

WHITE LIGHTNING

Scenery Presentation



THEMES: DANGER AND ECONOMIC REALITY

- Avoid nostalgia
- Show the economic and cultural factors that created this situation

THEMES: FREEDOM

- Possibilities just out of reach for Avery.
- Living within the cultural structure versus breaking out of it versus manipulating it for your own success.

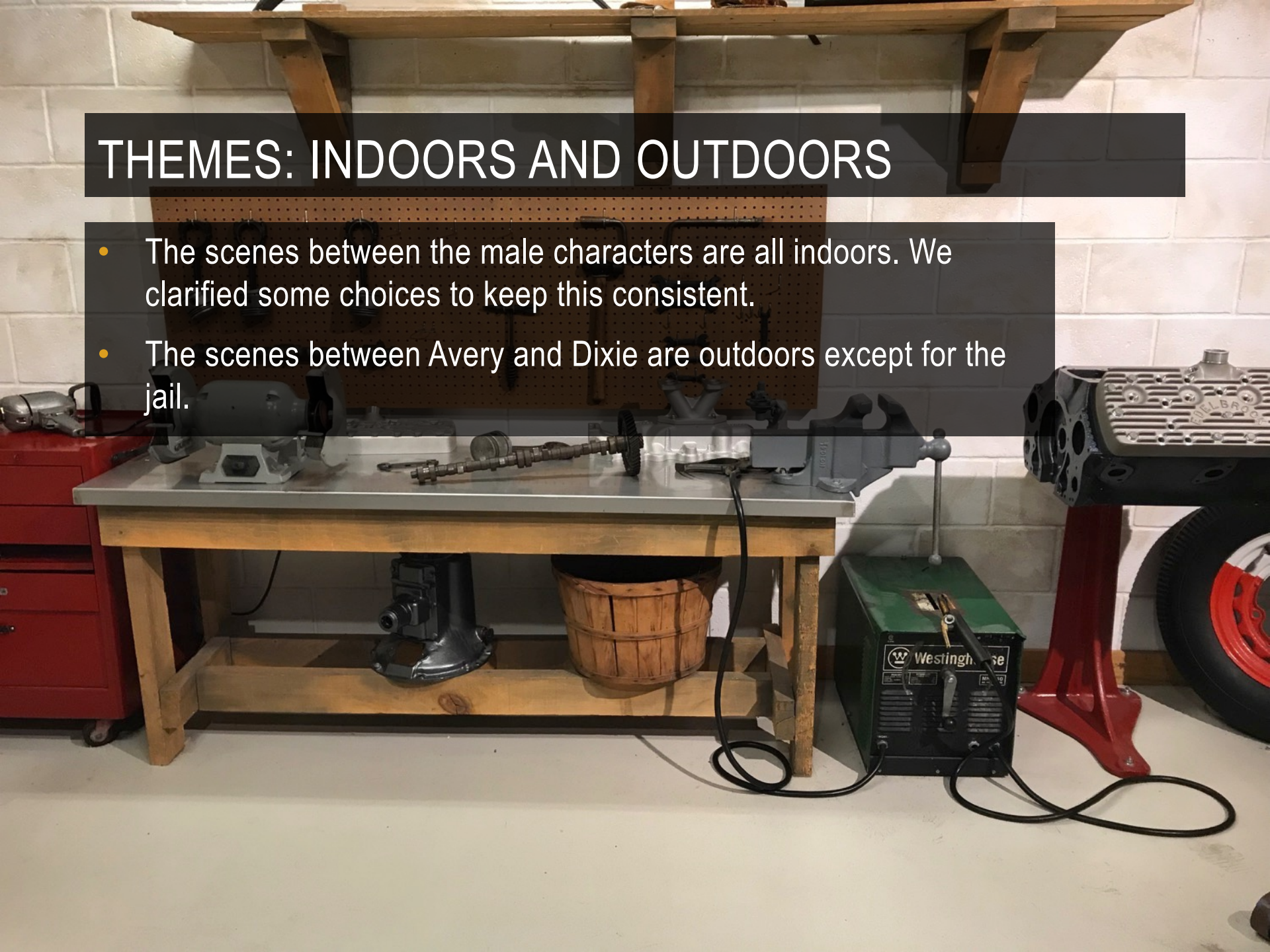
THEMES: THE CAR IS FREEDOM

- We want the feeling of moving fast.
- We decided to abstract the car so that we focus on how it feels rather than the period details or reality of the situation.
- We're not putting signs on the car or muddying it up.



THEMES: INDOORS AND OUTDOORS

- The scenes between the male characters are all indoors. We clarified some choices to keep this consistent.
- The scenes between Avery and Dixie are outdoors except for the jail.



