

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



Concept Statement:

The Drowsy Chaperone is a musical about how love can be a great unifier in life, bringing together very different people in unexpected ways. Each song in the musical acts as a gateway into a specific character’s world, so when designing this show, I allowed the world of each character to flow onstage by using color, texture, and beams to evoke unique moods, feelings, and actions.



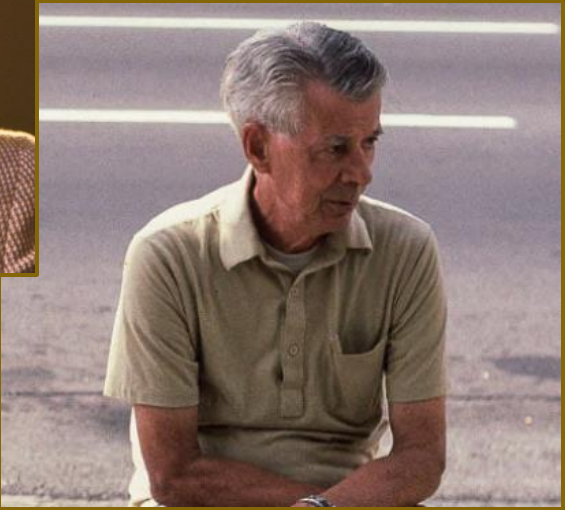
Scene 5 Janet’s Bridal Suite



Song 2 Research Image

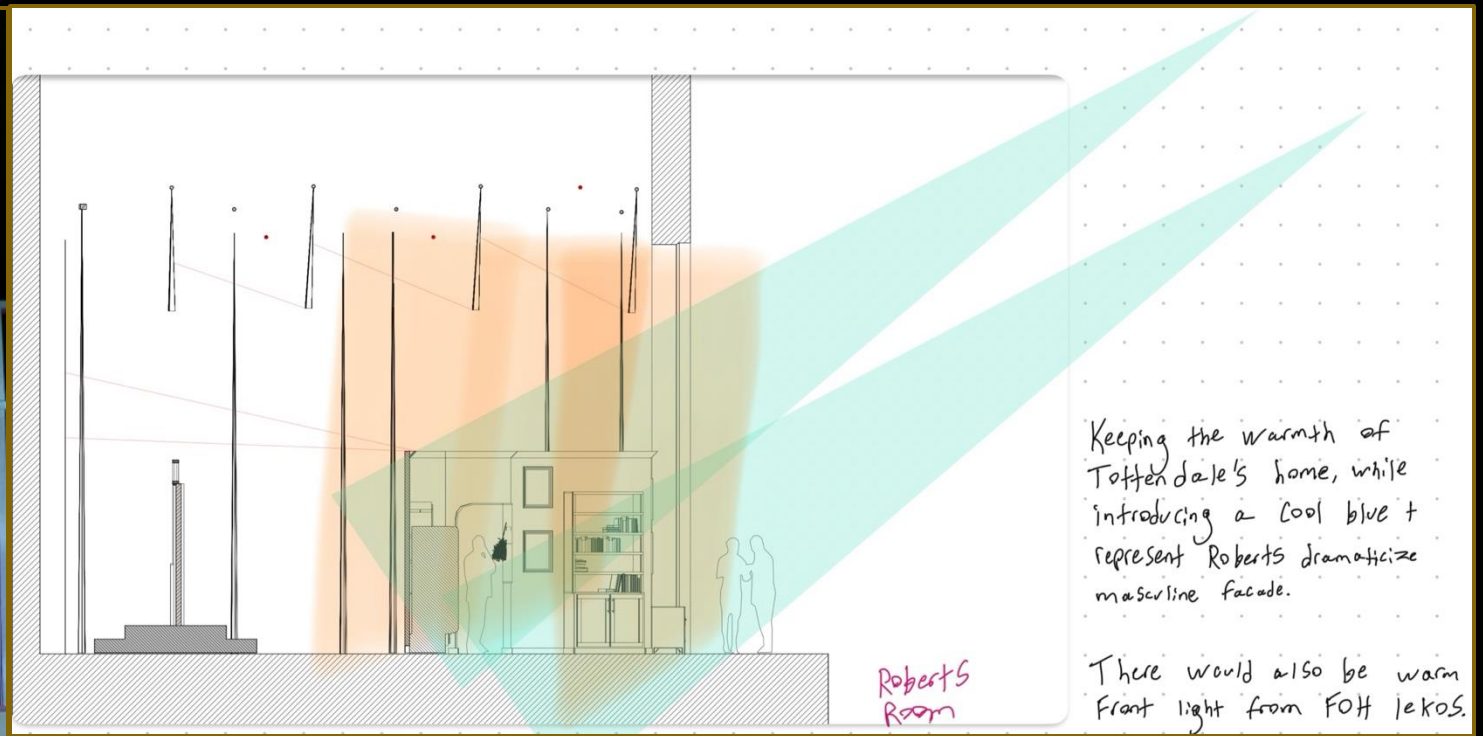


Song 2 “Fancy Dress”





Scene 2 Robert's Room



Rendering Scene 2 Robert's Room



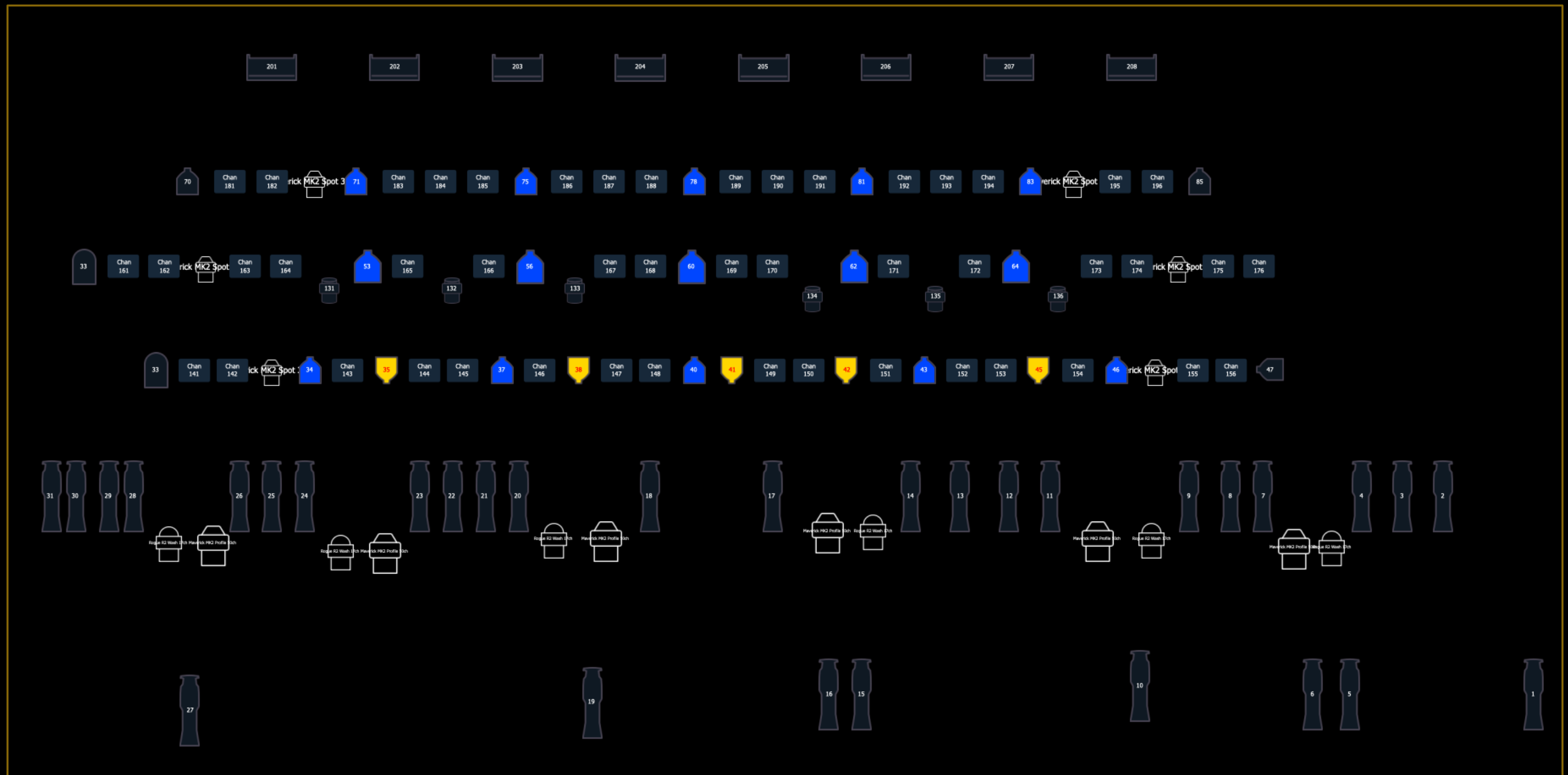
Moments of intense saturation allowed me to convey emotions, setting, and time of day through color, allowing the unit set to be transformed into multiple dynamic locations.



