

WONDERLAND ISN'T REAL

by CARLYN FLINT

Edward Hansen • Scenic II B • 5 May 2020

CONCEPT STATEMENT

The action of *Wonderland Isn't Real* is perceived through the eyes of the character of Ray and the scenery is designed to express the world through that lens – to allow the audience to look inside of Ray's head to see not only his vivid and colorful imagination, but to gain a window into his personal life and the societal circumstances in Oklahoma and in his school that propagate the conflict of the play. The idea of allowing the audience to break inside of Ray's head in this way is to help them better empathize with and understand Ray's journey as he learns how to accept truth as his own reality, no matter how painful. The brutalist and institutional architecture of the scenery is designed to capture this pain and evoke a feeling of entrapment and isolation that can only be broken by the magic of Wonderland.

DESCRIPTION OF SCENERY

The scenery is comprised of three multi-purpose walls and a series of columns that shift to create different settings throughout the play. They begin as the walls of a classroom, become the walls and dividers of the bathroom stall, and eventually break apart from their hard, cube-like shape to allow the magic of Wonderland to permeate the space. Forced-perspective scenery will help to create a sense of difference in scale between Ray and the rest of the characters as the action of the play begins.

RESEARCH











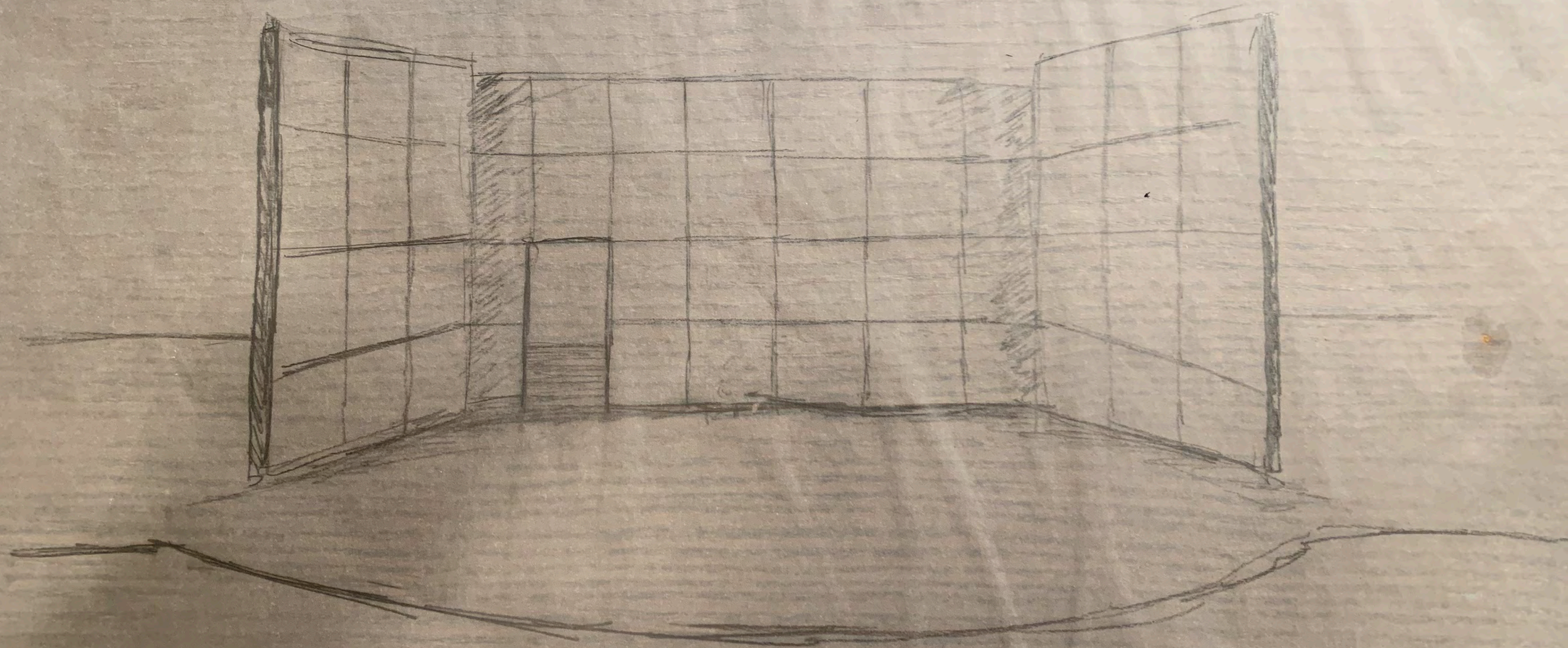


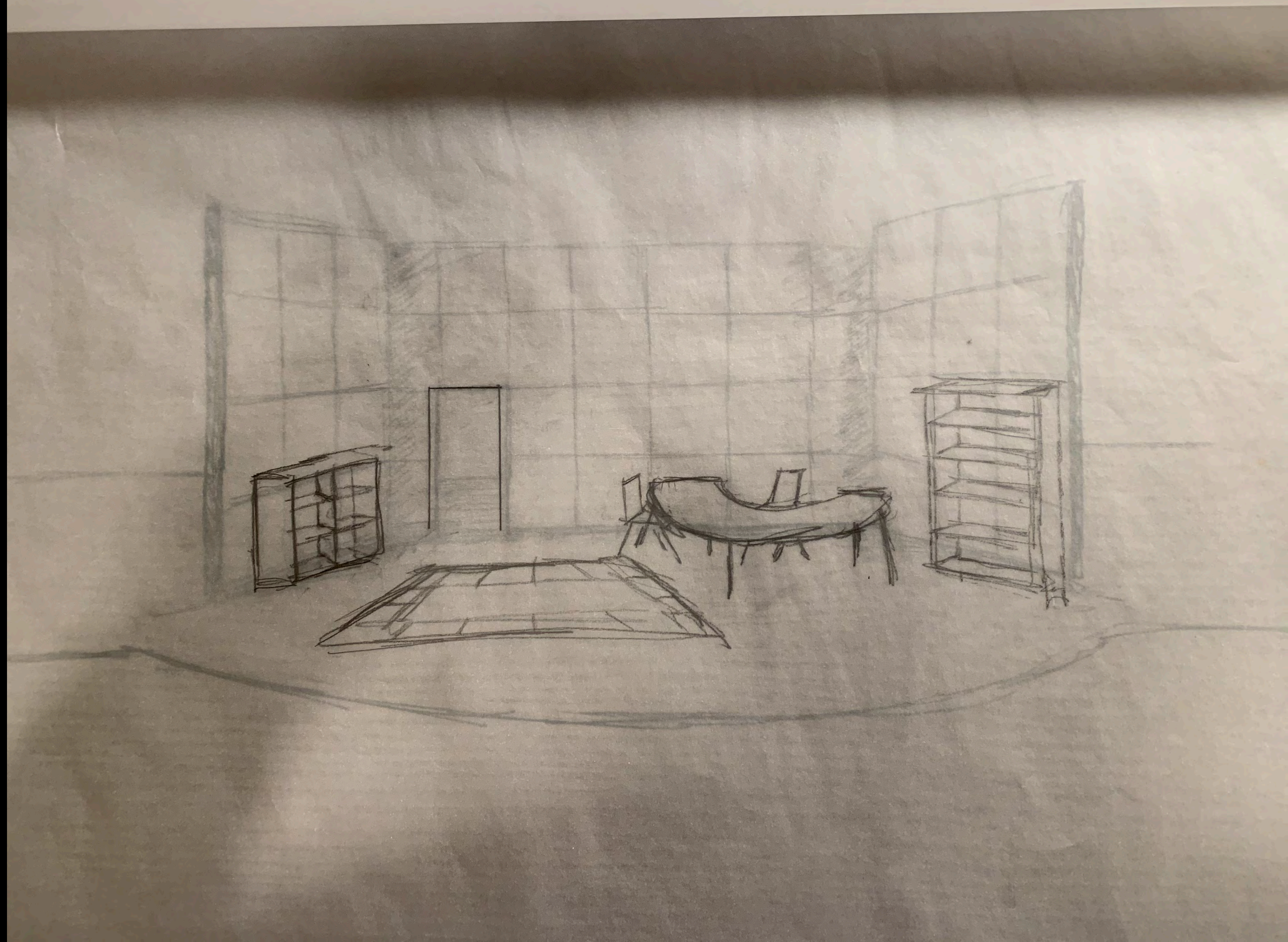


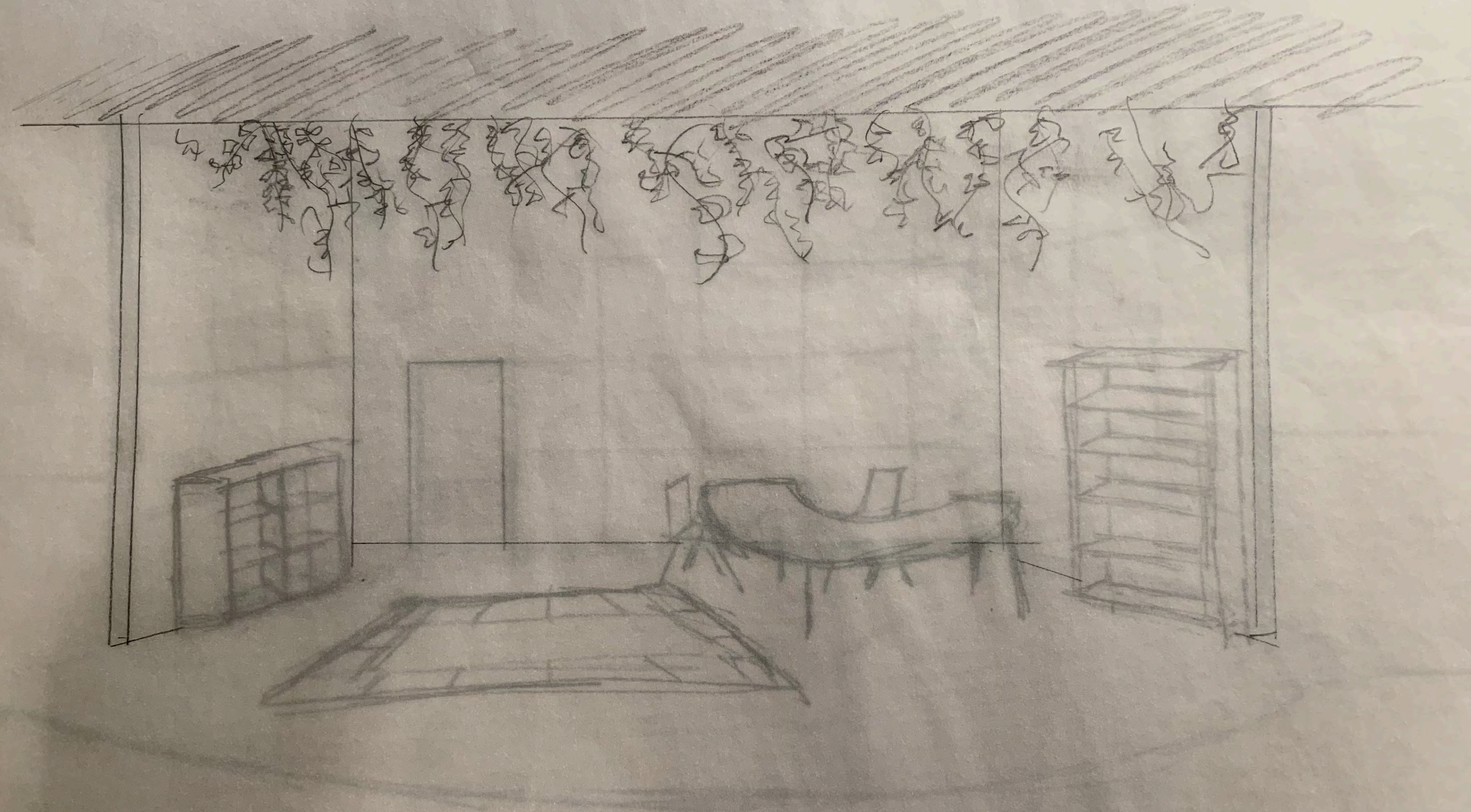




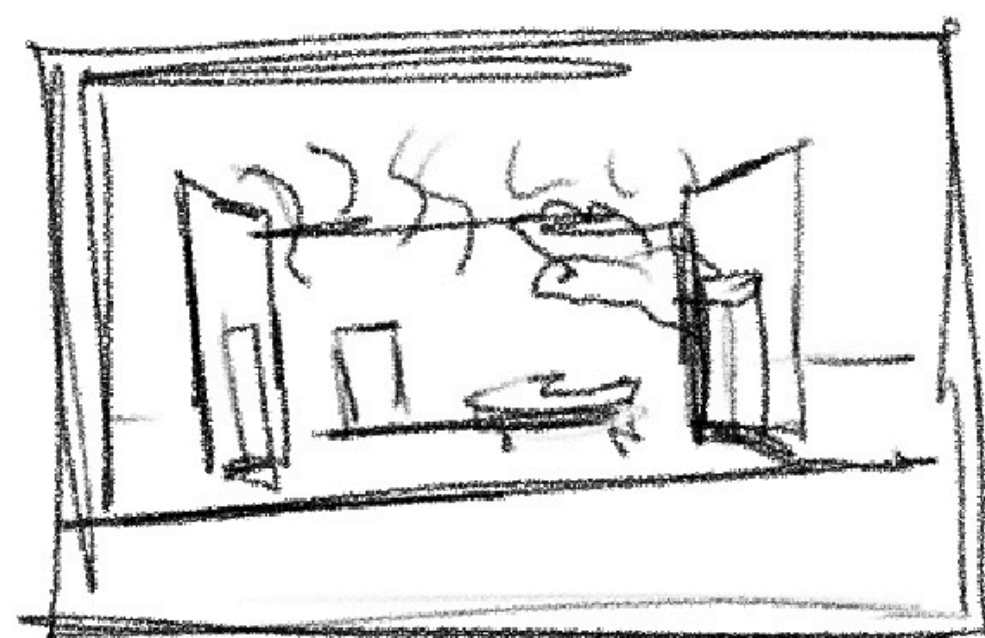
SKETCHING



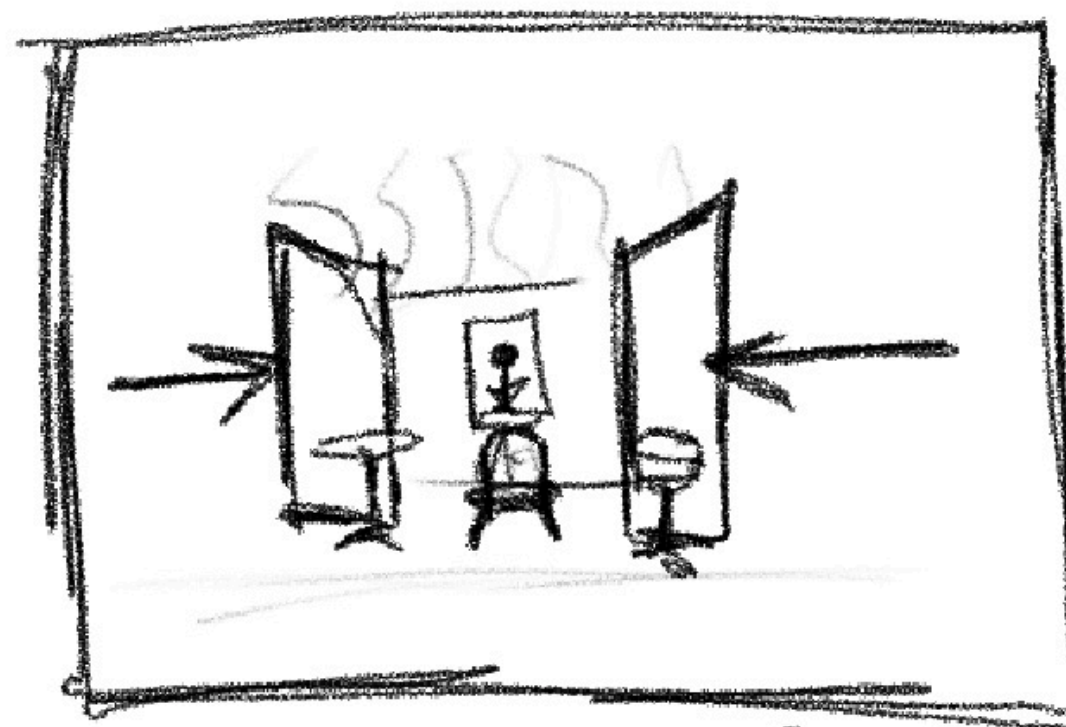








