

Wonderland Isn't Real

Scenic Design

Research

School Hallway





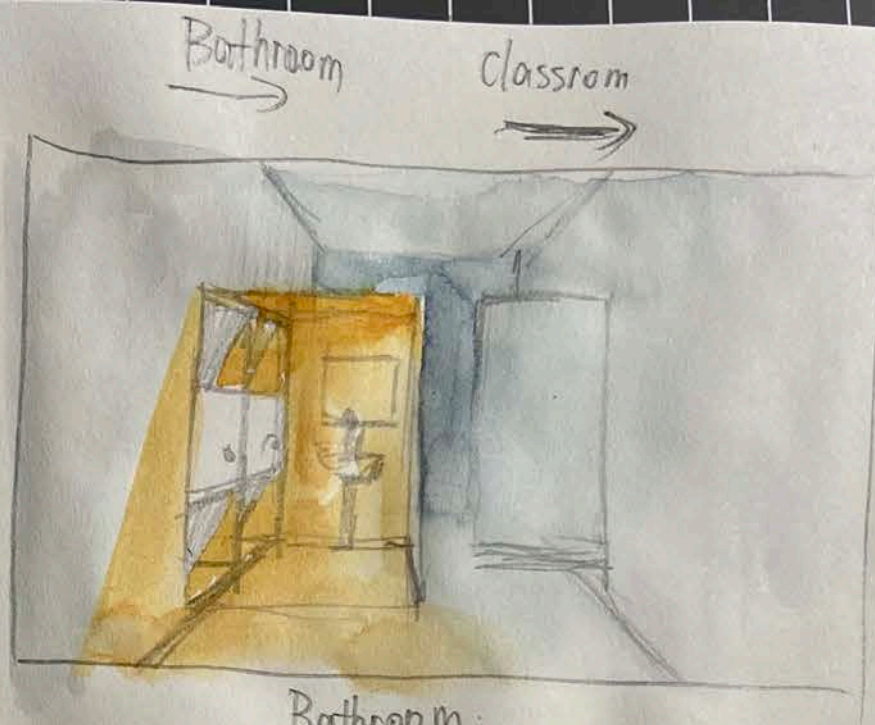


Design Concept

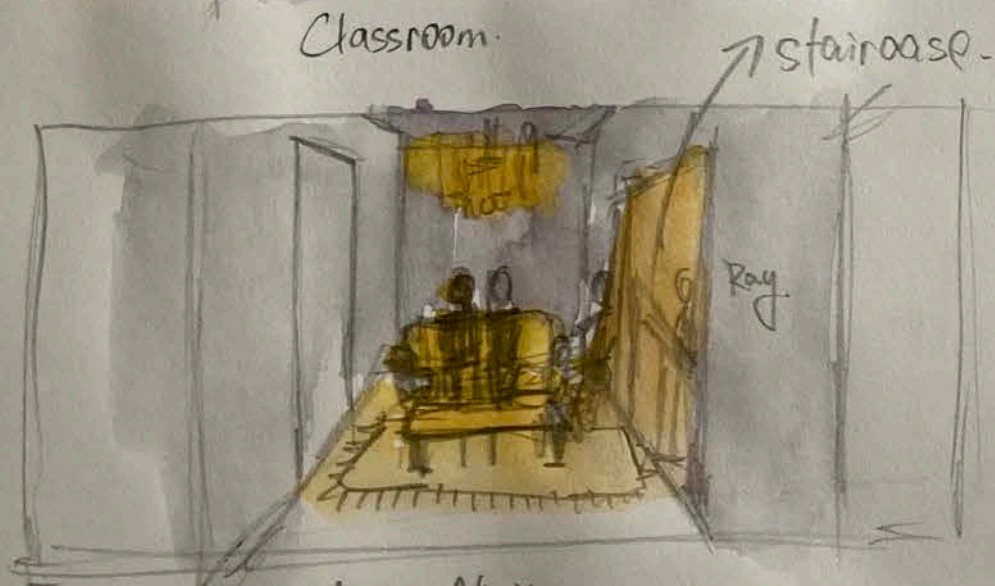
- This play is a journey for Ray to explore the reality of his life. He's used to live in his fantasy imagination.
- This scenery uses low ceiling, walls, and fluorescent light to create a constrained environment. Different box of rooms get pulled out from the hallway walls. This allows quick change in different locations, such as Jesse's class room, boy's restroom, and Ray's Uncle and Aunt's house. When the play move onto the court scene, the walls gets pulled away from each other and create a much open space in the court with higher ceiling.