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

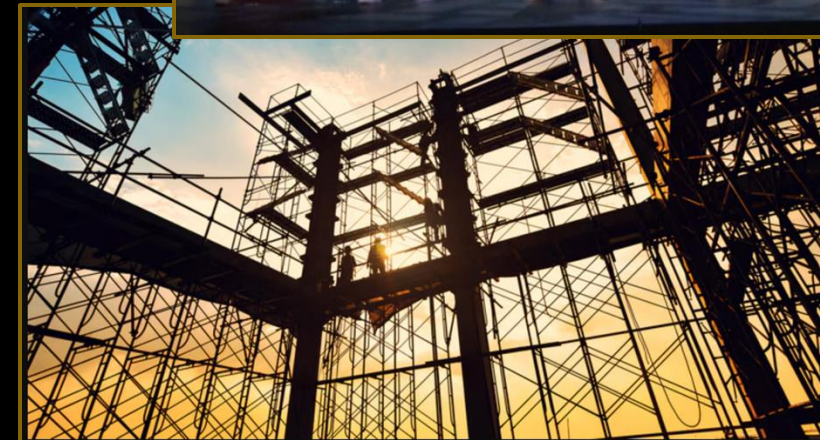
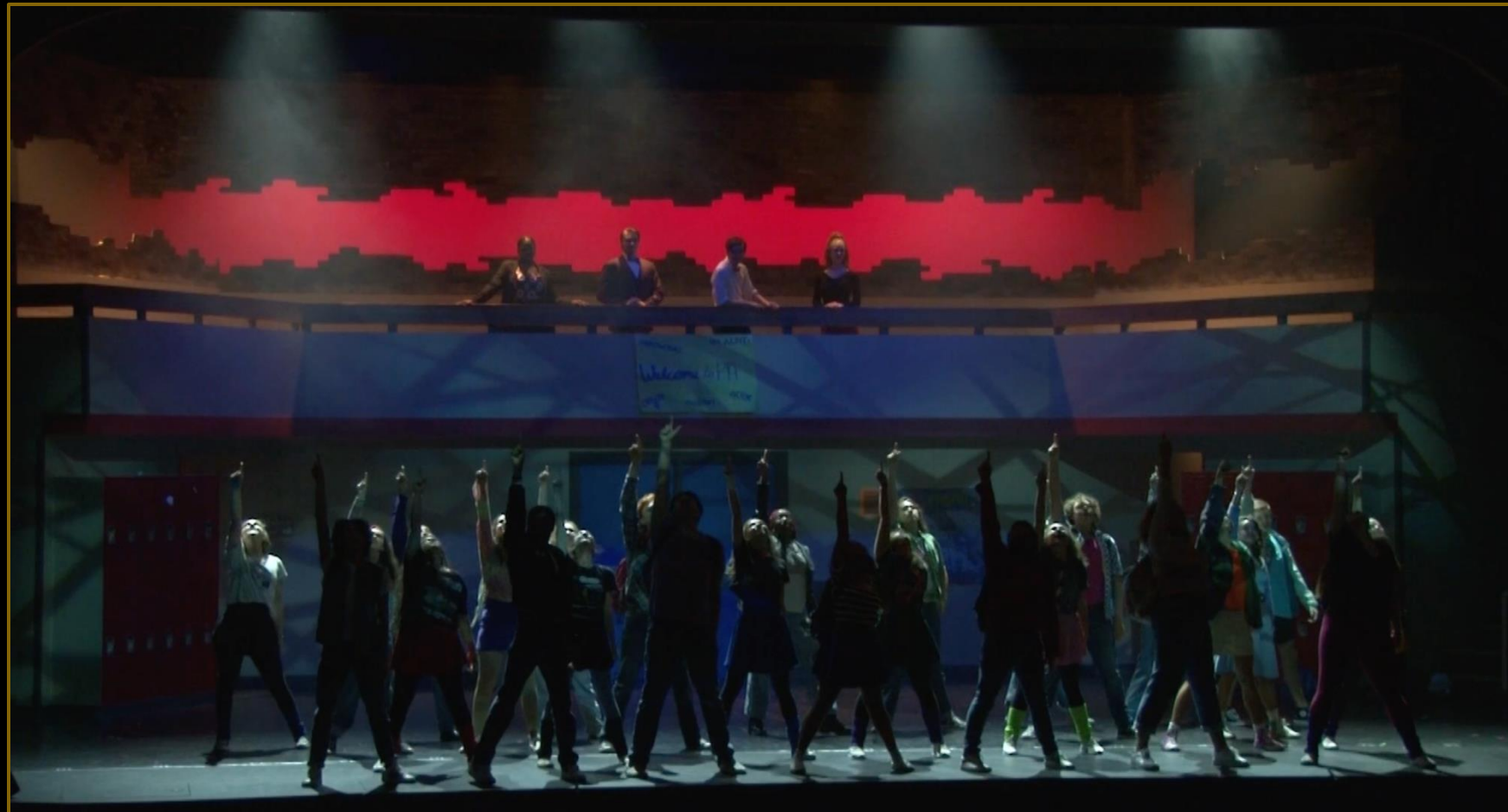
Lighting Design: Diego Caso

