

The Drowsy Chaperone

Lighting Design: Diego Caso

Director: Alison Dimino

Scenic Design: Ethan Roth

Sound Design: Steve Johnson and Landon Gerrol

Costume Design: Riley Houser, Julianna Lugo, and Louell White

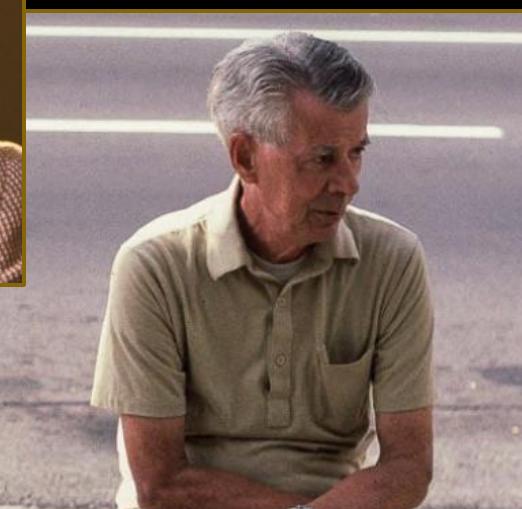


Scene 5 Research Image

Scene 5 Janet's Bridal Suite



Song 2 Research Image



Song 2 "Fancy Dress"

