown in the Google Drive folder.

Scenery

Designer: (Mandy)

- Has ground plans in the Scenery Google Drive folder and a physical white model.
- The main set pieces include: the fabric, Renfield's cell, the slab, Jonathan's bed, graveyard silhouettes, and arches/windows that will fly in. The cell and fabric will remain onstage for the whole show.
- Renfield's prayer will be written on the back wall of the cell and may also continue onto the walls of the proscenium.
- To form Dracula's castle, the arch will fly in and will have two doors, the stage right door will swing open. The two windows that fly in to form Lucy and Jonathan's bedrooms will also swing open on the stage right side.
- The slab will be used as the dinner table in Dracula's castle, a bed, and the crypt.
- There is an eye motif being used in the shape of the windows, arches, and back wall of Renfield's cell.
- The fabric will be on line sets 6, 11, 15, 16, and 20 and will help make the stage feel full. The fabric on line sets 6, 11, 15, and 16 will fully cover the length of the stage and the fabric on line set 20 will have an opening for Renfield's cell.
- The pit will be dropped down 16". There will be an additional step added to the pit that is 4' x 18' x 8".
- The furniture will all need to be able to be carried on and offstage.
- Is thinking about how to hang things like garlic off the side of the bed and still keep the area safe for combat purposes.
- Will think about how to keep the arch doors and windows from swinging open as they fly in and out.
- The set pieces will be dark to hide the ever-accumulating blood.
- The fabric can get blood on it!

Technical Director/Special Effects: (River/Nate)

Technical Director:

- Has a preliminary bid form in the Scenery Google Drive folder with a larger contingency than normal to account for potential price fluctuations. The biggest cost will be the fabric.
- The new CNC router will cut down on the time needed to make the windows and will allow the shop staff to be building other parts of the set while the windows are being made.
- The fabric will be the first priority for load-in, followed by the slab, then the asylum and pit step.
- The rolling graves will be a solid base with a foamcore grave on top. Mandy would like some sort of mossy texture on the graves.
- The bars on Renfield's cell will be made of wood, not steel.
- Actors will likely be laying on the slab while it is moving on/offstage, but they will not be performing any combat on it while in motion. Weights may be added to the legs of the slab to help stabilize it for combat.
- The slab will have brakes; they might be pneumatic ones with the switch hidden on the bottom side of the slab.

Special Effects:

- Has a blood effects and special effects cue sheet in the Blood/Special Effects Google Drive folder.
- Is thinking about where foggers can live so they will be hidden but still create the desired effects.
- Is interested in using low-lying fog. If used, we would need a new bag of ice for each show.
- Mary is open to the idea of Dracula's blood being a different color than the rest of the blood.

- Mary wants Dracula's death to be big, that moment will be staged on the slab.
 - If blood is going to be sprayed for any special effects, pumps can be hidden in scenic elements we build in the shop.
 - There will be two types of blood: ingestible v. non-ingestible. Ingestible blood will be used from the neck up and non-ingestible blood will be used from the neck down and on costumes.
 - Mary would like to have a blood rehearsal before we get to cue-to-cue. We can also do a test run with water before adding blood.
 - Will think about what to use for the silver powder. We discussed that a vapor or mist is safer for the actors and would allow them to get closer to one another during those moments. We will still need to limit how much of the silver powder is inhaled.
 - Will work with Greg on keeping everything safe for fight choreography.
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Costumes: (Elin)

- Has final rendering images in the Costumes Google Drive folder.
 - For actors who get covered in blood, we will likely have two sets of costumes: one that is pre-drenched and one that is clean to aid in quick changes.
 - Will be using a dark gradient motif on the costumes for when people are under Dracula's control.
 - Van Helsing will have a darker color palette, a bandolier to hold the stakes, a sheath for the bowie knife, and lots of pockets to pull crosses from.
 - Mina starts in a traditional 1800s walking dress then switches to a bloomer and vest outfit.
 - Lucy will have a walking dress and clean nightgown then switch to a torn, shredded look similar to what Marilla and Drusilla will be in.
 - Marilla and Drusilla will be in layered, distressed nightgowns with a spine detail on the back. Their costumes will have a lot of texture and look dirty.
 - Renfield will be in a straitjacket that she has ripped her arms out of that will have a pocket for her to pull the chalk out of. She will also have a white dress under the straitjacket that is dirty at the bottom.
 - Dracula will be in a clean white suit with a dark red cravat.
 - Jonathan will be in a full light grey suit to start that has pieces taken away and darker colors the next time we see him to show a progression of being under Dracula's control. Towards the end of the play, he will be back to lighter colors.
 - Seward will be in a light tan suit with a doctor's jacket.
 - The Maid will be in a traditional, period appropriate maid costume that may have some stains/distressing on it.
 - Miller will be in a similar silhouette to the Maid but may have a high neck apron that can help hide prosthetics for when her throat gets ripped out.
 - The Merchant will be in a light-colored walking dress.
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Lights: (Amber)

- There will be lights!
 - Lights will be doing most of the work in terms of defining the different spaces and locations throughout the show, especially in Act 2 Scene 5 and Act 2 Scene 12.
 - The lantern props will not have real fire, but there should still be some light coming from them.
 - Dave is wondering if any special effects lights are being considered for use.
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Sound: (Connor)

- Has done research on what a revenge fantasy is and how sound can support those ideas.
 - Will be building a soundscape for hunting Dracula and a Gothic strings soundscape.
 - Will think about how Dracula's influence is heard in the show.
 - Will be working on a prelim cue sheet and QLab file over the summer.
 - Will be thinking about the use of music and how to support combat moments with sound.
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Props: (Ozzy)

- Has a preliminary props list in the Props Google Drive folder.
- Will be brainstorming and researching methods for special effects over the summer.
- The stakes will either be 12" or 14" long.
- Van Helsing carries some larger items so she may need a bag.
- We will not be using real fire for the lanterns.

- There are notes from Nate about prosthetics and ingestible blood in the blood and special effects cue sheet.

Dramaturgy:

- Will be doing lots of research over the summer.
- Has started looking into the history of vampires and their different myths.
- Will help Connor by looking into composers, music styles, and orchestrations of the time.

Stage Management: (Avery)

- No notes at this time.

Other:

- Our next meeting is currently scheduled for Friday, August 29th in Room 70. An email will be sent closer to the end of summer to confirm a date and time that works for everyone.