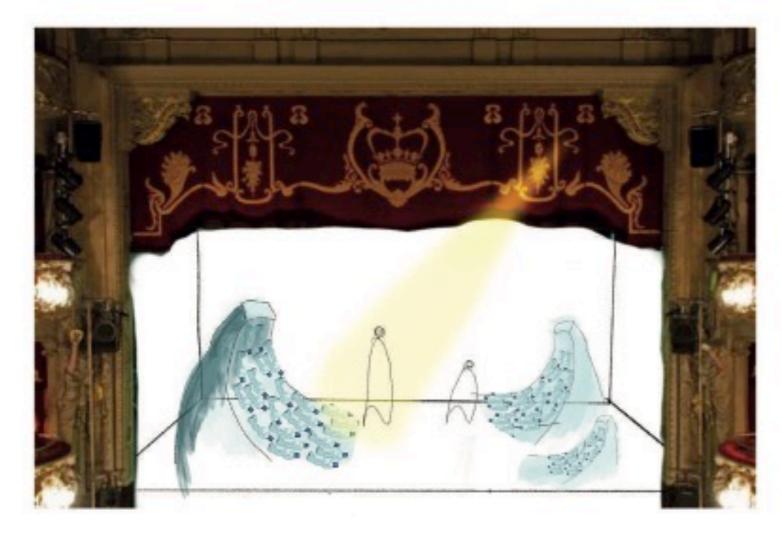


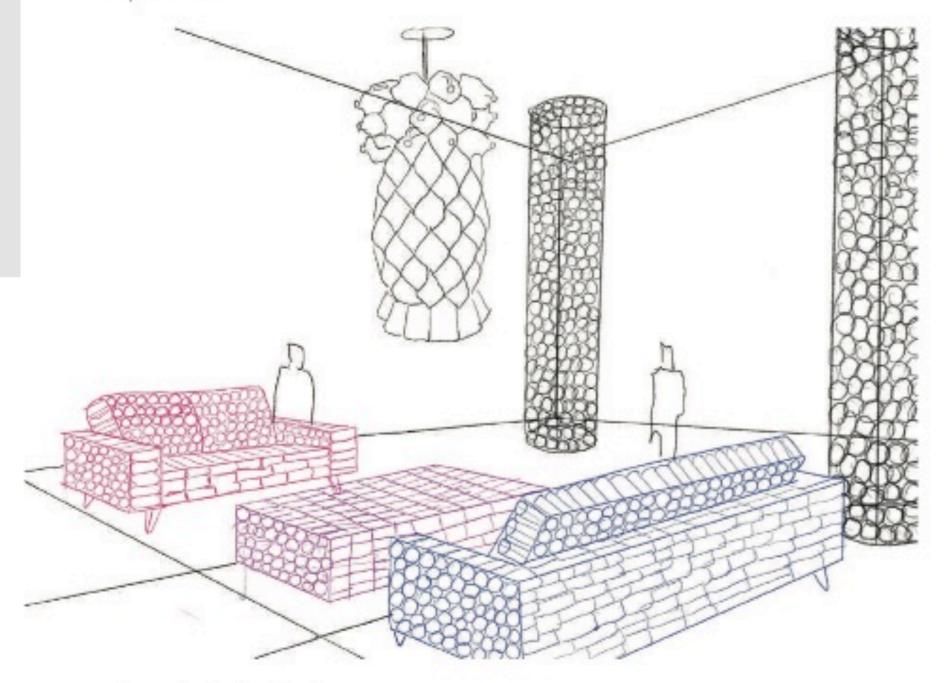
ALICJA DEMKOW



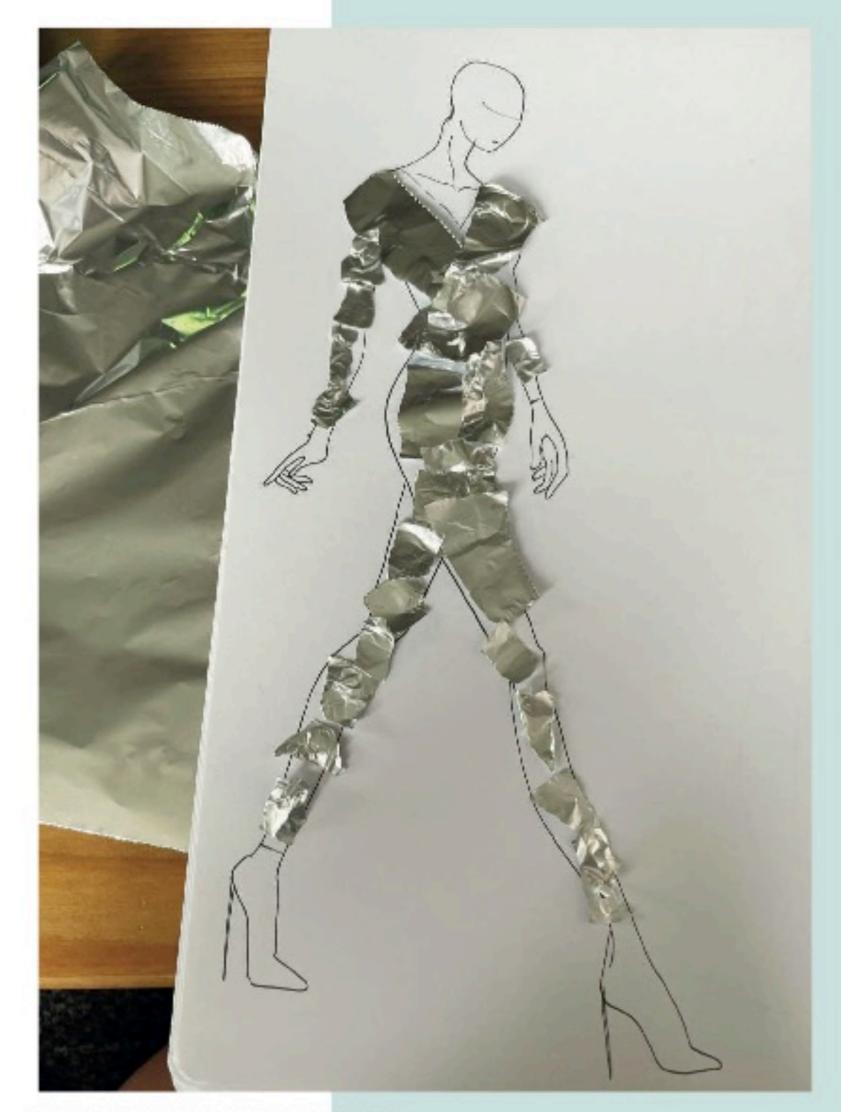
For this project our task was to design a scenography set inspired by the movie and the novella Death in Venice. The spectacle takes place in the Kings Theatre in Edinburgh. As a creative director, I've decided to transfer the spectacle into Death in Hawaii in the years 2070. The main character is a woman named Vinnett, an artist and a photographer in her late 50's. During her holidays she meets and falls in love with a beautiful 13 years old Polish girl - Zuzia. The love of the women is transformed into obsession about the child. I decided to change the characters into females as it's still not so popular to see a relationship like that.



Development sketch



Development sketch of Hotell Hall



Development sketch of the main character costiume







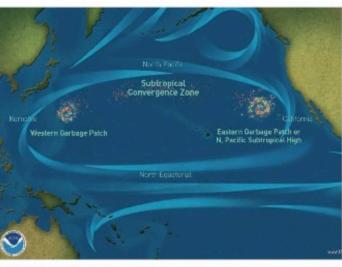


At the beginning, the audience can admire sofas, chairs, tables and chandeliers made of plastic bottles, caps, cans and cork. During the play pieces of the suspended ceiling are going to fall down. The escalating threat during the play is plastic pollution.

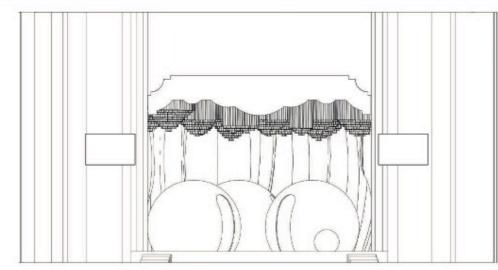