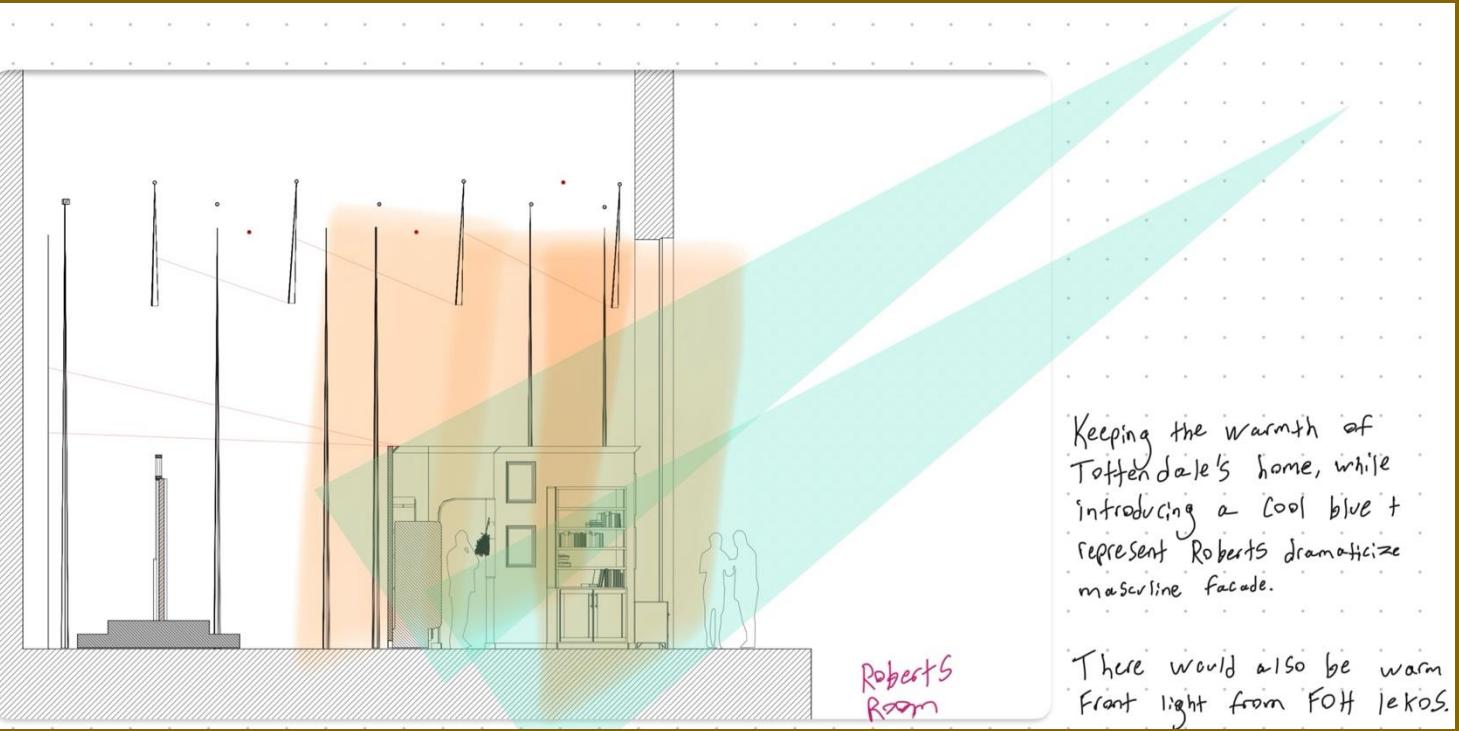




Scene 2 Robert's Room



Moments of intense saturation allowed me to convey emotions, setting, and time of day through color, allowing the unit set to be transformed into multiple dynamic locations.

