

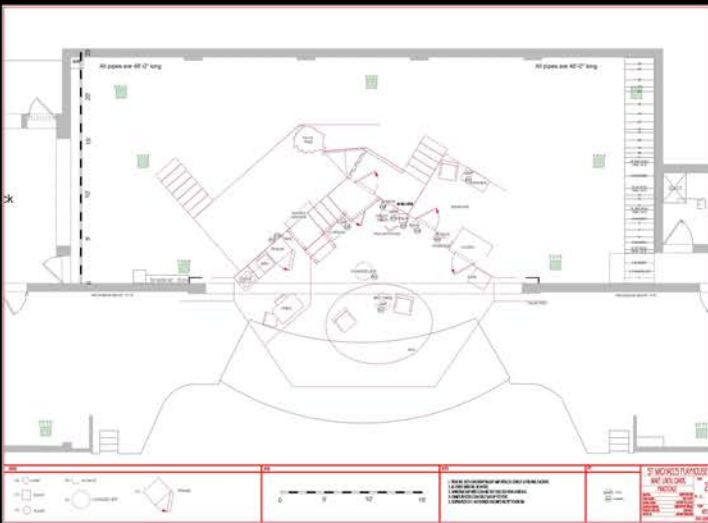
# Wait Until Dark

at St Michael's Playhouse  
 Director: Sarah Carleton  
 Scenic Design: Carl Tallent  
 Costume Design: Debra Krajec  
 Sound Design: Zach Williamson

Wait Until Dark was an exploration that involved the use of intensity and angle to enhance the tension and emotion of the unfolding action on the stage. Through the use of subtle color, strong complimentary practical fill and intense key edges the basement Greenwich Village apartment of photographer Sam Hendrix and his blind wife Susy, quickly becomes an environment of emotion, mystery and sinister intentions culminating in the ultimate game of cat and mouse between a murderer and a blind woman.



The color palette of the show included varying degrees of correction with slight hints of warmth to enhance elements like the chandelier, match strikes and lamps. The numerous practicals gave the space a natural feel allowing pockets of shadow around the perimeter that characters could move through.



As the show progressed, in order to compliment the growing tension, the intensity of practical and conventional fixtures would increase in order to make the ending dark scenes more impactful. Artistically, the lighting design incorporated shadow and high angled film-noir key that provided excellent highlight to the characters as they move through the space.

- GEAR**
- 13 Source Four 26°
  - 24 Source Four 36°
  - 4 Source Four 50°
  - 22 Source Four 25-50°
  - 6 4" Fresnels
  - 16 Source Four Par
  - 5 11" Palette
  - 4 Rosco I-Cue
  - 1 ETC Ion

- COLOR PALETTE**
- R3204
  - R3208
  - R3443
  - R55
  - R365
  - L203