Director: Jonathan Jackson

Scenic Design: Ethan Roth

Costume Design: Kasandra Kaduru

Sound Design: Collin Tulenson



Song 1 “Hard Work”

Song 1 Research image

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”



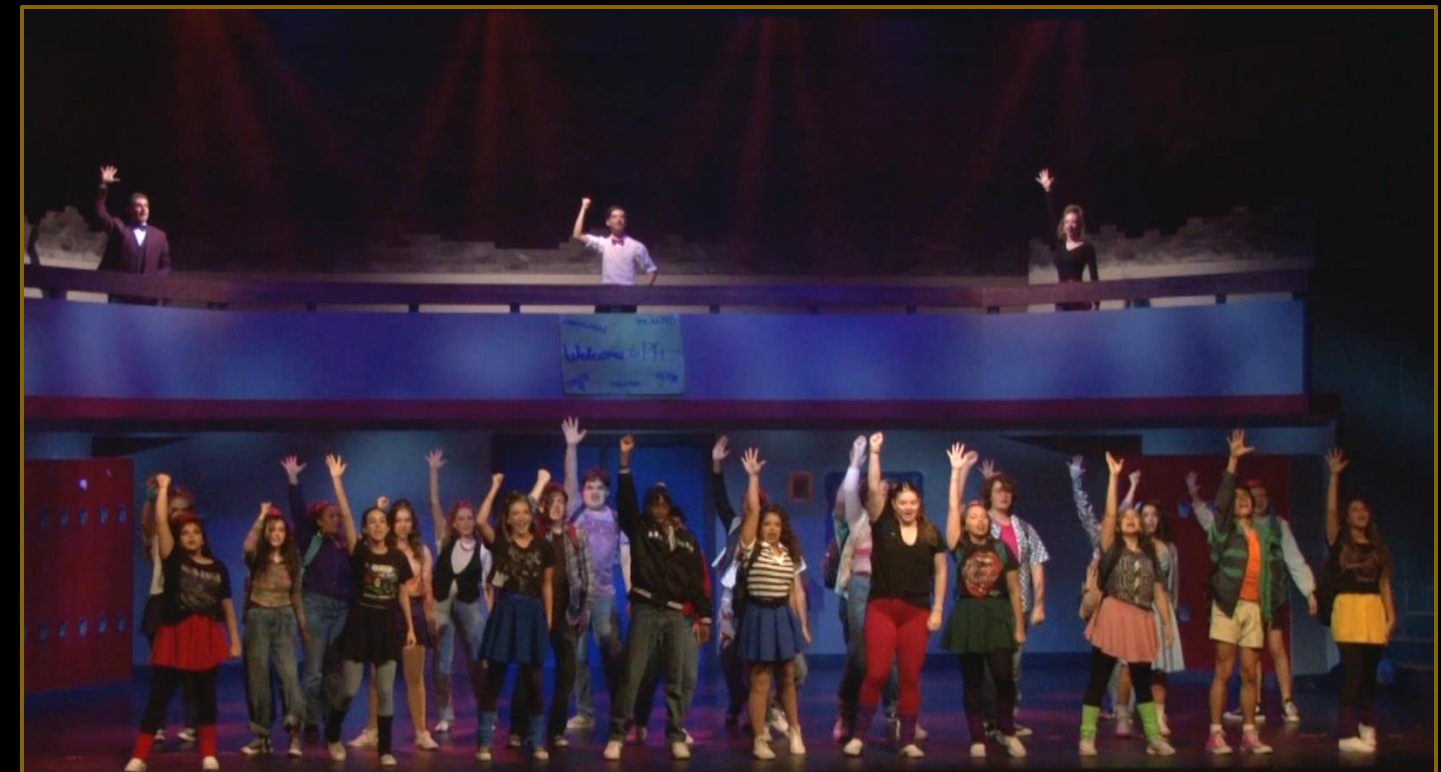
Song 1 "Hard Work"