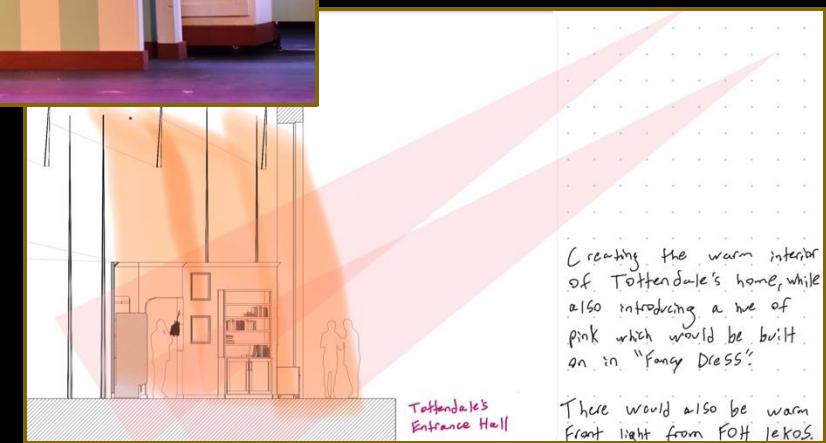


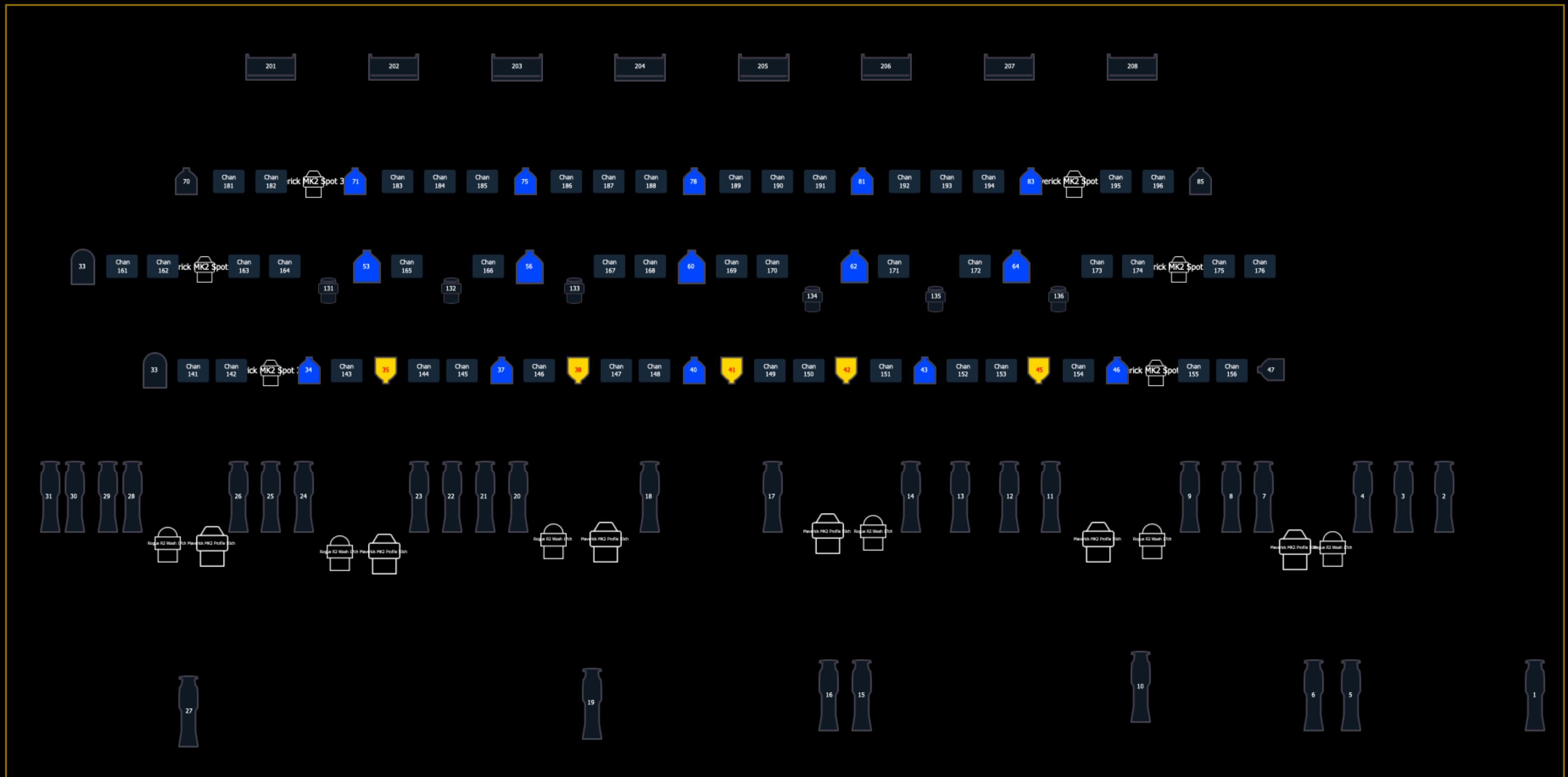
Rendering Scene 2 Robert's Room



Scene 1 Tottendale's Entrance Hall

Rendering Scene 1
Tottendale's
Entrance Hall





A base plot was used for this space. In FOH there was 15 areas of conventional front light, six moving wash lights, and six profiles. Onstage were LED pars for backlight, conventional backlight, three moving spots on each side of the stage for sidelight, six more profiles on the second electric for specials and backlight, and top and bottom cyc lights.

Fame The Musical

Lighting Design: Diego Caso

Director: Jonathan Jackson