THEMES: MOONSHINE CULTURE



THEMES: RACING



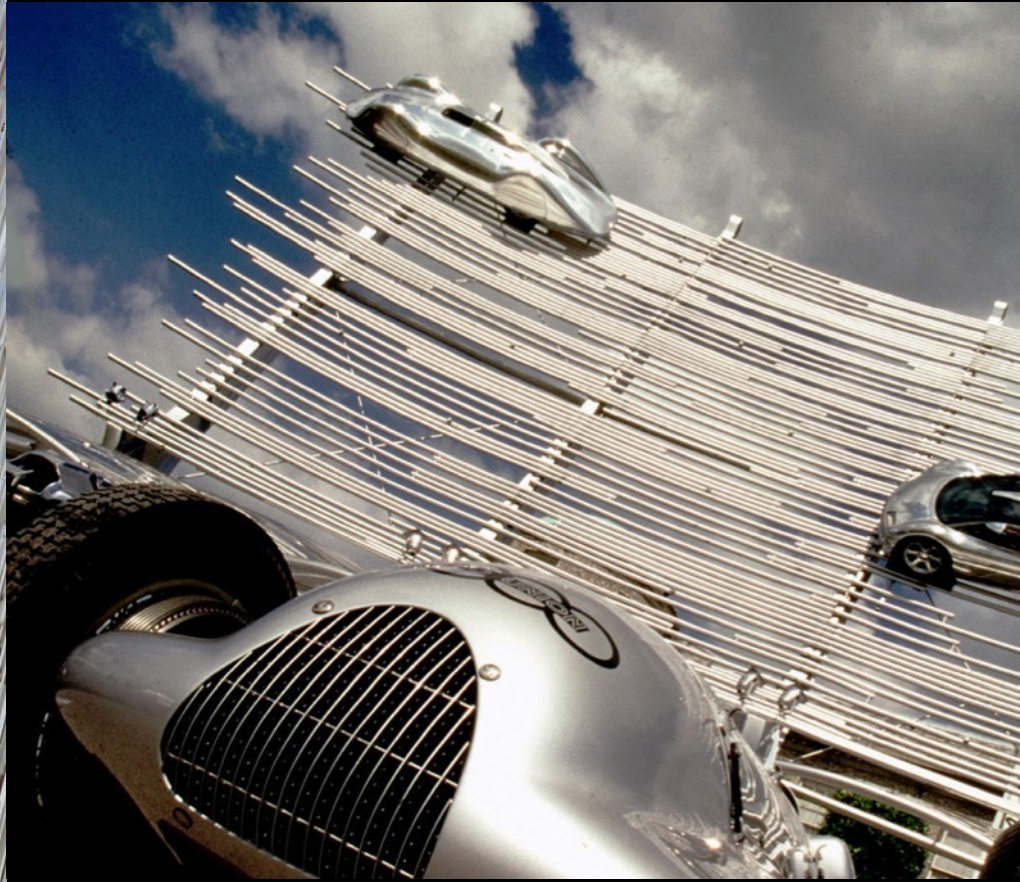
THE CAR: 1939 FORD COUPE



THE CAR: SCULPTURAL IDEAS



SCENIC IDEAS



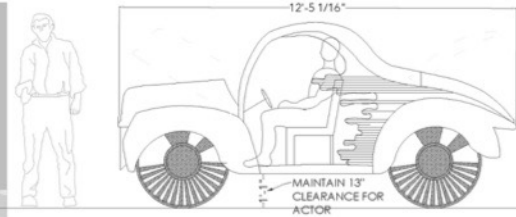
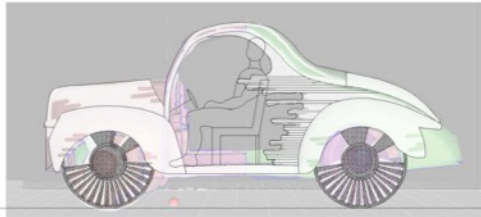
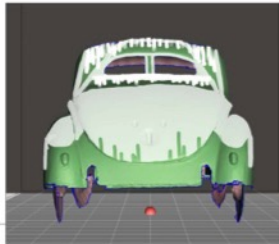
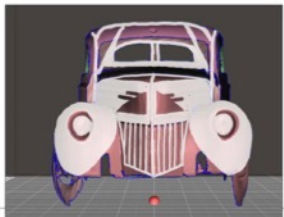
THE CAR



KEY RESEARCH IMAGE
THE BODY PANELS OF THE CAR, NOTED IN WHITE BELOW,
SHOULD BE FACED WITH THIS TYPE OF MATERIAL. PRESERVE
SEE-THROUGH LOOK.

NOTE: WHITE AREAS OF DRAWINGS ARE PRESERVED. GREEN
AND PINK AREAS ARE CUT AWAY.

1'-0" OF THE REAL SIZE CAR
IS CUT OUT AT EACH LINE

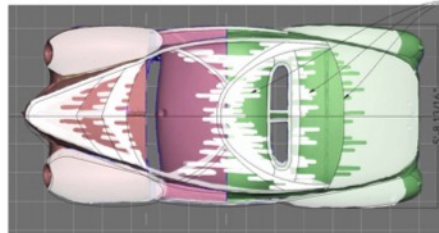


CAR
BUILD ONE. SCALE 1/2" = 1'-0"

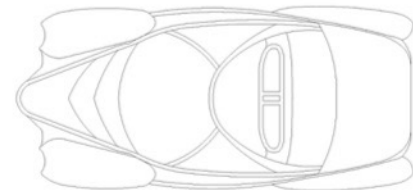
NOTE:
--CAR SUPPORTED BY TRACKING
SYSTEM.
--CAR WINCHED UP THE WALL AS
SHOWN IN SECTION.
--CAR SPINS AT LEAST 180 DEGREES.
--HOOD MUST OPEN. TRUNK MUST OPEN
WITH STORAGE. 2 PEOPLE SIT INSIDE.
--PERSON MUST FIT UNDER CAR
--DISCUSS SPEAKERS OR LIGHTS WITH
OTHER DEPARTMENTS