The Pacific Garbage Patch, the largest accumulation of plastic in the ocean is located between Hawaii and California. At the moment the range of the patch covers over 1.6 million square kilometers. It is predicted that in 50 years the problem will increase. That is why at the end of the play Hawaii is going to sink under plastic. Consequently, I would like the audience to understand that recycling and taking care of the planet is very important. Any bad habit can be changed with a bit of willingness.



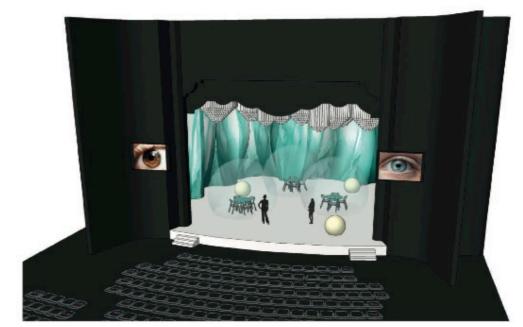








Long Section of transparent inflatable balloon (1:100)



Rendered Isometric View of the Restaurant Scene



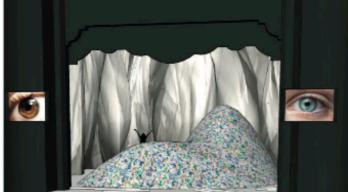
Renderded Plan of the Restaurant Scene (1:200)

After watching the movie and reading the script the main thing I noticed and that drew my attention were the characters' gazes. They stared at each other flirtatiously. I would like to focus on that motive. The emotions of the characters were shown by their eyes. That is why I decided to have a black screen on each side of the stage. Photographs of different eyes, which would be presented as the work of the main character, are going to be projected there. During play, at the moments when the gazes of Vinnett and the little girl meet, the projections are going to display their eyes to highlight the emotional connection between the characters.