Scenic Design: Ethan Roth

Costume Design: Kasandra Kaduru

Sound Design: Collin Tulenson

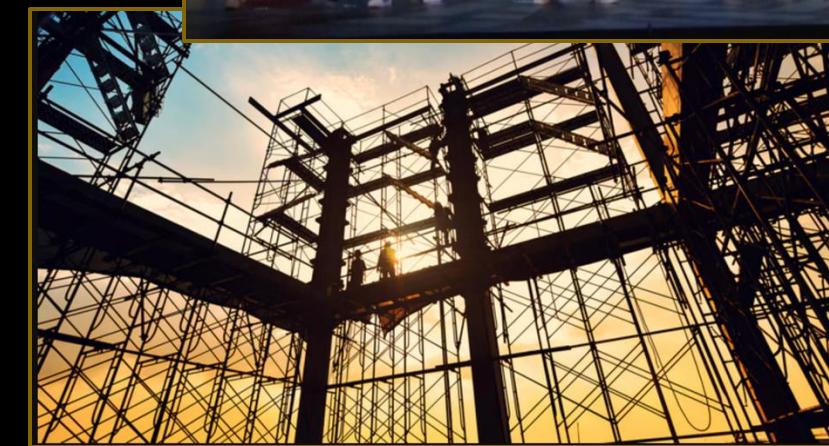


Concept Statement:

Fame is a musical that explores the pitfalls of obsession and the effects overwhelming pressure can have on you and the people around you. Through song and dance, the characters transport the audience into their world of stress and passion. My design enhances this world by using beams of light to highlight the theatricality of the piece. The gobo textures resemble the structural beams of New York high rises and show the fragility of the framework of these character's world.



