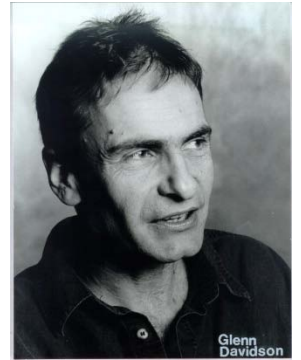


NOTES FROM THE SET AND LIGHTING DESIGNER – Glen Davidson

In creating the world of this play, the director and I chose to use the materials found in the modern world combined with shapes found in the traditional native world. The main characters of the play are living on the fringe of a society where many of the structures are made of metal and concrete, while their heritage lies in structures that were made of wood, bark, and animal skins. I have tried to echo the shapes of the teepee, and of the prow of the canoe and the longhouse, while combining these with a kind of modern scrap yard jungle gym. In practical terms, this allows the actors to climb on, through, and around the structure and allows the many scenes and locations of the play to occur within one world, without elaborate scene changes. Transitions are made simply using the performers' – and the audiences' – imaginations.



The paint treatment is meant to enhance the magical element of the play, using iridescent metallic colours which can represent natural as well as mystical places. As the play is performed frequently without stage lighting, it was important to me to use reflective paint which will have sheen and sparkle under different lighting conditions.

The Spirit Horse itself will be represented in many different ways. Frequently the performers will use just their bodies and imaginations to find many ways of representing the horse through their positions upon the structure. Props will be extremely simple and in some cases completely imaginary.

When I entered into discussion with the director Greg Banks about designing this play, he was most interested in providing many different ways the set could be climbed upon, stood upon and interacted with that would encourage a high level of imagination on the part of the audience. When children play, they frequently transform the most ordinary and unlikely objects and shapes into their own magical world. We have attempted to embrace that idea with the set for *Spirit Horse*.