Classroom Setup

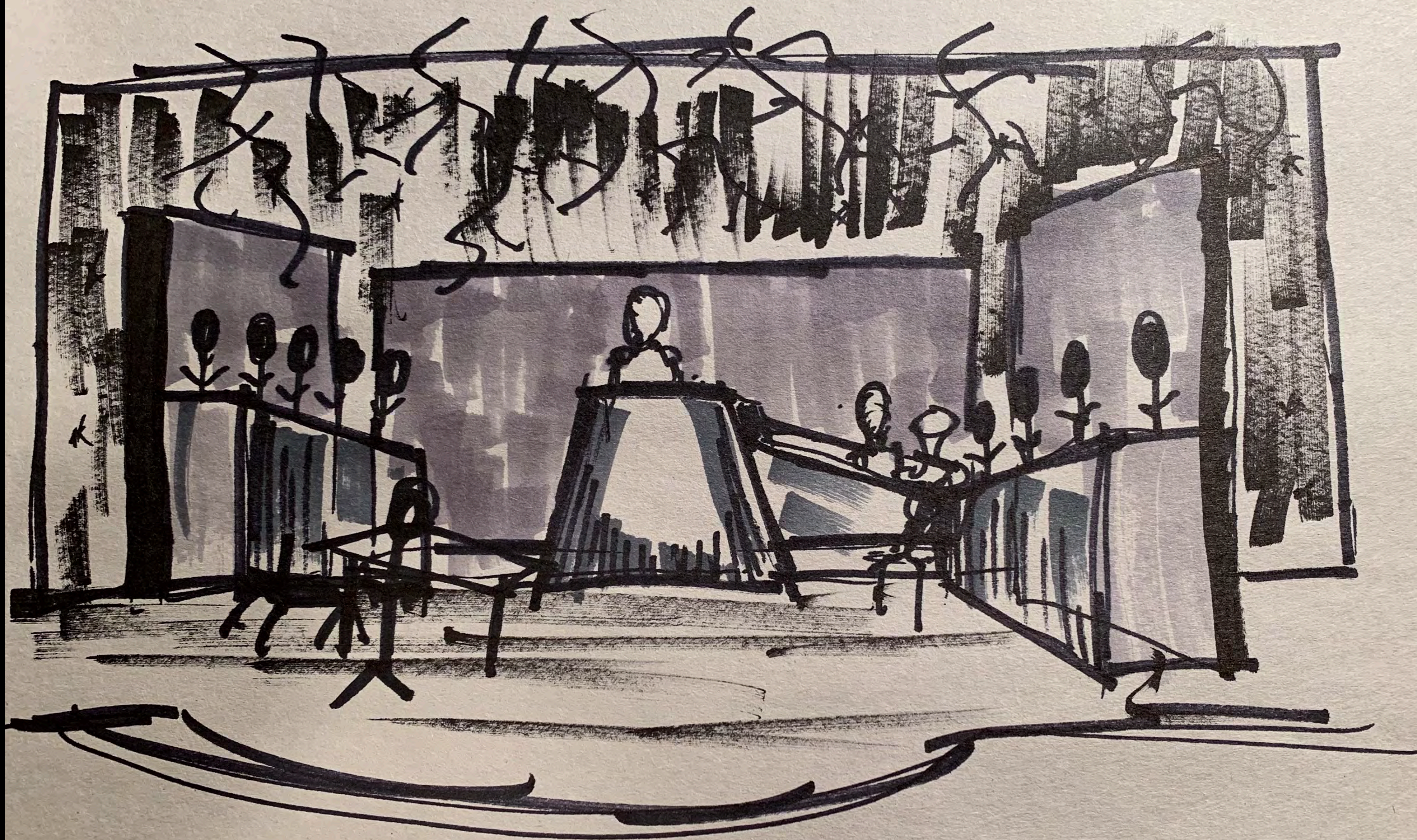


Bathroom Setup



Walls tack up and
out to make
scale bigger

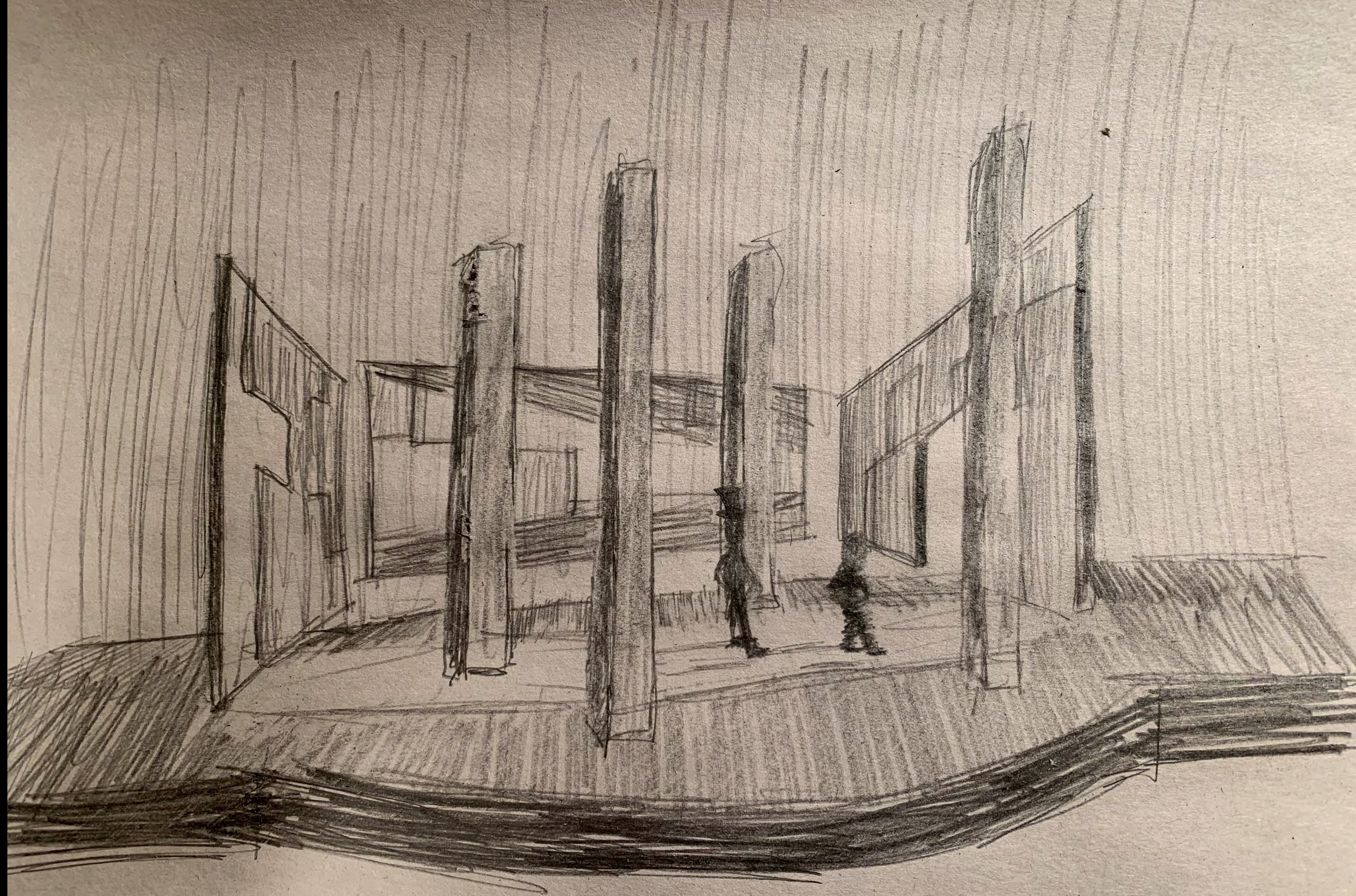




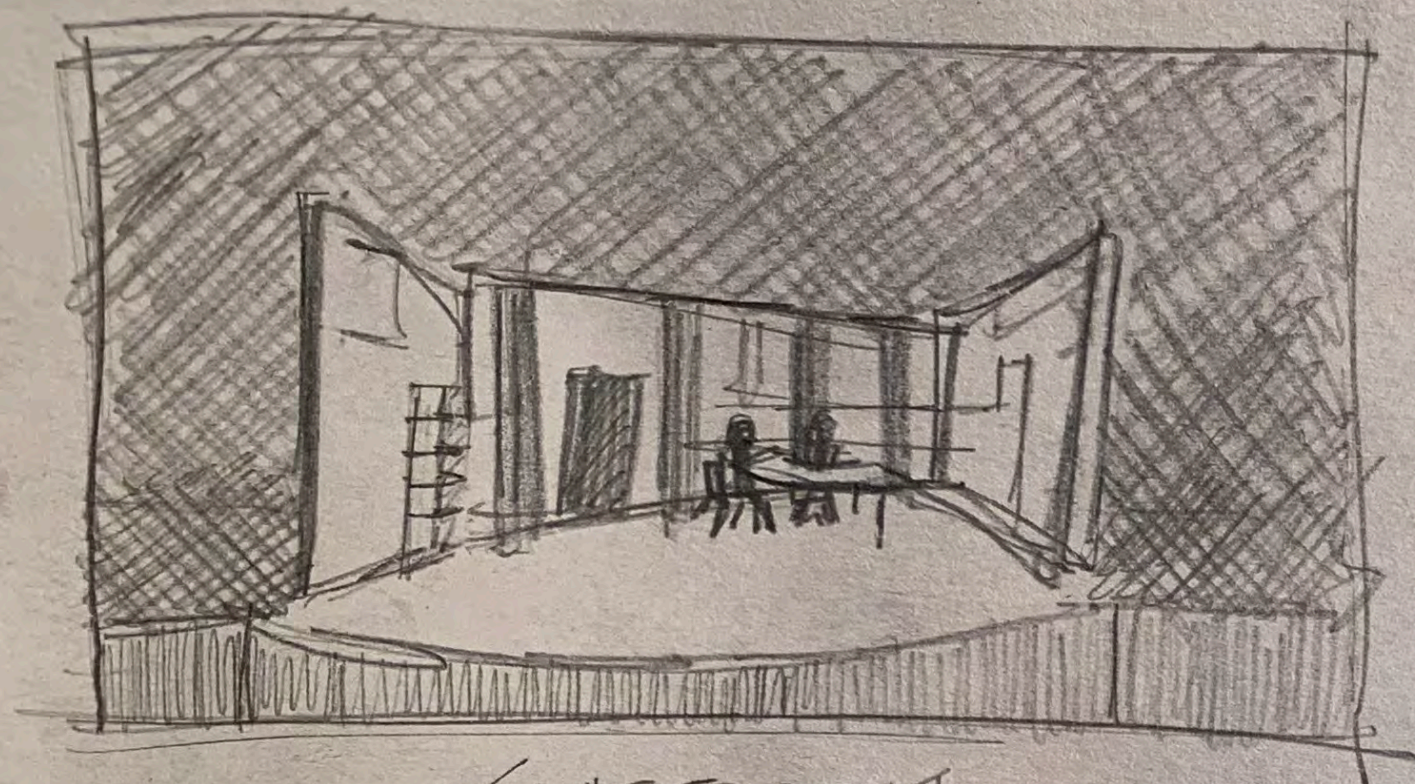
WONDERLAND ISN'T REAL

E. HANKEN

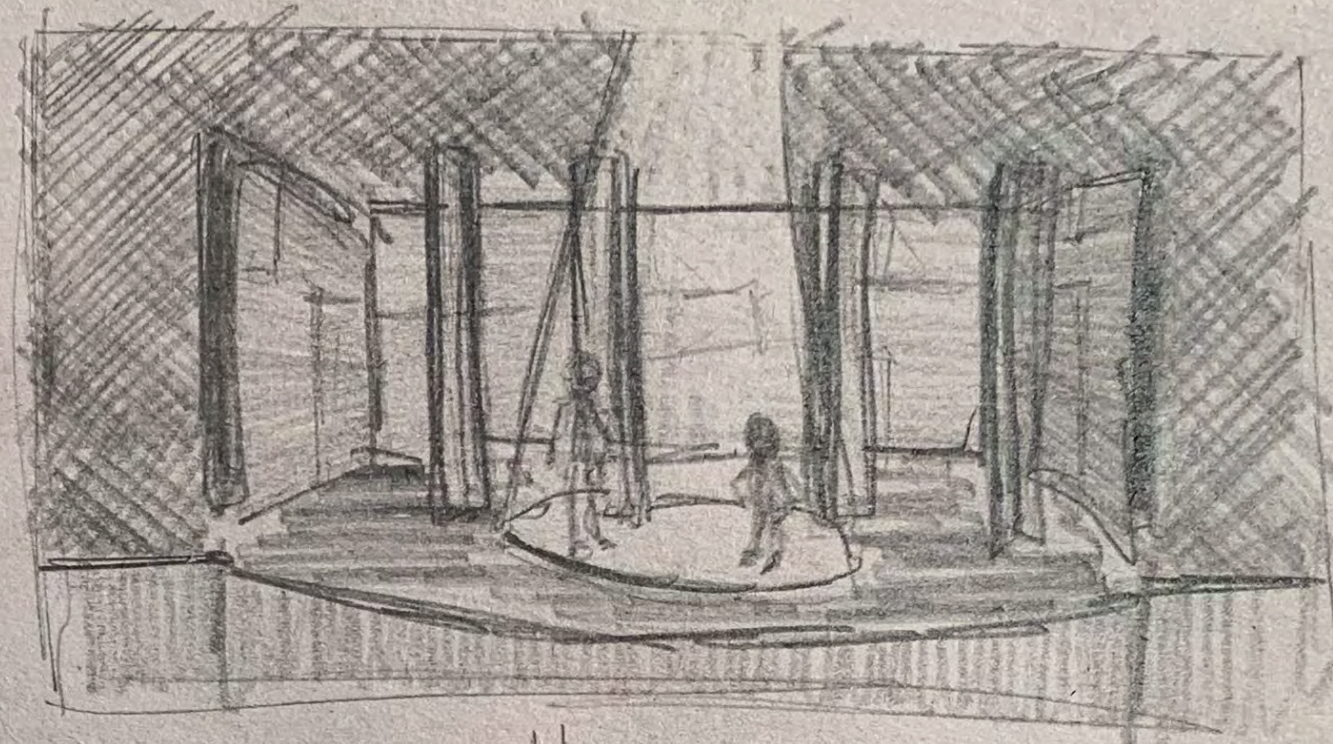