Song 1 "Hard Work"



Song 1 Research image



Song 1 "Hard Work"



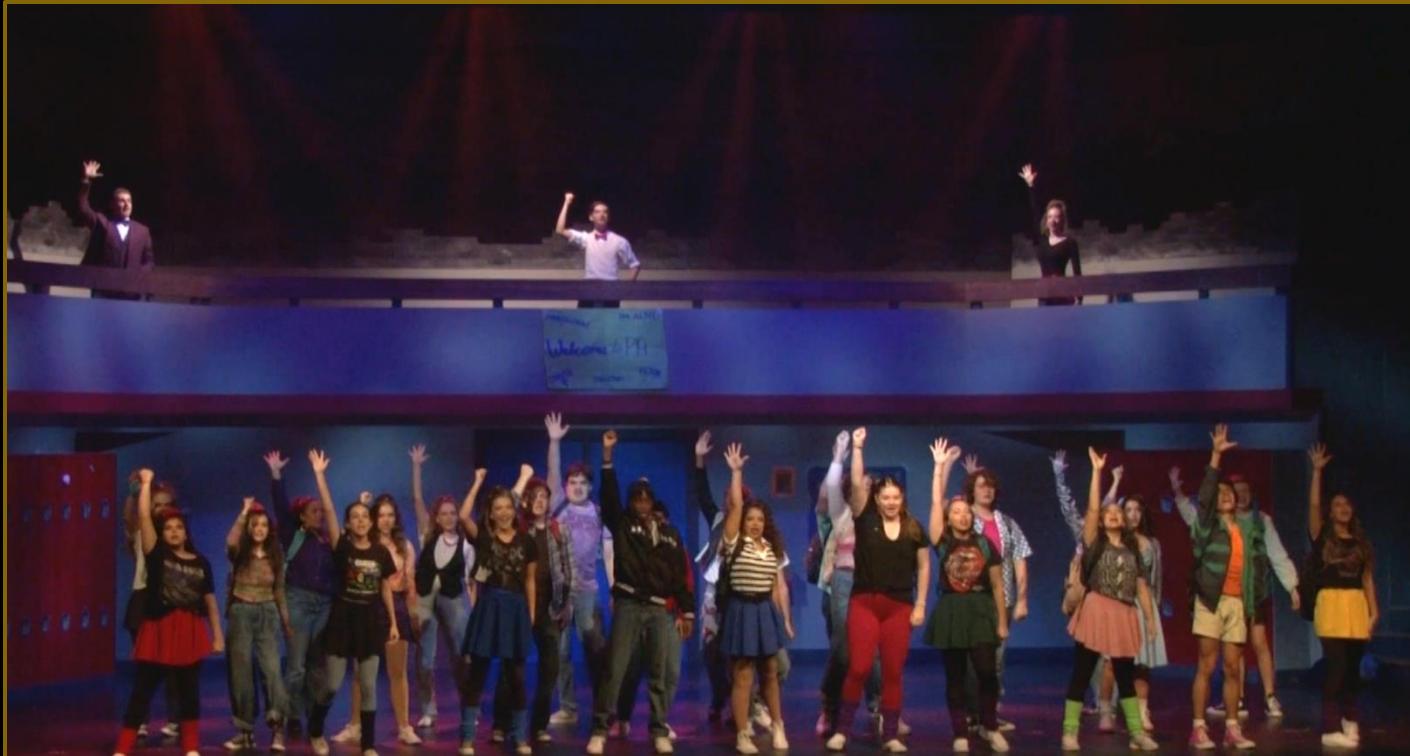
Song 1 “Hard Work”



Song 13 “Dancing on the Sidewalk”



Song 9 “Hard Work (Reprise)”



Song 1 “Hard Work”

Peter and the Starcatcher

Lighting Design: Diego Caso

Director: Jonathan Jackson

Scenic Design: Ethan Roth

Costume Design: Kasandra Kaduru

Sound Design: Collin Tulenson



Act 2 Scene 2
Research Image



Act 2 Scene 2 Jungle

Act 1 Scene 4 Bilge Dungeon



Concept Statement:

Peter and the Starcatcher is a play that explores characters coming of age and learning where their true home is in life. In the Act 1 of the play the characters are lost on an unfamiliar ship, so the lighting reflected this uncertainty by having a much darker and cooler tone, creating a grimy and dull atmosphere. In Act 2, the atmosphere becomes much brighter and opens up to warmer green and amber tones as Peter begins to find his home.