Classroom.



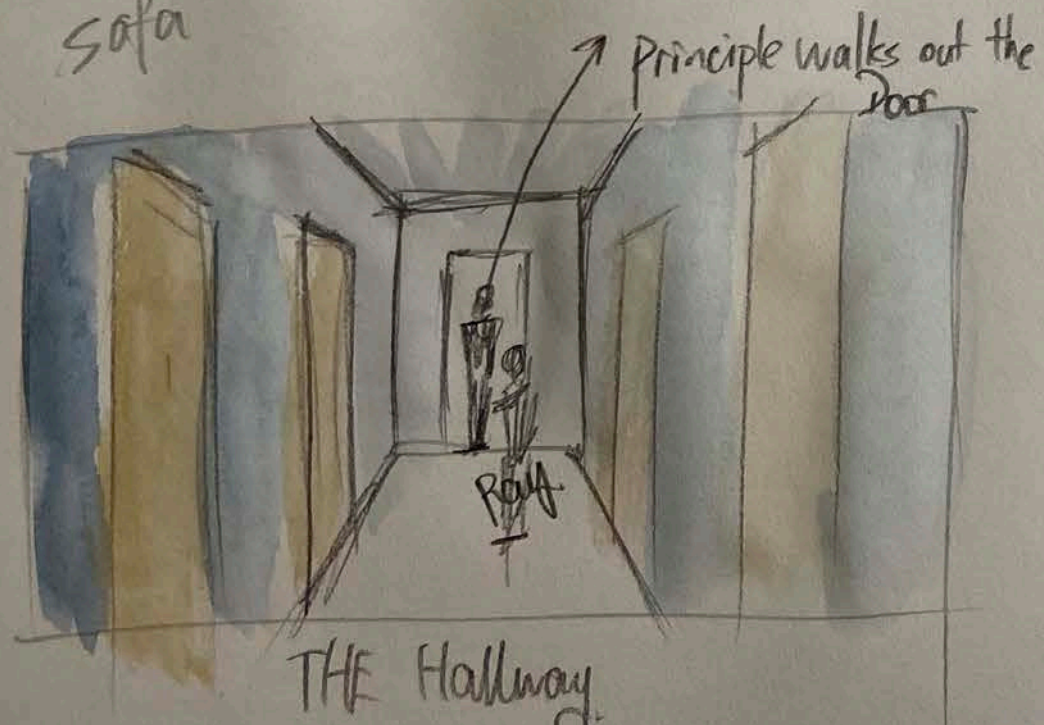
Bathroom.



Home Visit.



THE Garden.

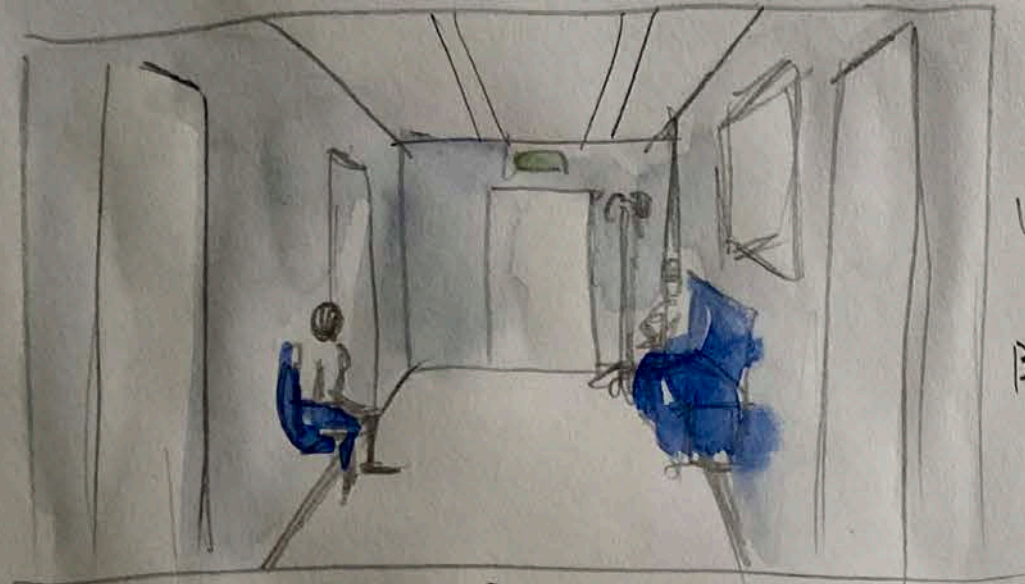


THE Hallway.