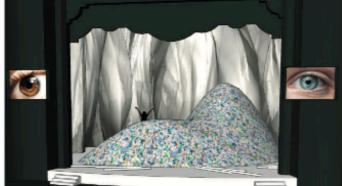




The Restaurant Scene

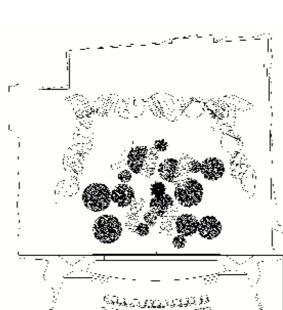






The Final Scene Garbage Mountain

The Beach Scene





Plan of the Hotel Hall Scene (1:200)

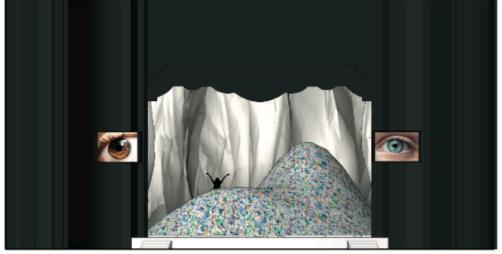


Isometric View of the Hotel Hall Scene

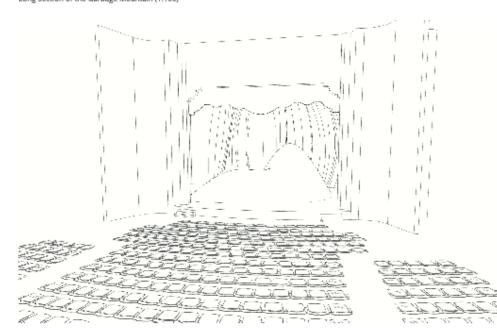


Vectorworks Visualisation 2

3D Storyboard of the scenes

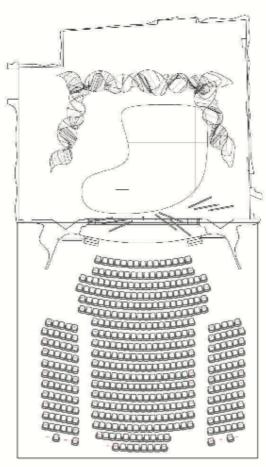


Long Section of the Garbage Mountain (1:100)



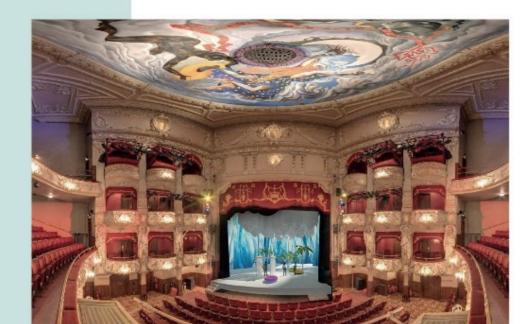
Isometric View of the Final Scene

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Plan of the Death Scene (1:200)

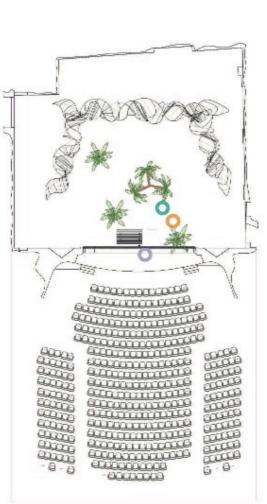
In the final scene, the suspended ceiling is being taken down behind the stage and from the three large nets located at a height plastic bottles are released and cover up the whole stage. The main character is drowning in rubbish.



The Beach Scene placed in Kings Theater



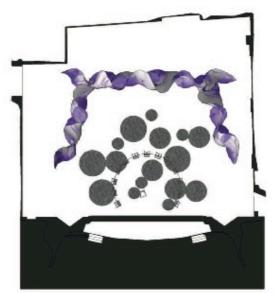
Rendered Isometric View of Beach Scene



Plan of the Beach Scene (1:200)



Long Section of make-over scene (1:200)

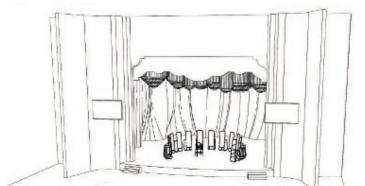


Renderded Plan of the Hairdresser Scene (1:200)

In the scene with hairdresser Vinnett is getting a makeover to look younger and more attractive. She dyes her hair to cover the grey hair and attaches extensions. She also changes her clothes and wears high hills and make up. Vinnett feel more confident thanks to that.



Vectorworks Visualisation 4



Isometric View of the Hairdresser Scene