Act 1 Scene 10 The Neverland and The Wasp – Swim On



Act 2 Scene 1 Mountaintop



Act 1 Scene 1 The Neverland – On Deck



Act 1 Scene 5 The Wasp – Captain's Cabin



Act 2 Scene 7 Up The Mountain



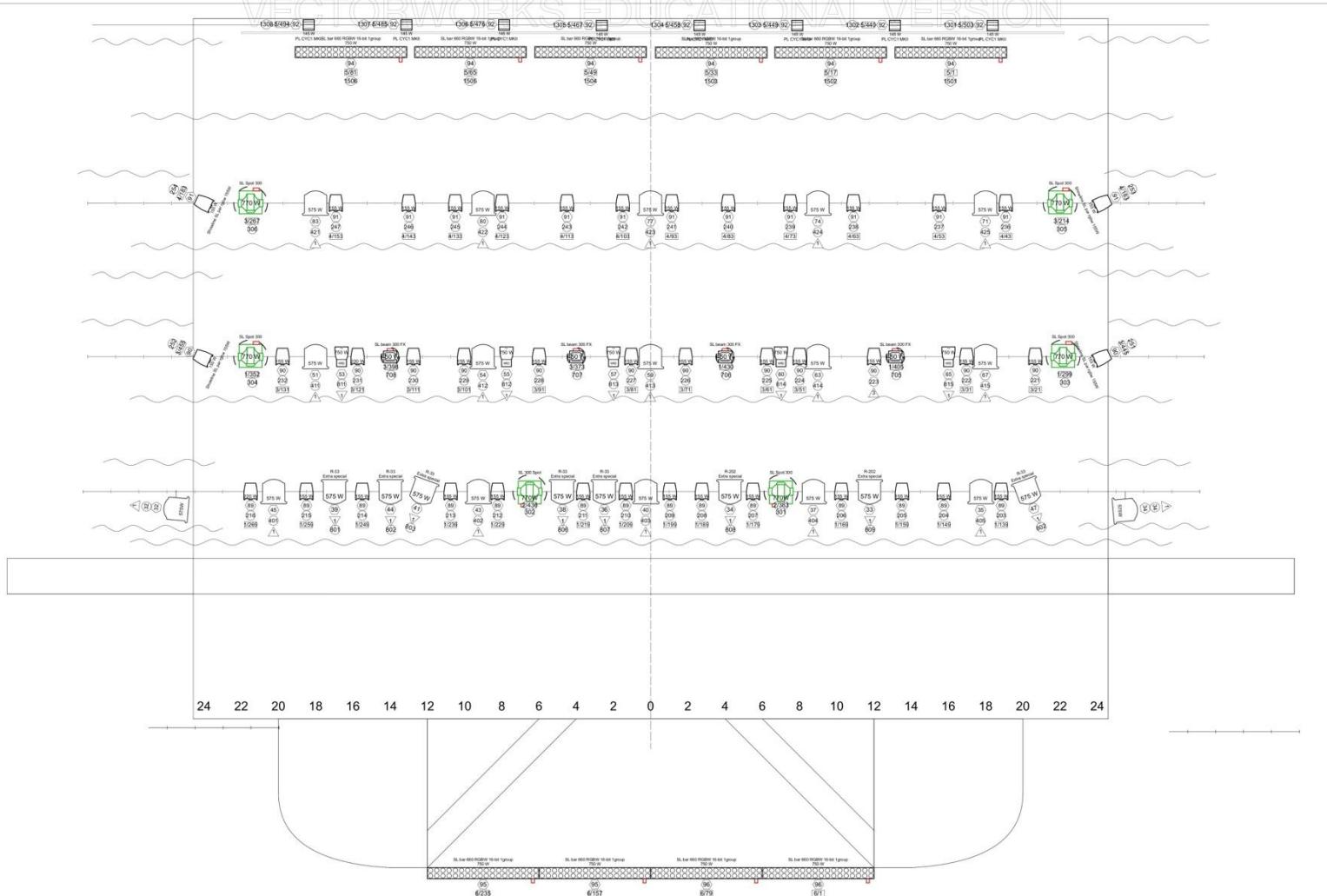
Act 2 Scene 7 Research Image



Act 2 Scene 8 Research Image

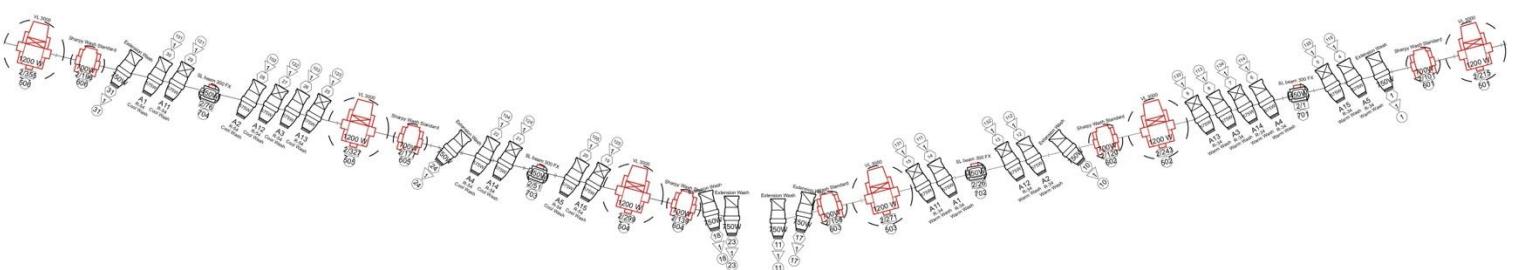


Act 2 Scene 8 Grotto



KEY

Fixtures	Symbols
Philips 575W leko 26 degree	○ Channel Number
Philips 575W leko 19 degree	○ Dimmer
Philips 575W fresnel	□ Universe / Address
Pamel 750W	△ Universe
Showline SL par rgbw 155W	
Sharpy Wash Standard	
VL 3000	
SL Spot 300	
SL Beam 300 FX	
SL bar 660 RGBW 16-bit 1 group	



Peter and the Starcatcher	Date : 1/27/24
	Scale : 1:48
Windermere High School	
Director : Jonathan Jackson	
Designer : Diego Caso	
Revisions :	
OF	
1	