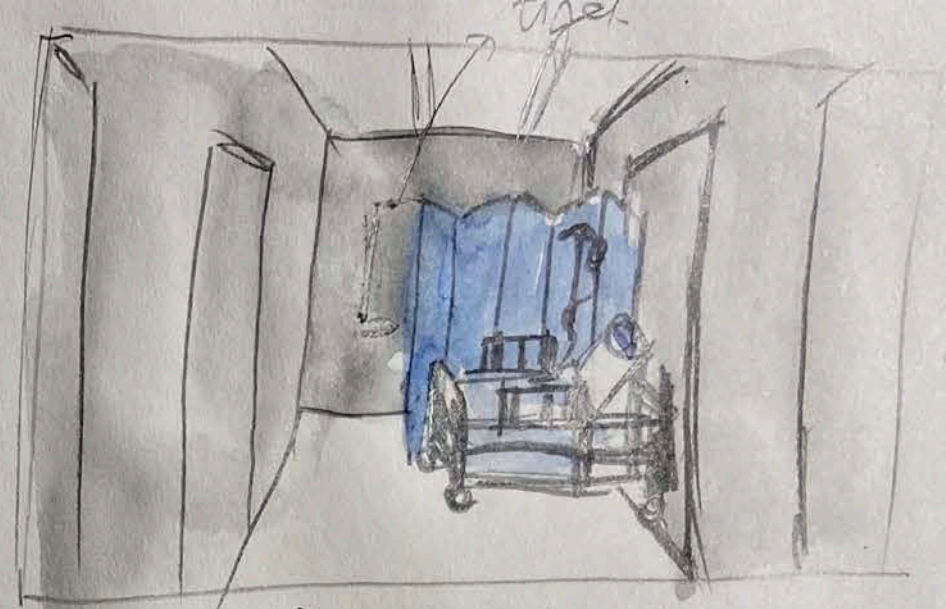
THE Car

* Chair with seat belt.
 * Flashing lighting
 traffic light (RBE)



Waiting Room.

With hospital
seats.
Bright Fluorescent
light.

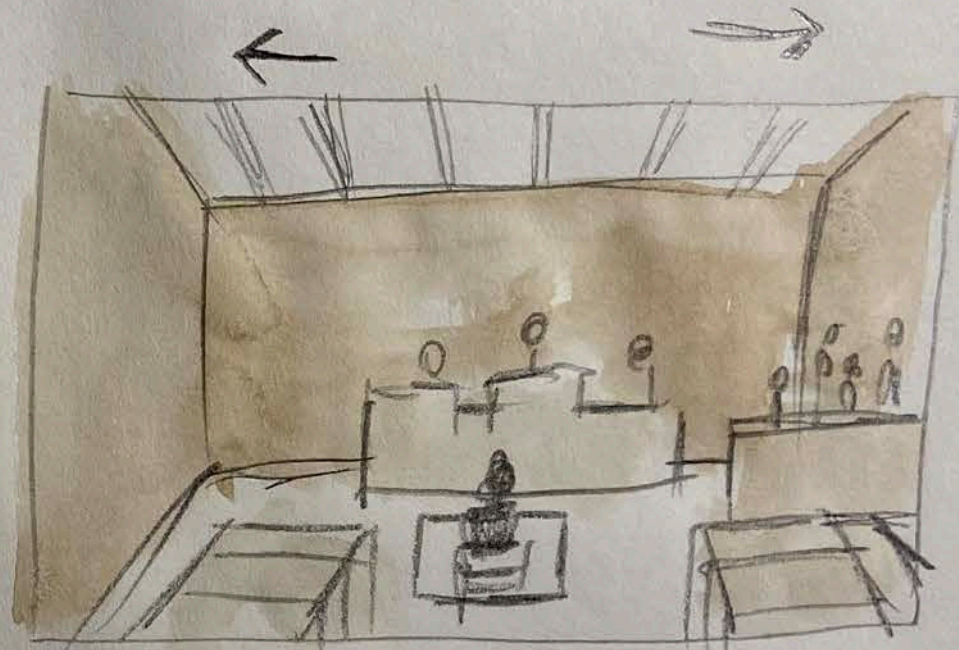


Patient Bedroom.

