

ONE PAGE STATEMENT: *THE CRUCIBLE*

The first project I am presenting is also my most recent. My final project for Utah Valley University was *The Crucible* in September 2025. We began process on the show in the Spring 2025 semester. The concept from the director, Lisa Hall, was quite unique when it was presented to us. She had devised a new take on the show by incorporating dancers linked only to the female characters (that she called Primitives) and an indy-rock soundtrack by *Kiki Rockwell*. I usually light musicals and most of the straight plays I had designed on had much simpler needs. This would also be my first time to work on dance centered show (not including dance in a typical musical).

My concept was inspired by the movie *The Witch* where the real world used colors that were muted and almost sickly. I wanted to incorporate this into the reality moments of the production. I then wanted to juxtapose the dancing by shifting to a bit more saturated colors and using side lighting and textures to shift us into the fantasy world of the Primitives. I kept the textures of the show very organic, using G655 'Medium Trees' as my back-diagonal texture mixed with R77119 'Leaf Breakup Small' and G629 'Homespun' to give an ever look of both soft and rough textures that mimicked both being in a forest and living in a cottage in 1600's Salem.

Because they never rehearsed with the actors and the dancers in the same room, I ended up having to build the flow of the show in two different ways: 'building lighting around the acted scenes' and 'building lighting around the dancers'. I needed to find a way to weave them together with very little time to figure out how it would all work together. The first day of tech was to begin Sept. 10, 2025 when rehearsals were halted for several days due to the shooting at Utah Valley University occurring that very

afternoon. Although we ended up several days behind. The entire team worked as fast and efficiently as they could to make sure the concept and the show opened without a hitch.