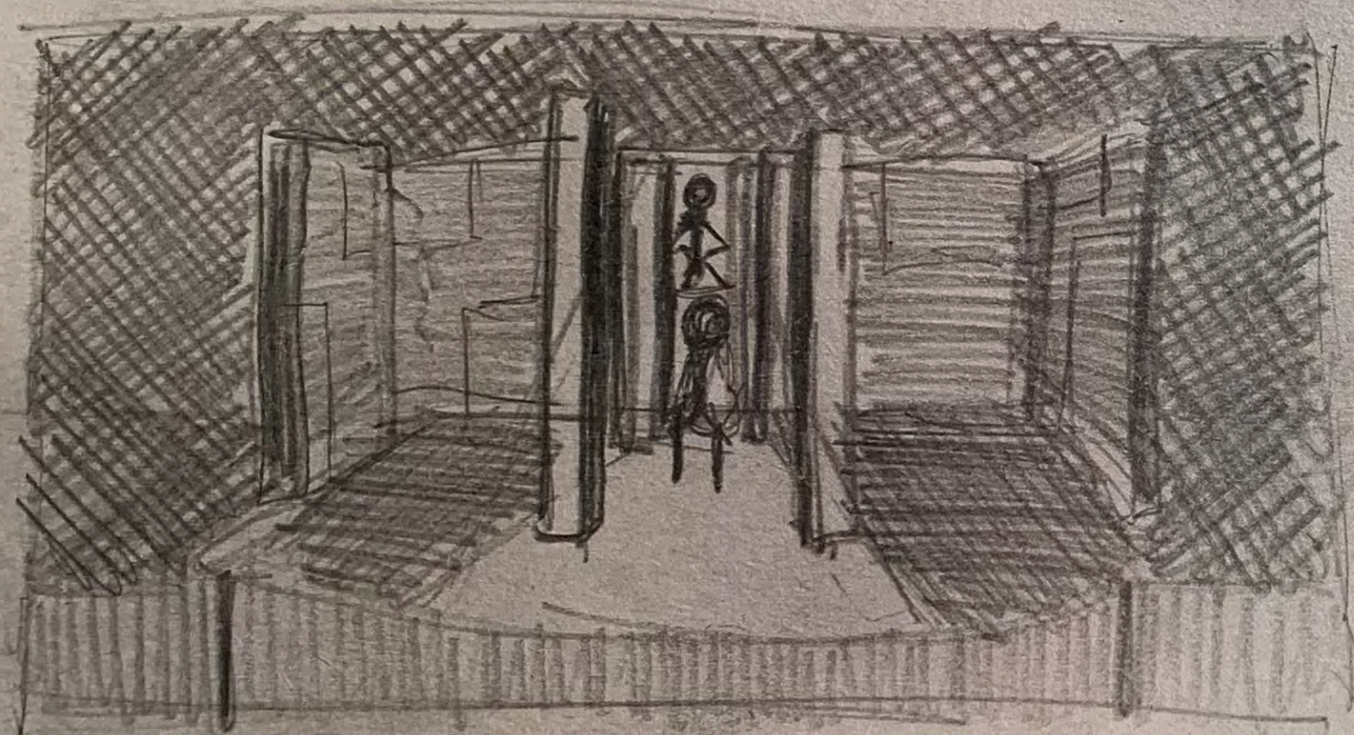
ROUGH STORYBOARDS



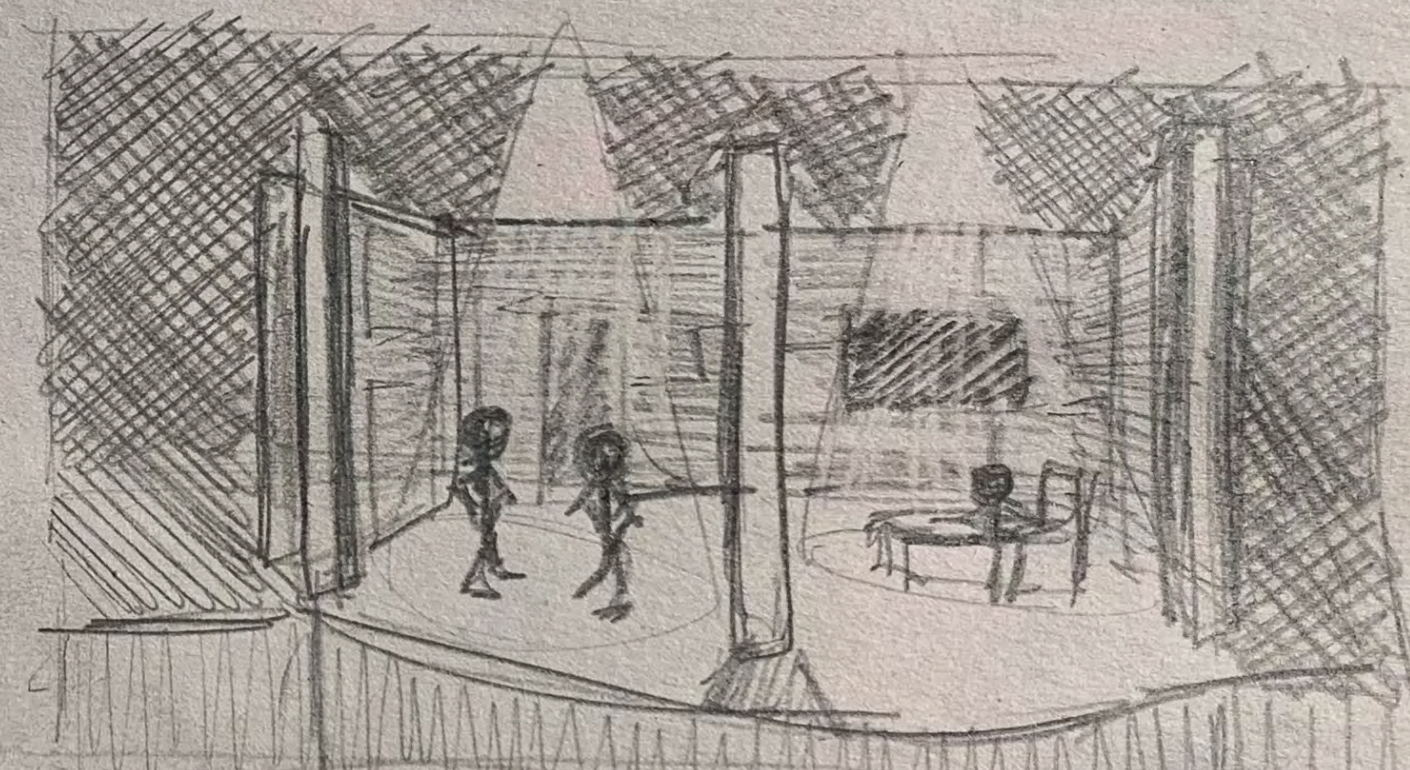
CLASSROOM



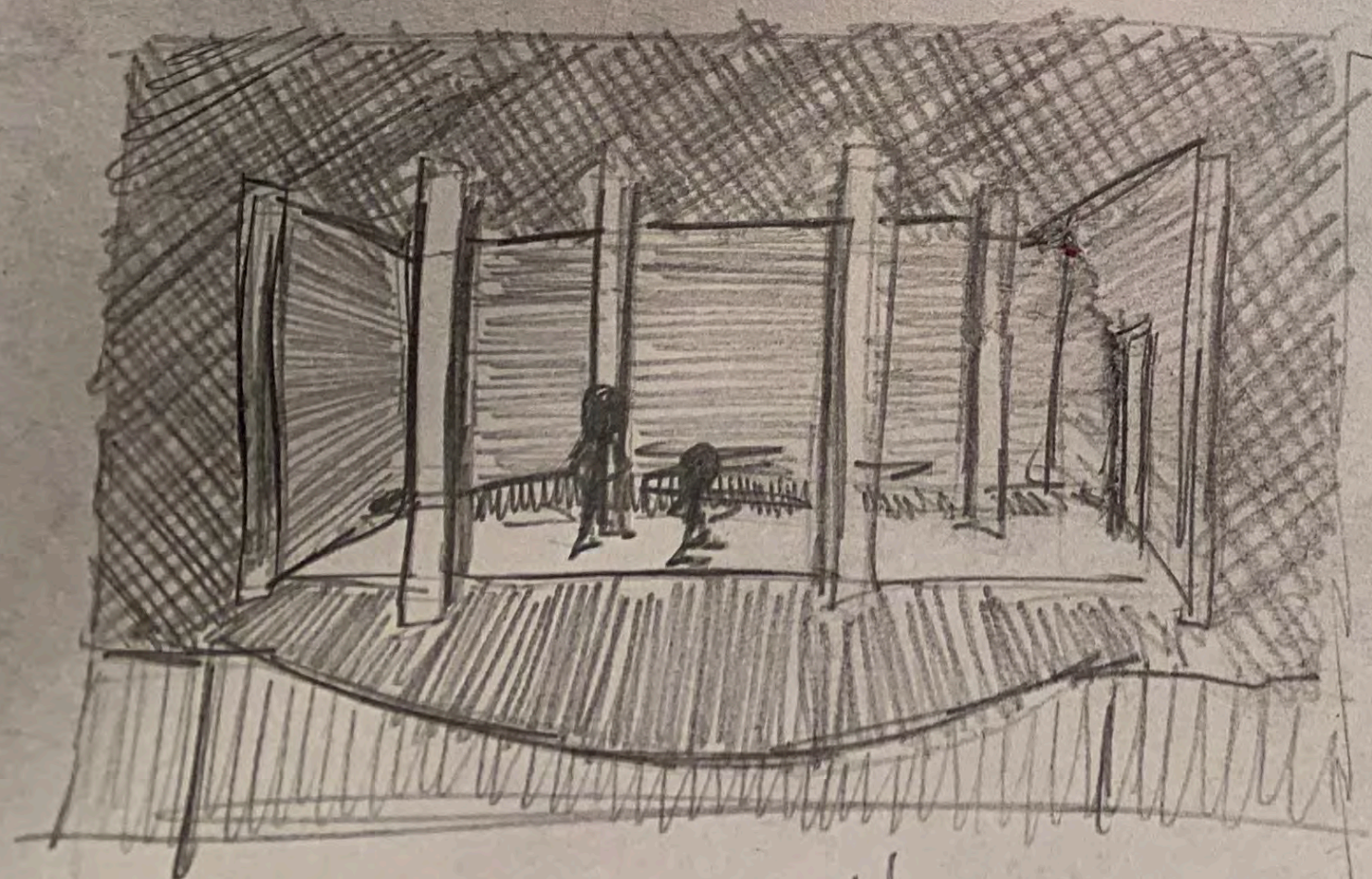
HALLWAY



BATHROOM



AUNTIE + UNCLE'S HOUSE



APPROACH TO HOSPITAL



COURT ROOM

FINAL RENDERING



Devised Theatre