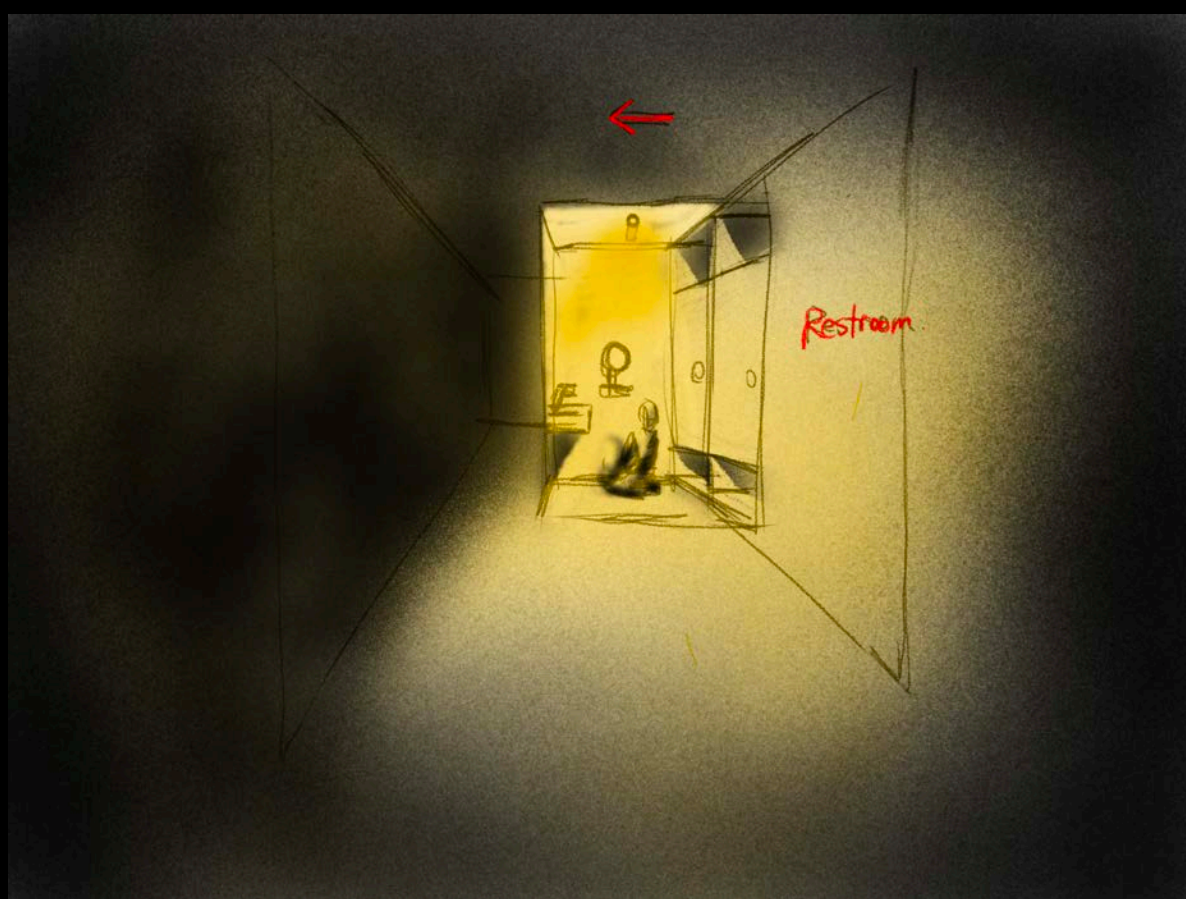
Pull out screen
& patient Bed.



Ray's Bedroom.



Court.



Boy's Restroom



The Hallway



Ray's Bedroom



Court