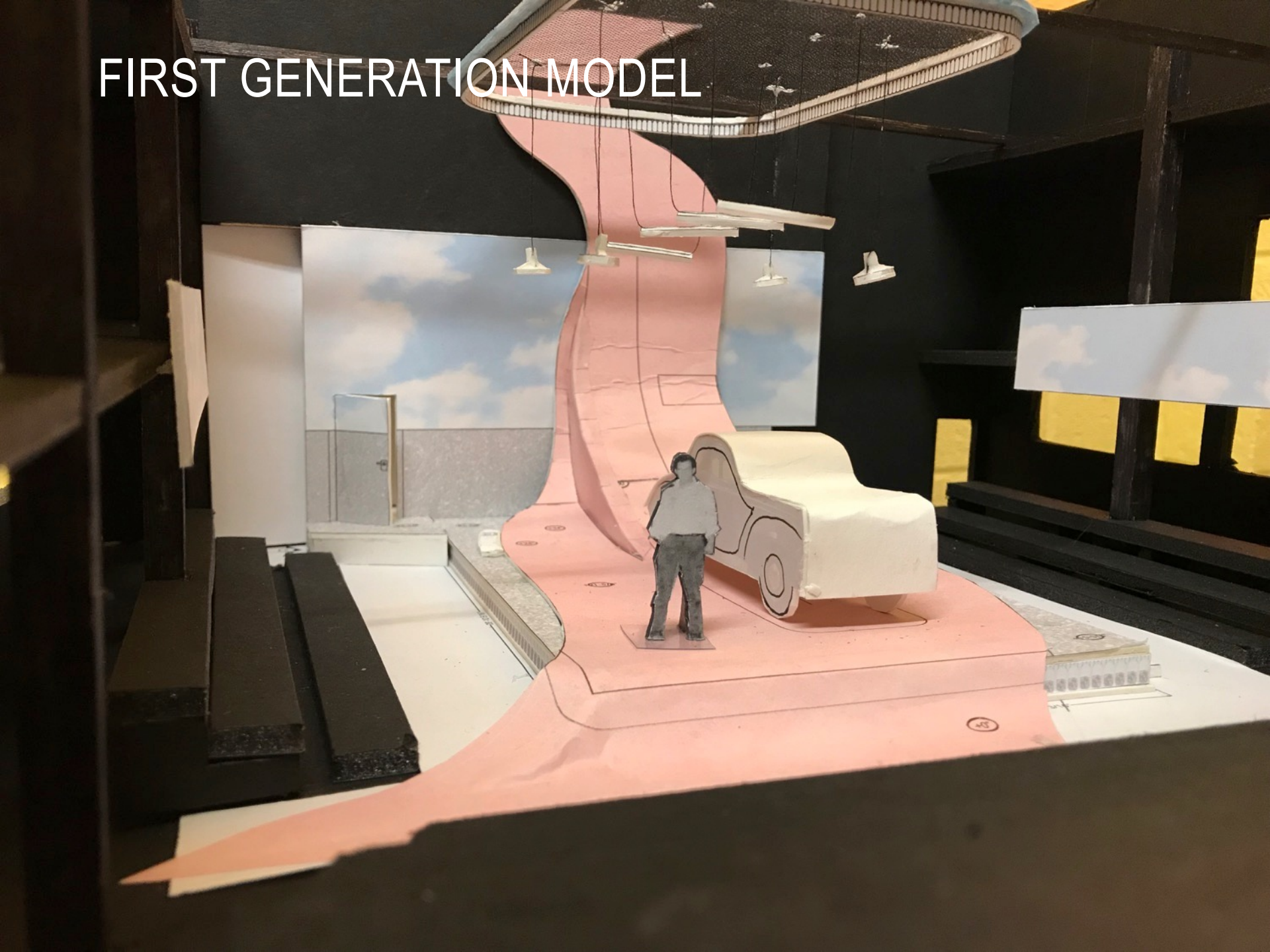
WHEEL DETAIL.
WHEELS DO NOT NEED TO SPIN. DISCUSS IF MORE MASKING
OR THICKNESS IS NEEDED TO MASK SUPPORTIVE CASTERS.



