



The big idea:

- ❑ The evil lurking in the forest is a constant threat. It can break into the cabin at any moment.
 - Why don't the demons break in and carry out their threats?
 - Are they simply trying to have a little fun tormenting the kids before they carry out their plans? (Like a James Bond Villain?!)
- ❑ The environment can support the tenuous situation by making it look really easy for the demons to get in.... but they don't.

Light Beams

- ❑ Beams of light evoke "rock concert".
- ❑ They are also a natural part of the forest.
- ❑ They support the influence and presence of evil lurking all around.
- ❑ Our "trees" can be any light diffusing material hung above and/or upstage the main playing space.



Shadowplay

- ❑ This idea could be very appropriate for scenes set in the aisles, with the proscenium as a backdrop.
- ❑ Actors wouldn't have to be aware of the shadows or interact with them at all. They would merely support and heighten the tension.
- ❑ If we use the aisles, shadows on the proscenium will be inevitable, so why not embrace and heighten them?
- ❑ These types of shadows were used quite a bit in the first Evil Dead movie.



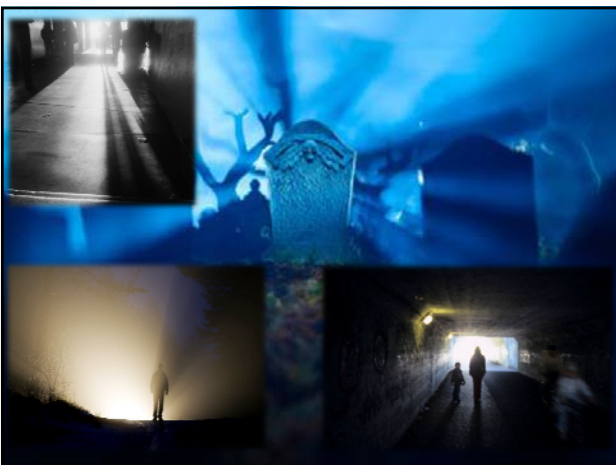
Silhouette - Screens

- ❑ Again, to support the idea that demons can break in at any moment.
- ❑ Could we see shapes and/or figures lurking menacingly?
- ❑ Characters could be aware of the effect and react.
- ❑ Note: Any type of light diffusing material could help support the effect.



Silhouette - Haze

- ❑ Light streaming through the set.
- ❑ An incorporation of the "trees" idea and "screen" idea.
- ❑ Light bleeds through any opening in the scenic environment, showing how fragile the situation is.
- ❑ Disclaimer: Haze is very difficult to control in the Passant.
- ❑ We should still try!



General Scaryness

- ❑ Some images support ideas already discussed, such as:
 - Lights streaming through cracks, windows, openings
 - Shadows and silhouettes
- ❑ Others are just ideas for creepy angles/colors.