Mary Poppins

Lighting Design: Diego Caso

Director: Jonathan Jackson

Scenic Design: Ethan Roth

Costume Design: Kasandra Kaduru

Sound Design: Collin Tulenson



Act 1 Scene 4 Research image



Act 1 Scene 4 The Park

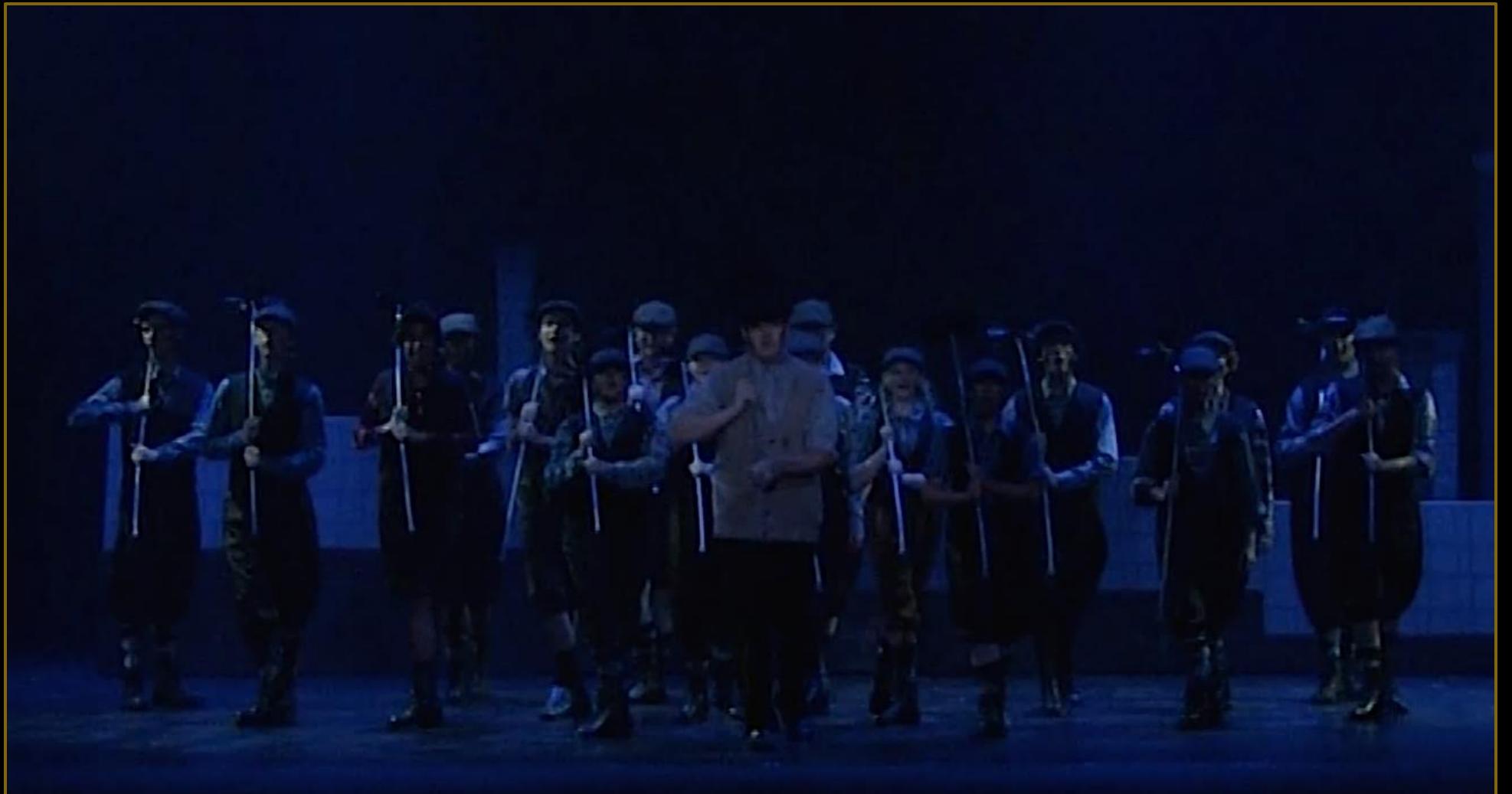
Concept Statement:

Mary Poppins is a musical that explores characters discovering the importance of childhood whimsy and innocence. As the characters moved from location to location, the lighting design worked to create the magical element of the musical through the use of light boxes and colorful images.

Act 1 Scene 1
Research Image



Act 1 Scene 1 Parlor



Scene 1 Street

Song 19 "Step In Time"



Song 12 "Playing the Game"