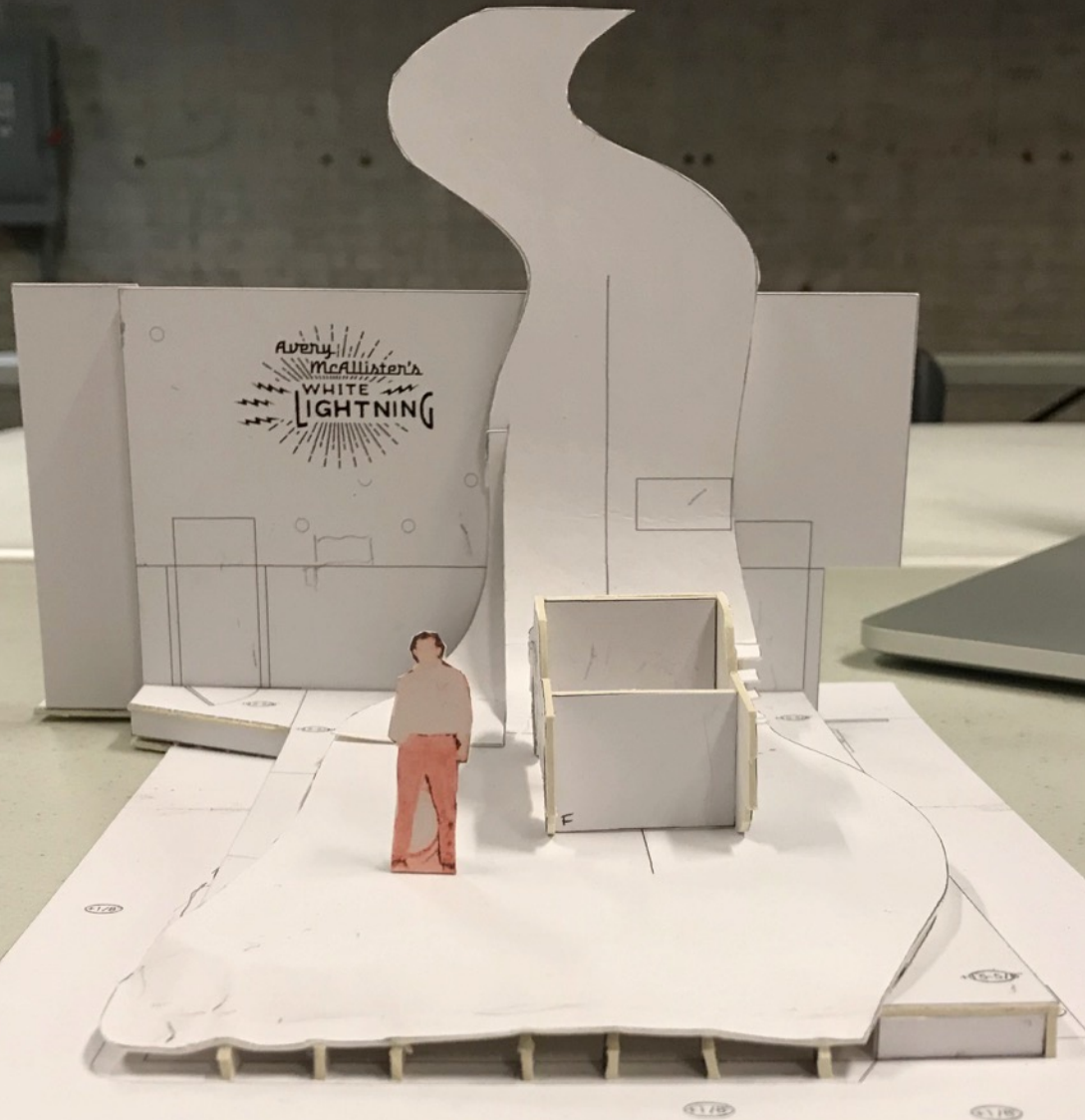
BREAK EDGES WITH POSITIVE OR NEGATIVE
SPACE "STRIPES" AS SHOWN IN WHITE



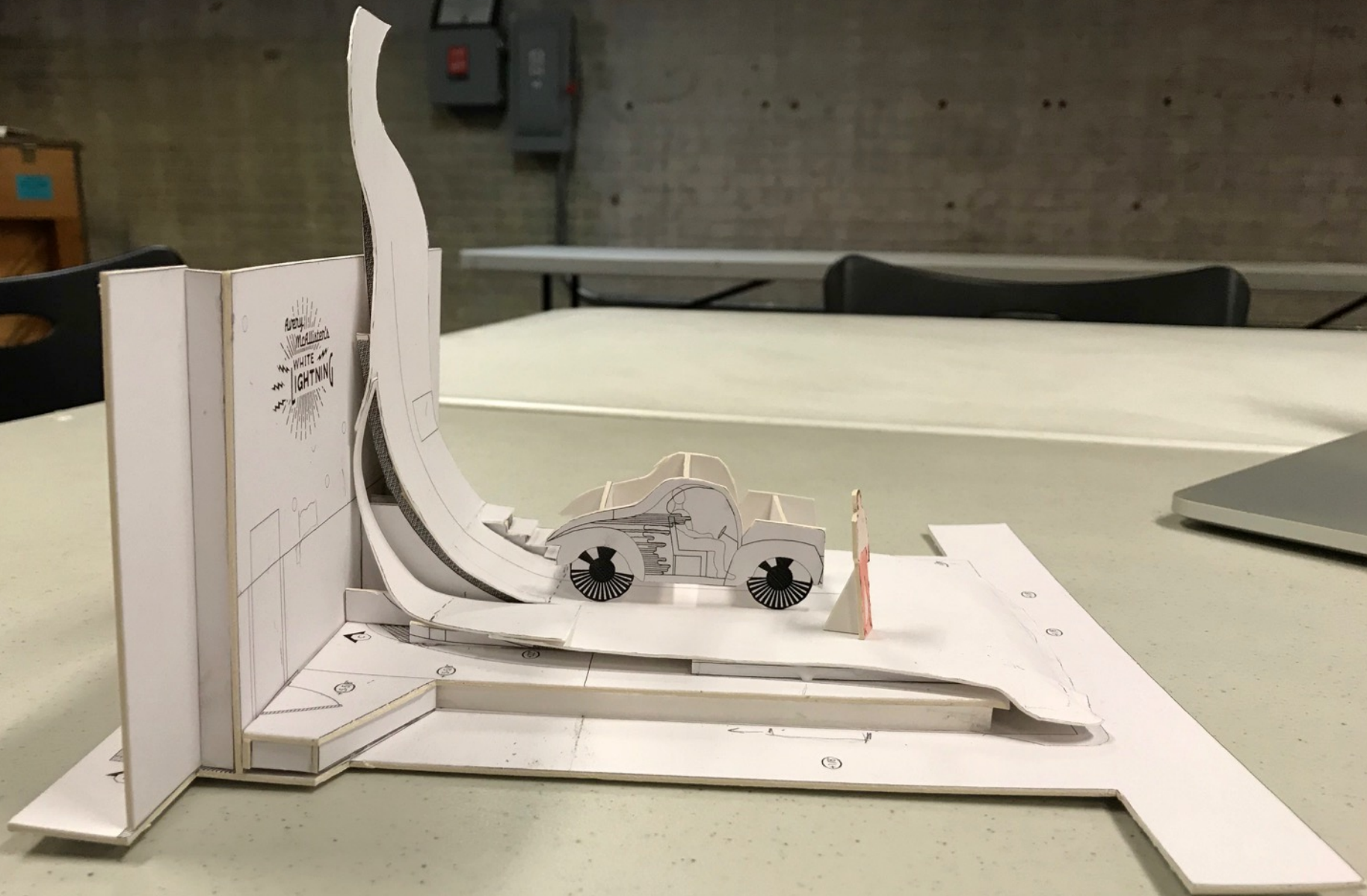
FIRST GENERATION MODEL



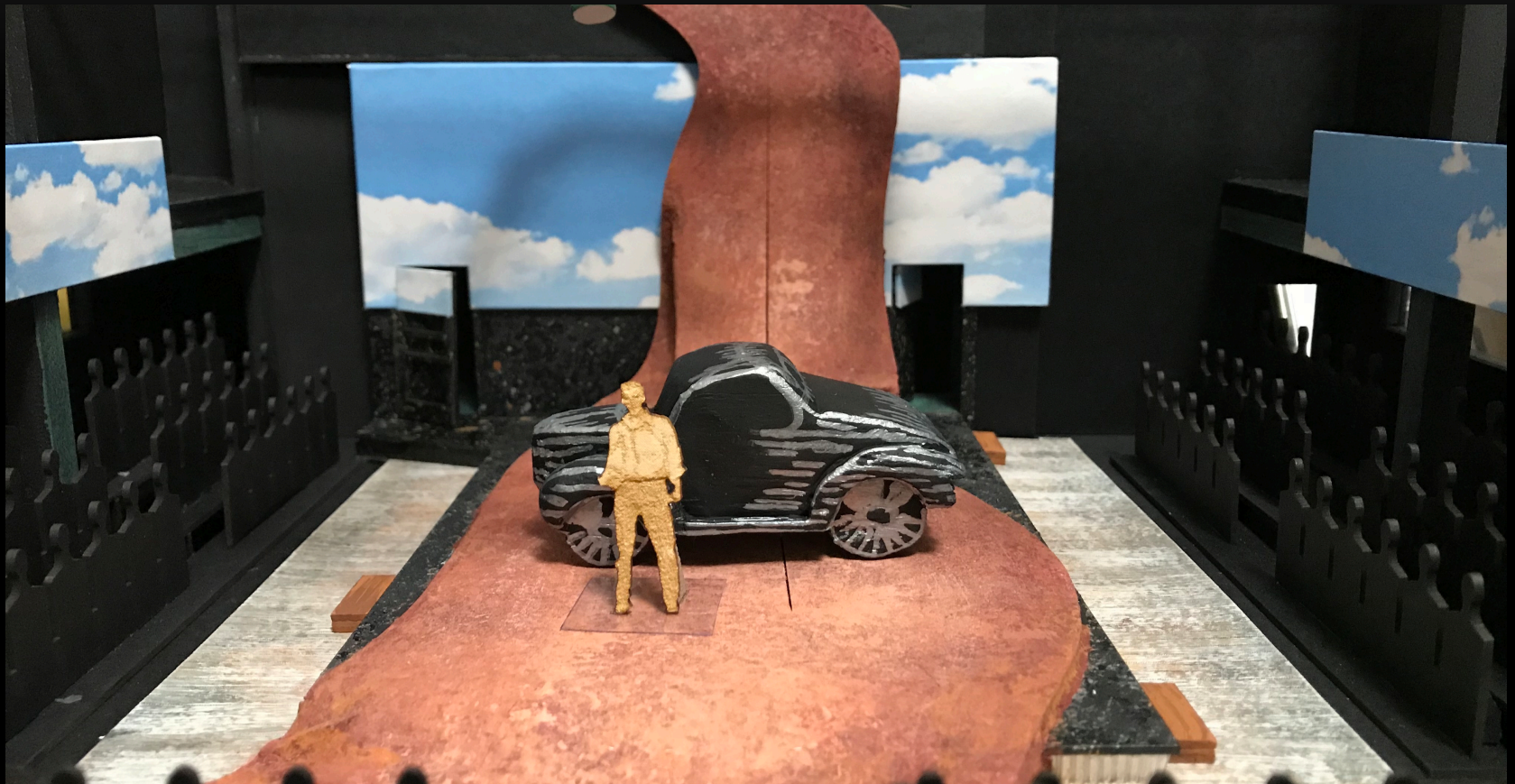
ROUGH APPROVED MODEL



ROUGH APPROVED MODEL



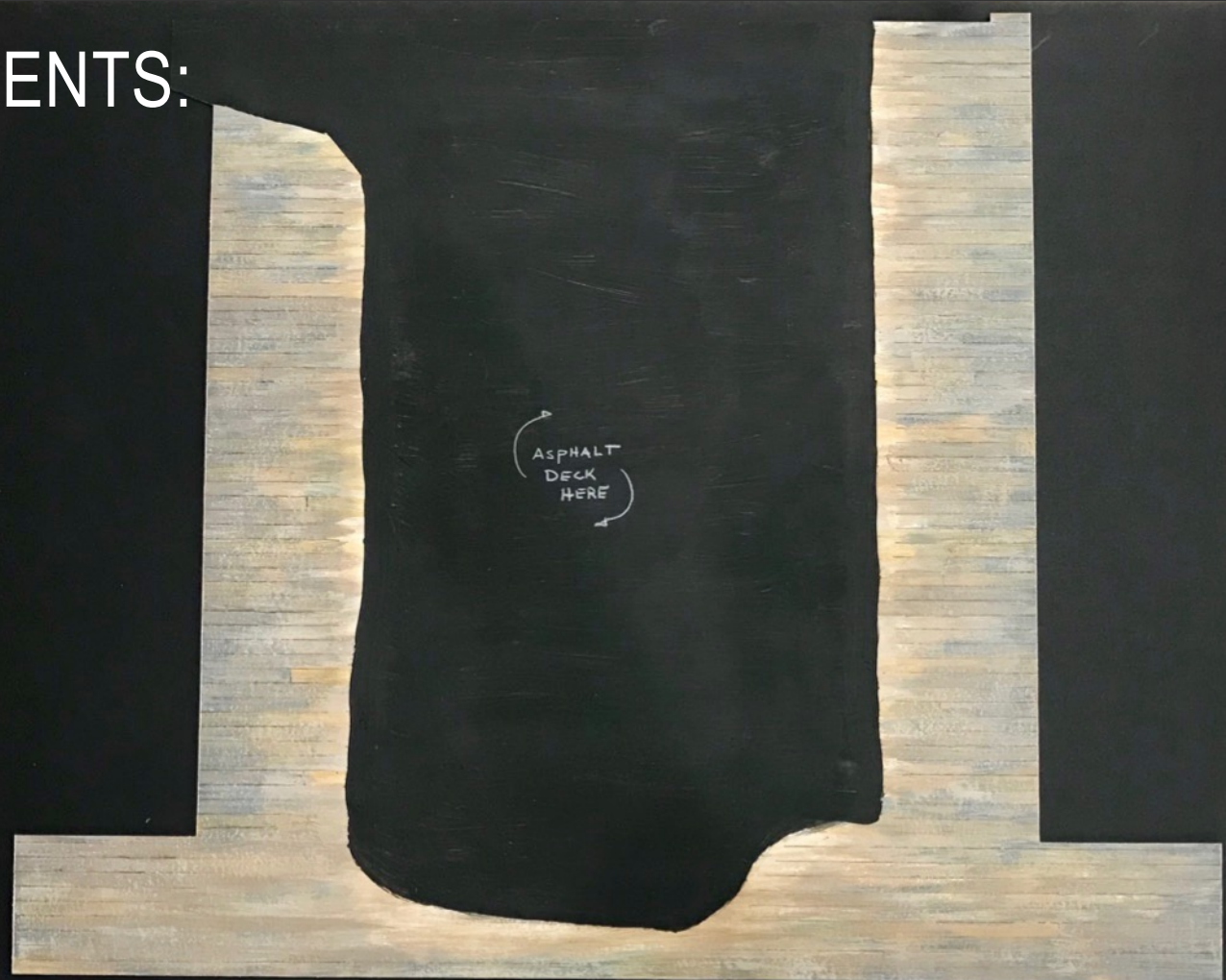
FINAL MODEL



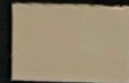
SURPRISES

- The car begins the play winched up on the road and comes down after the Prologue. It goes up again during the crash at the end of Act I.
 - There is a fold down workbench for Mutt.
 - The hanging unit above has a row of mason jars with lights in them for chase sequences during the transitions.
 - The asphalt deck appears to be sitting on an infinite stash of mason jars filled with coins. These light up, too!
 - At the end of the play, we see Avery's new logo shining through the upstage wall.
-