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



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 2 Scene 2
Research Image



Act 2 Scene 2 Jungle

Act 1 Scene 4 Bilge Dungeon





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



Act 1 Scene 1 The Neverland – On Deck



Act 2 Scene 1 Mountaintop



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



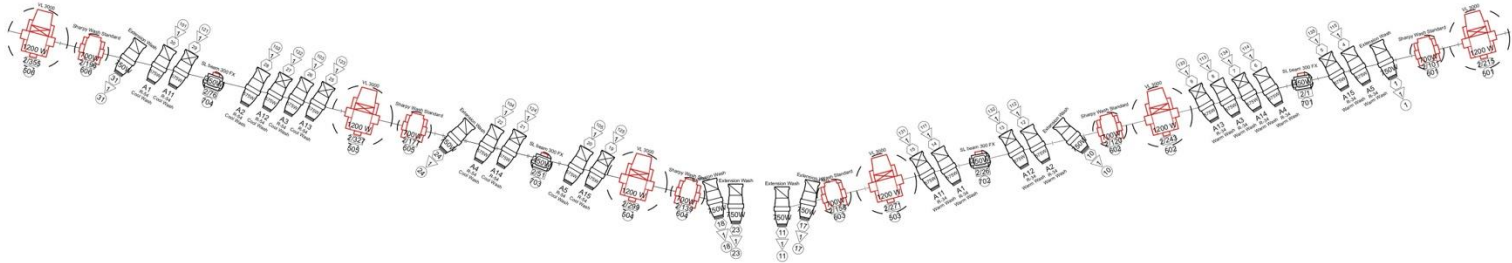
Act 2 Scene 8 Grotto



KEY

- Fixtures**
- Philips 575W Ieko 26 degree
 - Philips 575W Ieko 19 degree
 - Philips 575W fresnel
 - Panel 750W
 - Showline SL par rgbw 155W
 - Sharp Wash Standard
 - VL 3000
 - SL Spot 300
 - SL Beam 300 FX
 - SL bar 660 RGBW 16-bit 1 group

- Symbols**
- Channel Number
 - Dimmer
 - Universe / Address
 - Universe



Peter and the Starcatcher

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

Mary Poppins

Lighting Design: Diego Caso

Director: Jonathan Jackson
Scenic Design: Ethan Roth
Costume Design: Kasandra Kaduru
Sound Design: Collin Tulenson



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.

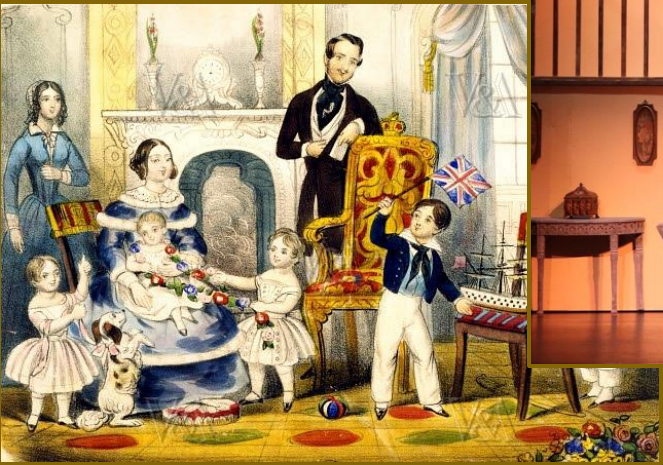


Act 1 Scene 4 Research image



Act 1 Scene 4 The Park

Act 1 Scene 1
Research Image



Act 1 Scene 1 Parlor



Song 19 "Step In Time"