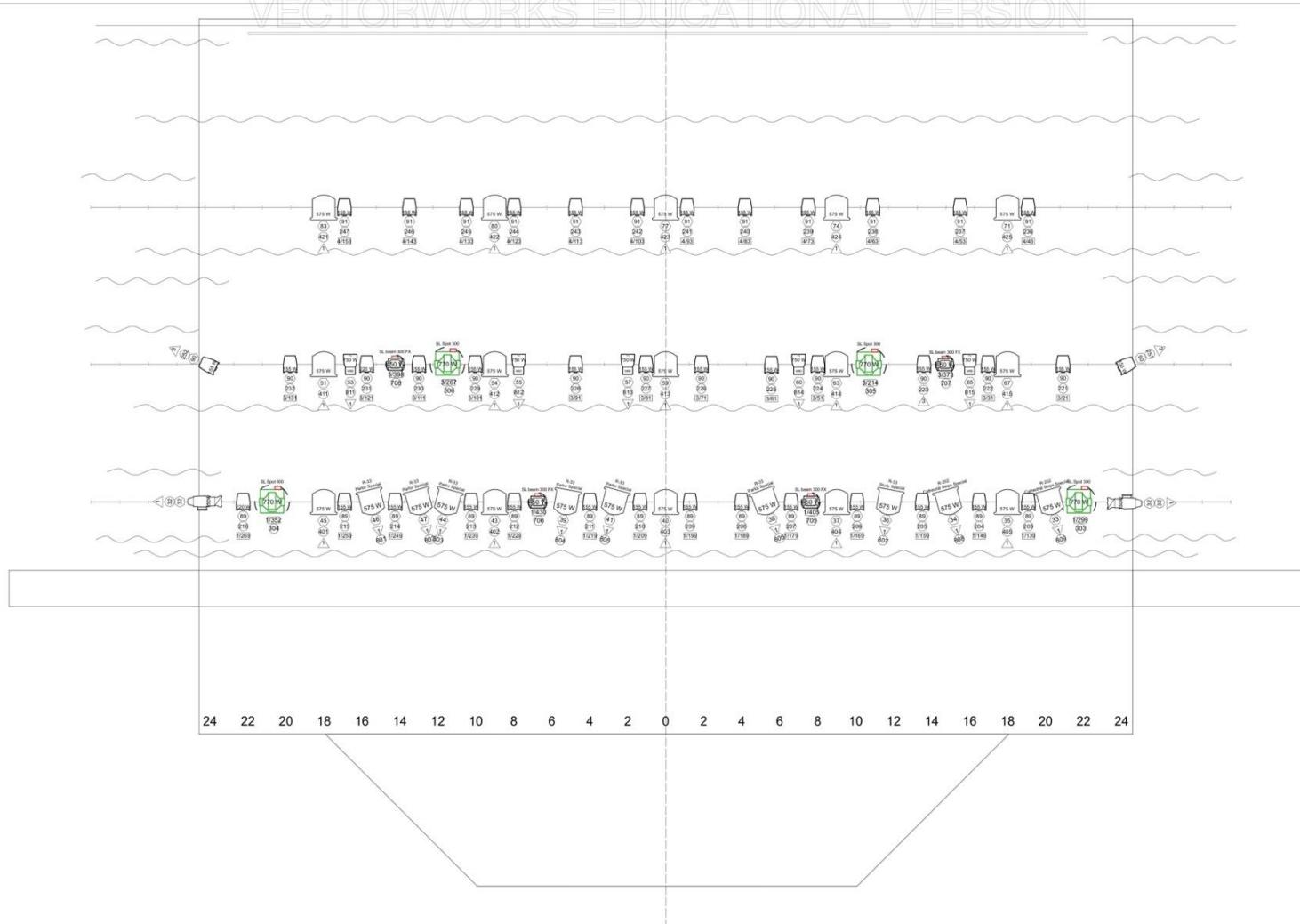


Scene 8
Research Image



Scene 8 Cathedral Steps

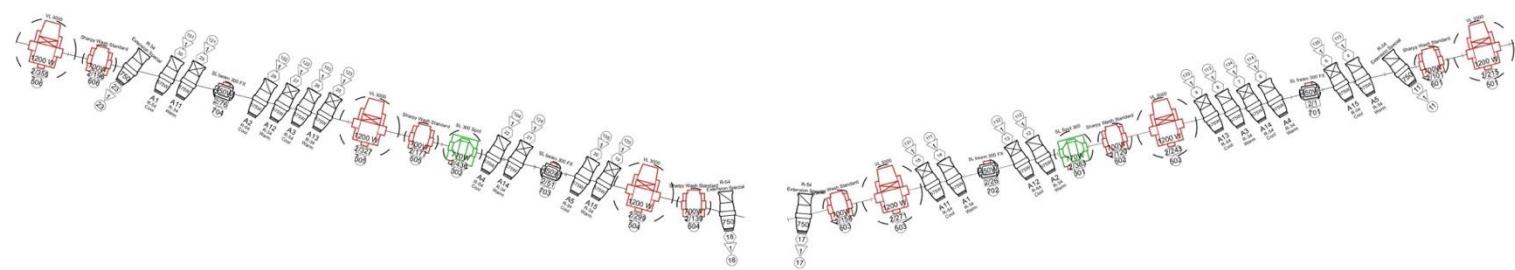
VECTORWORKS EDUCATIONAL VERSION



KEY

Fixtures	
	Philips 575W Ieko 26 degree
	Philips 575W Ieko 19 degree
	Philips 575W fresnel
	Parnel 750W
	Showline SL par rgbw 155W
	ETC 750W Ieko 26 degree
	Sharpie Wash Standard
	VL 3000
	SL Spot 300
	SL Beam 300 FX

Symbols	
	Channel Number
	Dimmer
	Universe / Address
	Universe



Mary Poppins

Date : 11/13/23
Windermere High School
Scale : 1:48
Director : Jonathan Jackson
Designer : Diego Caso
Revisions :
OF
1