

Mac Beth

Lighting Concept

Lighting Designer: Madeleine Reid

Director: Victoria Chauvin

CONCEPT STATEMENT

Ulterior motives, instability, ambition, and control. In a decrepit urban wasteland on the outskirts of St. Louis, Mac Beth follows a group of high school girls as they plot the death and cover up of one of their classmates. There's something in the air that doesn't sit right for the audience, but for the teens life is normal. Led by the persuasive words of Witch 1, this take on a classic Shakespeare play revels in the glory of sinister acts.

It is after school in early November where the clouds cover the sun, creating a dampened overcast sky. The cool blue grey ambiance passes through the broken concrete structure and chainlink fence that encapsulates the group of naive teenagers. The autumn wind shifts, causing leaves to scatter about the broken terrain and the faded earl grey shadows to stretch from the overgrown weeds that creep through the cracks in the earth. Three school girls enter under the cover of the overcast late afternoon sky. Their need for control creates a desperation that propels rays of straw sunlight to break past the crumbling structures, revealing an area for them to rehearse.

Darkness is setting in as the sun begins to trade places with the moon behind the cloudy sky, stretching the shadows of the towering structures over the abandoned lot. The sweeping of Fleance and Bangquo's cream colored flashlights reveal the crumbling, overgrown environment around them. Beneath the pale sterling silver moonlight, Banquo finds Macbeth awake and delivers him a gift from Duncan before leaving. In the corner of Macbeth's eyes is a small dagger that gleams under the moonlight. His conflicted and anxious mindset casts him in a similar steel grey light as the dagger, emphasizing the sign that the dagger brings. Gathering the courage to kill, Macbeth chases Duncan, shrouded by the cover of the charcoal grey shadows that stretch past the chain link fence and trees scattered about the lot. As the chase ensues, a crack of lightning strikes in the distance, foreshadowing what's to come.

With the strike of electric white lightning followed by a thunderous rumble, slate grey rain breaks through the clouds and falls onto the rundown lot. The three Witches emerge under the dark stormy sky, illuminated by the flashes of light that scatter within the cumulonimbus clouds above. The residual glow of the embers from the fire they've created causes flecks of crimson, gold, and rust to dance across the sinister faces as they begin to make their potion. Macbeth disturbs the thunderstorm as she enters through the dancing shadows of the chanting Witches. The summoning of each apparition, as an attempt to warn Macbeth, is accompanied by a haze of frosted, ghostly grey. The entrance and exit of each apparition causes lightning to escape the rumbling clouds and slash through the air, highlighting the crumbling concrete walls and cold, metal chain link fence, creating a disturbed and haunted atmosphere as both Macbeth and the Witches become more and more mentally unstable.

In a world of grey, this version of Macbeth reveals the deadly consequences that the need for power brings. Led by the persuasive dialogue of Witch 1, it is revealed the lengths people will go through, whether in the 11th century or present day and despite age, to obtain the control they crave.



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