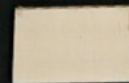
PAINT TREATMENTS:



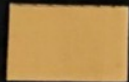
RESEARCH



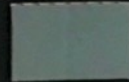
TONING



TEXTURE



WARM BASE



COOL BASE

CABIN FLOOR

SCALE
1/2" = 1'-0"

OPENING DATE
FEBRUARY 2019

SCENIC DESIGN BY
NATALIE TAYLOR HART

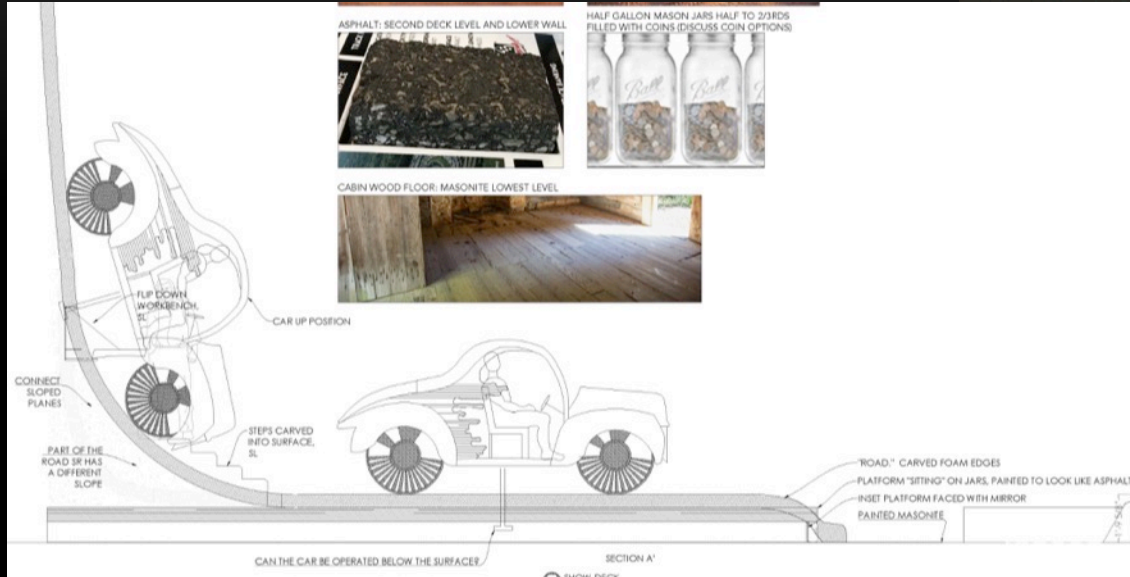
3511 LONGVIEW DR
BURLINGTON, NC 27215
917.684.1747
natate@natalietaylorhart.com

TRIAD STAGE



DIRECTED BY
SARAH HANKINS

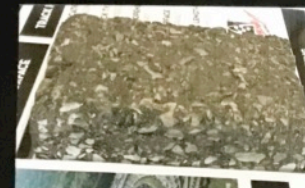
PAINT TREATMENTS



FLAT TEXTURE • MATTE & GLOSS SHEENS



SPATTER COLORS



RESEARCH

TRIAD STAGE

ASPHALT DECK

SCALE
1/2" = 1'-0"

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PAINT TREATMENTS



SR
DOOR

SL
DOOR

UPSTAGE UNIT

SCALE
1/2" = 1'-0"

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TRIAD STAGE



DIRECTED BY
SARAH HANKINS

NTH

STAGE LEFT



STAGE RIGHT



SKY PANELS

SCALE
1/2" = 1'-0"

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TRIAD STAGE



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PAINT TREATMENTS



RED DIRT ROAD

SCALE
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TRIAD STAGE



DIRECTED BY
SARAH HANKINS

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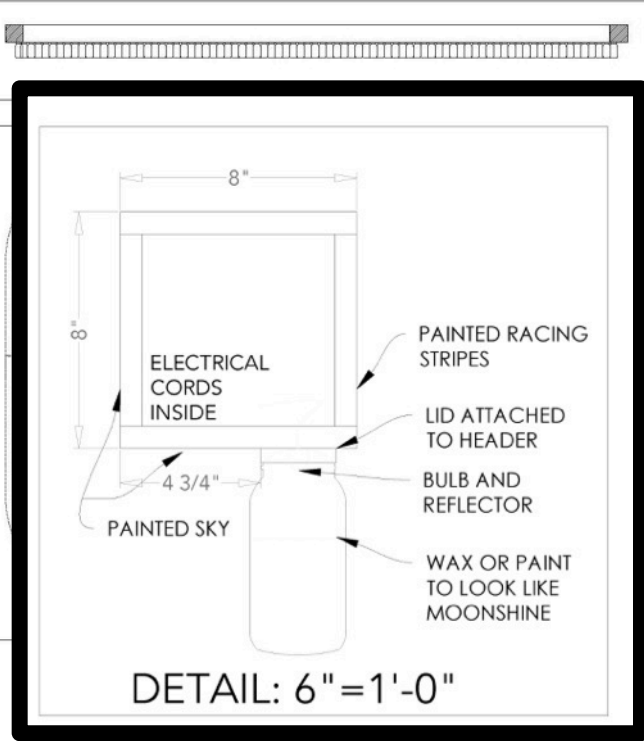
PAINT TREATMENTS



PAINT TREATMENTS

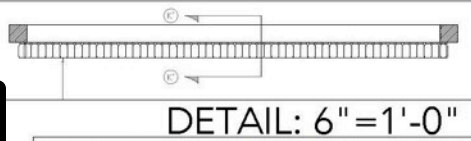
PAINT TREATMENTS

HANGING UNIT PAINT TREATMENT
 WHITE LIGHTNING
 01.01.2019



DETAIL: 6" = 1'-0"

