

## ***BAD***

**Musical Selections:** *Behind Blue Eyes* by Pete Townshend, *Alice!* By Hans Zimmerer, original by Matt Hightower

*BAD* is a modern retelling of one of the human race's oldest stories, but this time from the perspective not of the innocent protagonist, but that of the malevolent predator in the forest. His feelings of being misunderstood and his struggle with his own dark nature are retold through evocative music, narration, and visual design.

## Set Design



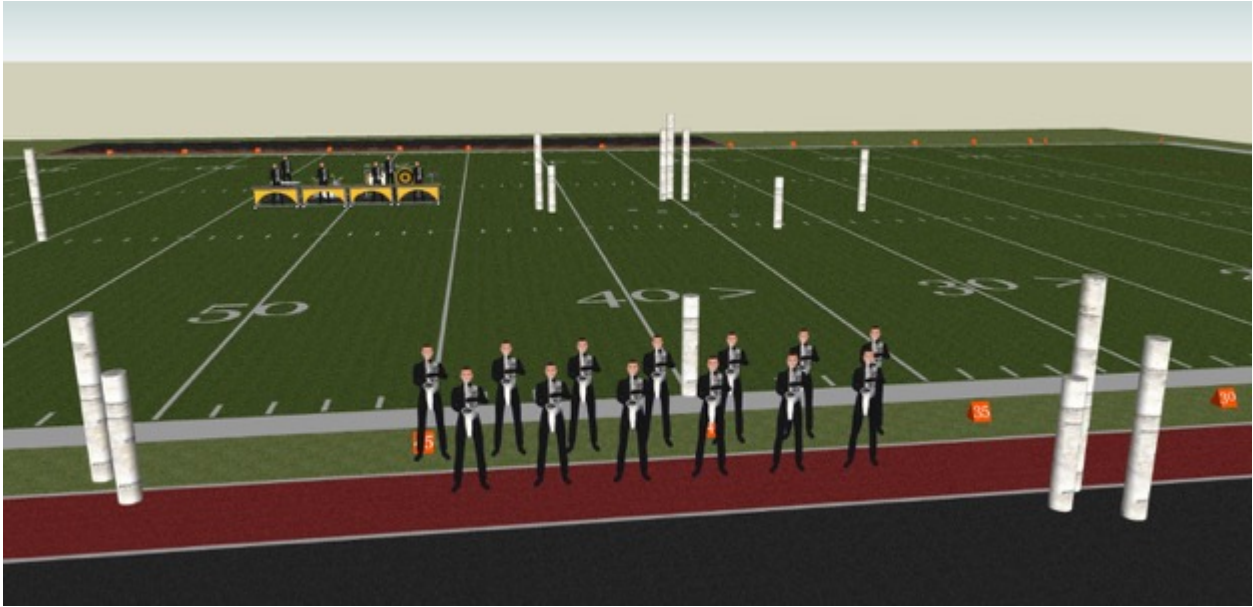
The set design for *BAD* utilizes a set of simple, but effective props to create an immediately recognizable setting: a birch forest. Of varying heights to give a sense of natural variety, the 'trees' are strategically placed to provide several staging areas on the field for features and effects.





On Side A, one vertically aligned grouping of props creates a 'deep woods' staging area through which drill can weave to create contrary motion effects. This is important in setting up some of the main effects in the first and second movements.

Front field, Side B, several props are set up in the traditional 'pit' area to create a forward staging area for features and important moments right down in the audience's clear field of view. This will serve several purposes, but most importantly be where Little Red meets her fate.





Finally, just to Side B of the backfield pit percussion a 'grove' of trees create a staging area for musical features requiring microphones. This placement allows hard-wired mics to be permanently staged near the pit and the amplification equipment, eliminating the variable factor of wireless microphones. This is where we will stage our Movement 2 saxophone quartet, Movement 3 clarinet solo, and Movement 4 bass clarinet 'groove.' It is also where Little Red makes her dramatic appearance to motivate the effects of Movement 4.