



She Kills Monsters

By: Qui Nguyen

Rehearsal Report #34

Date: 11/25/18

Location: Strayer Wood Theatre

Director: Matthew Weedman

Stage Manager: Maddie Grissom



<p>Today's Rehearsal:</p> <p>9:35a Presets 10:35a Fight Call (Scenes 11 - Tiamat) 11:05a Cont. Tech 12:10p Break (10) 12:20p Cont. Tech 1:31p Break (7) 1:38p Finish Tech! 2:45p Announcements / Dismissal 2:50p FOOD BREAK 5:00p Pre-Show Tracks 6:45p Special Concerns 7:28p BREAK / Set for Top of Show 7:40p Start Dress Top of Show 8:27p BREAK (10) 8:37p Continue Dress 10:04p End of Dress - Cast and Crew Dismissed 10:19p Production Meeting 10:55p END OF NIGHT</p>	<p>Injury/Illness:</p> <p>Maycie's eye was hit with her mask in the Monster Melee. Collin hit his head Mikayla was given Tylenol for her knee. James was given Tylenol for his head. Becca hit her shoulder on the stairs.</p> <hr/> <p>Next Rehearsal:</p> <p>November 26th</p> <p>7:00p Special Concerns 7:30p Cont. Tech</p> <p>Please refer to the 11/26 Tech Schedule attached in the [SKM] Rehearsal Report #34 for more details.</p>
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<p>General/Upcoming Deadlines:</p> <ol style="list-style-type: none"> Another exhausting day of tech is in the books! The show is looking amazing and all of the elements are coming together splendidly. We're looking forward to tomorrow for our second to last rehearsal! Maddie will be moving up to her booth tomorrow for Rehearsal. We will be having an invited audience Tuesday, November 27th for our Final Dress. Opening Night is WEDNESDAY! <hr/> <p>Scenery/Paint:</p> <ol style="list-style-type: none"> The masking in the Mez is scheduled to hopefully be put in tomorrow. The USR door was ripped from the door closing on the waggon. The fog inside the center chamber is too loud. We would like to flow in less for longer. Ron will be putting a fan in the center door area to help the fog blow out quicker. Safety Rails are scheduled to be taken out tomorrow. After this, no one is allowed in the first row of the audience and stairs to the stage will be taken out. Mark will be adding a border along the mats so they do not look like puzzle pieces. <hr/> <p>Properties:</p> <ol style="list-style-type: none"> None - Thank you! <hr/> <p>Costumes/Hair/Makeup:</p> <ol style="list-style-type: none"> The Faerie wings were "floppy". Amy has ideas on how to make the wings stay up. Lilith's hair was funky tonight. H&M will be playing with it to find the best way to quickly attached and remove while also making her look good. The Crew will be reworking the dressing area in the Shop. Agnes will NOT be exiting through the Mez in scene 6. This will hopefully help with the quick change. We would like to rethink Agnes' hair. The buns her hair is in make her look younger than 	<p>Attendance</p> <p>Full Company</p> <p>Late Morning: Austen Hope Lizzie - 1 hour Twitch</p> <p>Late Afternoon: Cinthia Lizzie</p>
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she is and tend to get messy by the end of he show. We would like to look at putting her hair more up and back and sleaken the look.

6. Tilly's wig is too full and is hiding her face. Could we thin out her wig?
7. Tilly's headpiece is very tall. Could this be smaller?
8. We are concerned Kaliope's makeup will be too intricate for her quick changes. We want to look at this specifically tomorrow.

Lights/Electrics:

1. Eric will email Maddie with cue updates.
2. The Succubi Dance still needs to be finished.
3. The false proscenium is going in tomorrow. Lights will be illuminating this new feature.
4. The lights to the torches are flickering. We would like them to not flicker. Thank you!
5. We will need to turn the Blues on in the Mez.
6. The fog inside the center chamber is too loud. We would like to flow in less for longer.

Audio/Music:

1. CUT the practical inside the TV.
2. We want to make the mics inside the Bugbears ones that can clip on to the actor's costume.
 - a. We will also communicate with actors to make sound during this fight.

Weapons:

1. None - Thank you!

Puppets:

1. Paul's long spear will now be 2 shorter spears.

Projections:

1. We will look at the blocking of Marjorie and Mikayla during the Monster Melee so that they know to come down to the stairs and not block the projections.
2. We will go over with Chuck when he needs to be Center Stage to not block the projections.
3. The Swords are making the projectors not work?
 - a. All explanations are welcome.