Scene 1 Street



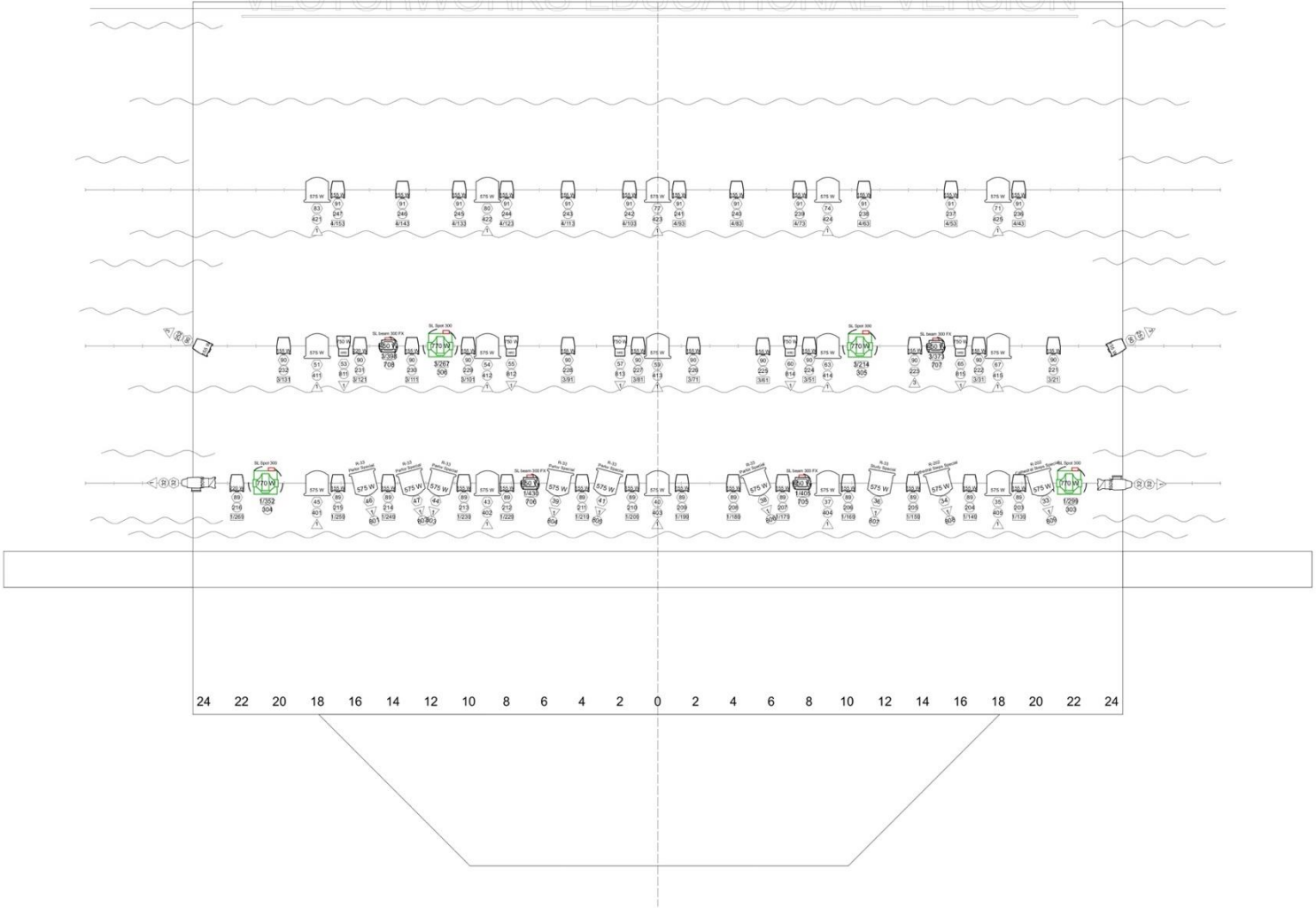
Song 12 "Playing the Game"



Scene 8
Research Image



Scene 8 Cathedral Steps



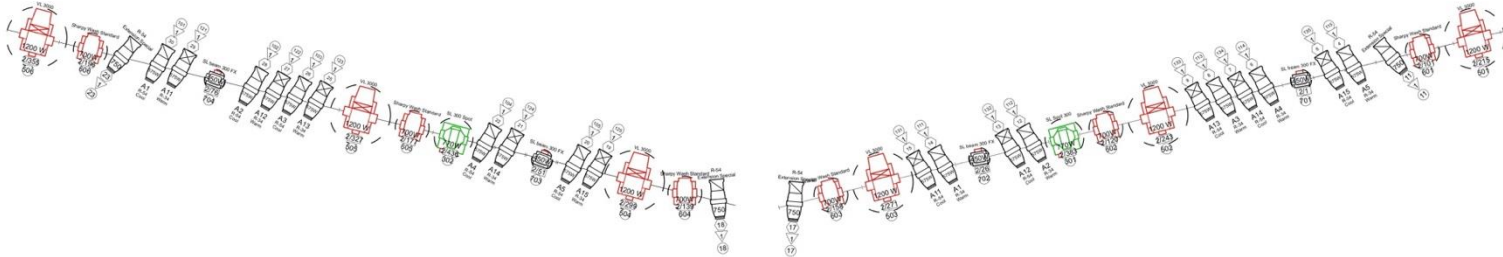
KEY

Fixtures

- Philips 575W leko 26 degree
- Philips 575W leko 19 degree
- Philips 575W fresnel
- Parnel 750W
- Showline SL par rgbw 155W
- ETC 750W leko 26 degree
- Sharpy 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	OF 1
Designer : Diego Caso	
Revisions :	