DETAIL: 1/2" = 1'-0"



PAINT TREATMENT FOR HEADER:
 TOP FACE: BLACK; OUTSIDE FACE AND UNDERSIDE: SKY AND CLOUDS
 INSIDE FACE PER THIS ELEVATION:
 STRAIGHT SIDES: DOUBLE YELLOW LINE OVER ASPHALT. ASPHALT DOESN'T NEED TO BE AS DETAILED AS ON THE DECK. DO PRESERVE THE WEAR AND BREAKUP TO THE YELLOW LINES. END THE YELLOW LINES BY CROSSING WITH THE WORN WHITE LINE.
 INSIDE OF THE CURVES: SKEWED CHECKERBOARD AS BELOW. PRESERVE WEAR AND BREAKUP.
 COLORS: YELLOW-MATCH TO YOUR PAINT STICK HANDLE. BLACK-MATCH TO DECK ASPHALT. WHITE--MATCH TO SQUARE NOTED BELOW. CREATE RANGE OF SHADES AS NEEDED FOR BREAKUP.



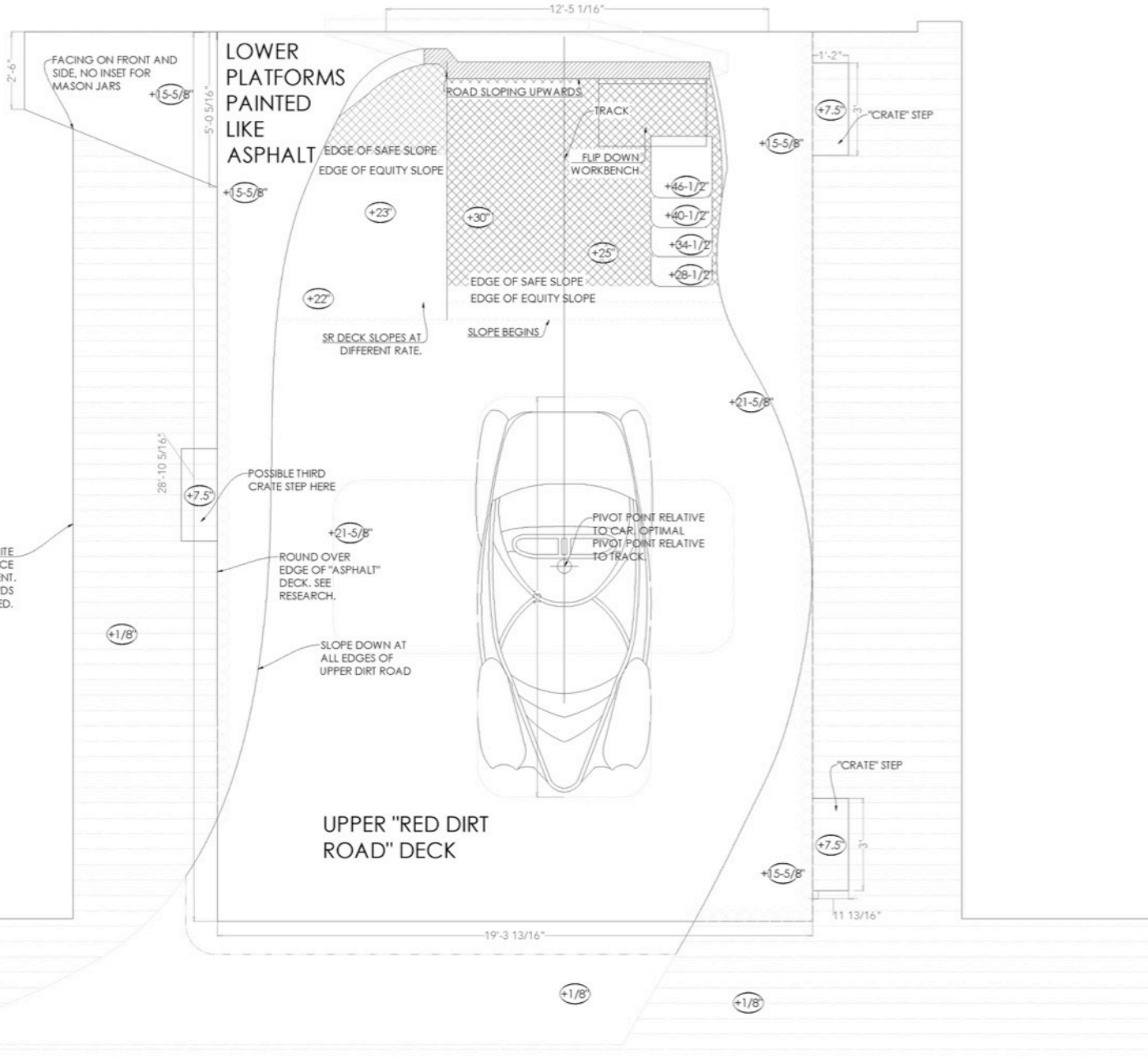
DETAIL: 6" = 1'-0"

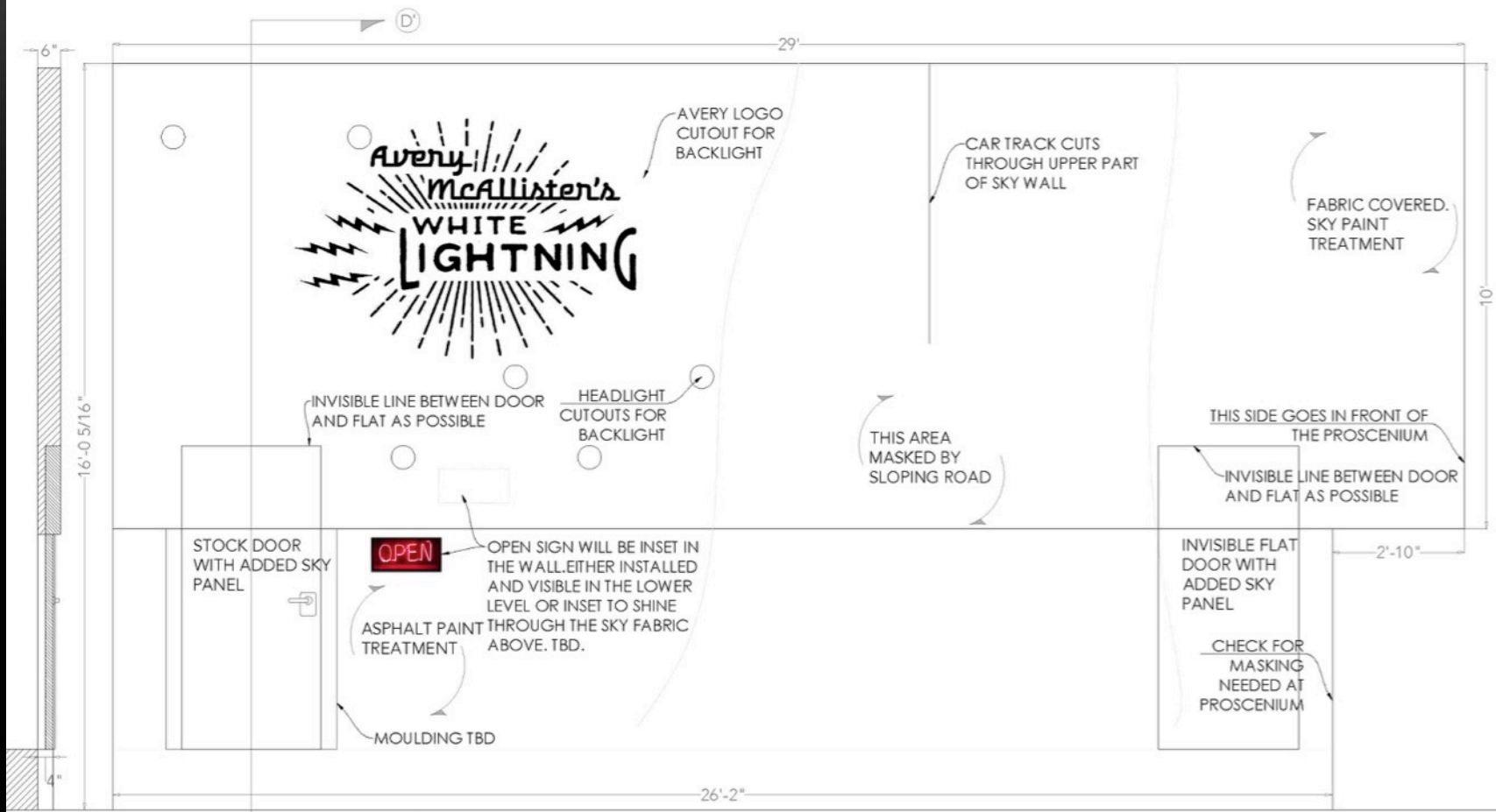


SCALE 1/2" = 1'-0"

UNDER DECK 1/3 to 2/3 FULL OF COINS.
JAR LEVEL PLATFORM WITH MIRROR TO LOOK LIKE INFINITY
DEVELOPMENT.
TRAVEL BACKWARDS UP THE WALL TO HIGH POSITION.
ROTATE 360 DEGREES. DISCUSS MECHANICS/ LOCKING IN
OPEN LATCH/OPENING MECHANISM FOR WORKBENCH.
MEASUREMENTS AS NEEDED.

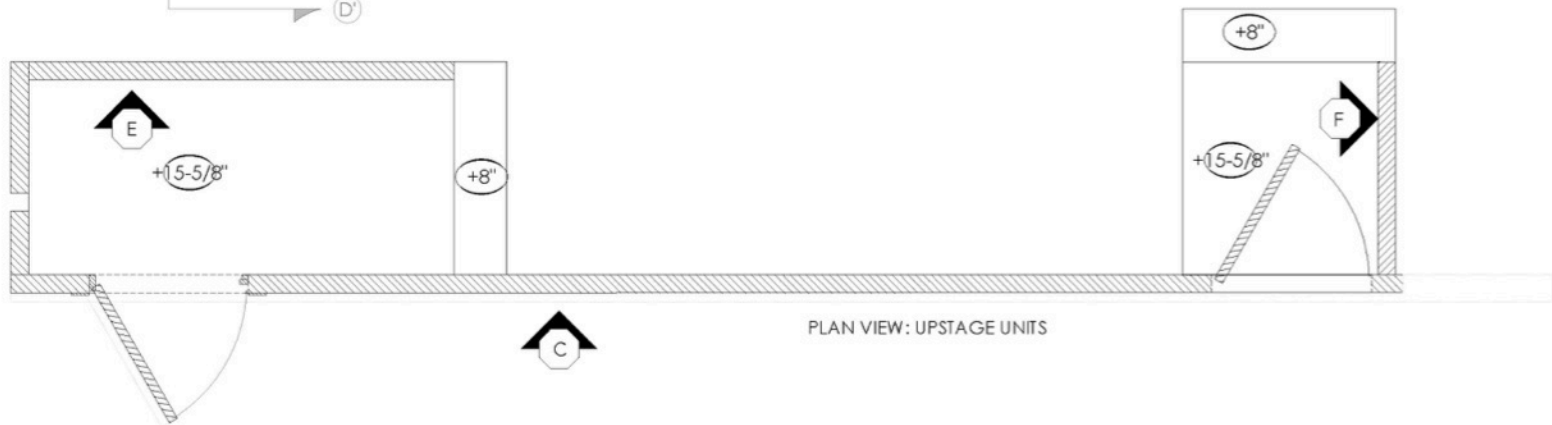
EXTEND MASONITE
BOARDS TO AUDIENCE
FOR PAINT TREATMENT.
MAKE CUTS IN BOARDS
AS NEEDED.





WALL AND
L
2' = 1'-0"

CHANGE.
GOS ARE
ORM WITH
DISCUSS
ER.
COVERED.
TECTURE.



PLAN VIEW: UPSTAGE UNITS

THANK YOU!

I'M LOOKING FORWARD TO WORKING WITH YOU ALL!

