

# DEAD HORSE GAP

## Concept Development

Storyboard ACT 1

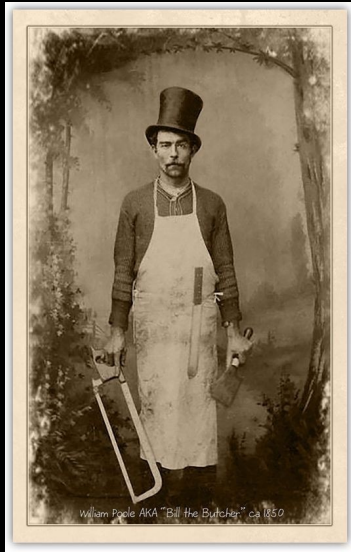
Draft 2 Dec 2021

Designer: Katja Handt

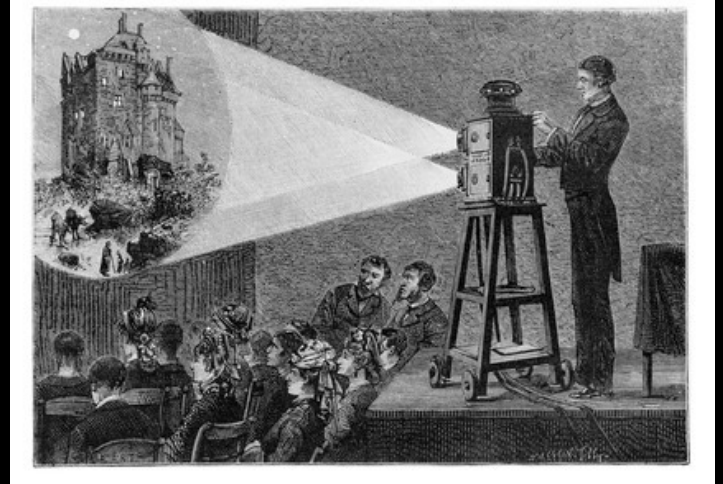
# Act I Mood



*John O'Reilly, 10<sup>th</sup> Hussar Robert Cranston Sergeant Thomas Danagh*



*William Poole AKA "Bill the Butcher" ca 1850*



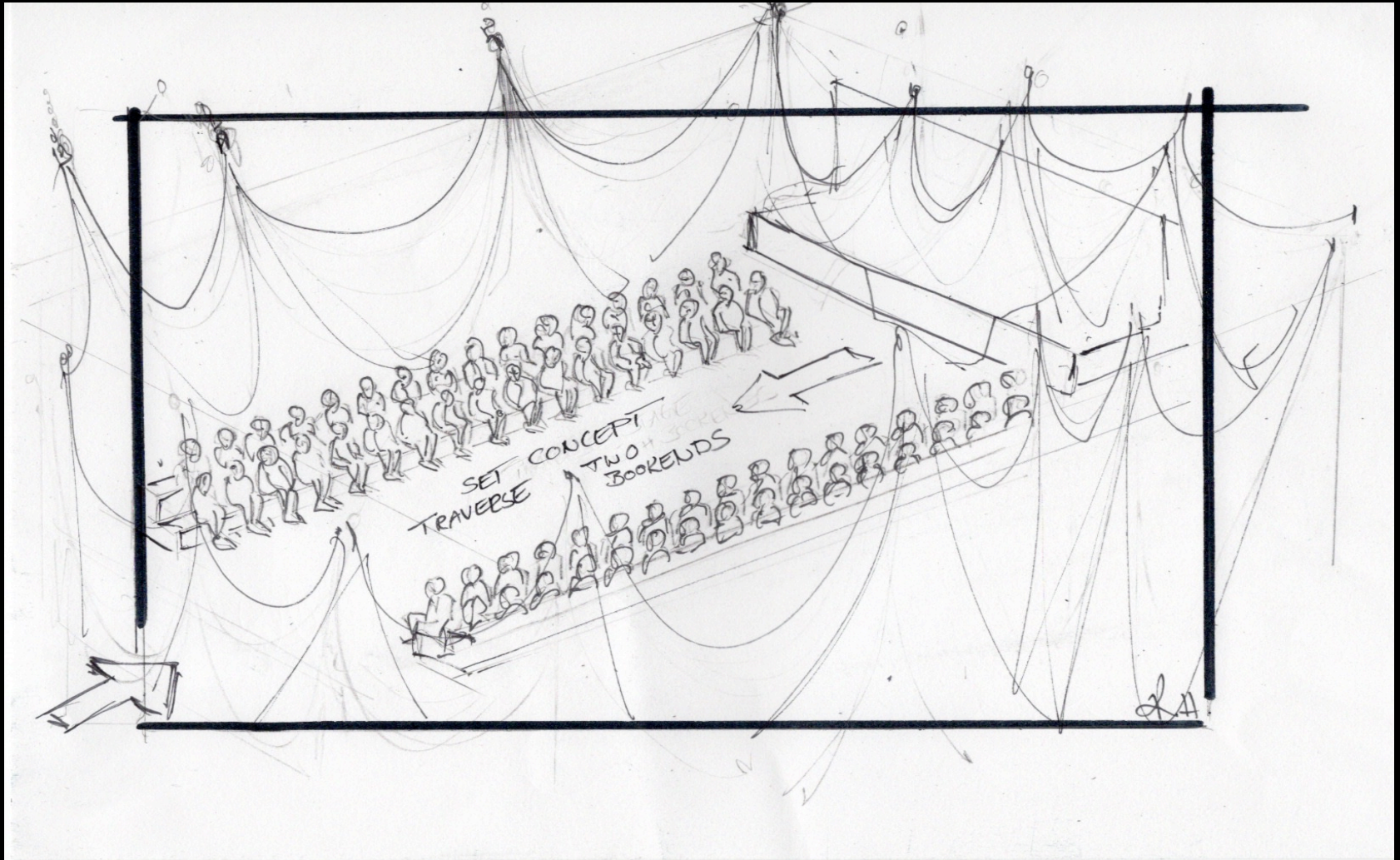
Notes:

The stage is a traverse with two bookends, one bookend being the Town Hall stage.

All four sides of the set are draped organically with a light natural cotton canvas which is rigged with a combination of old pulleys and ropes.

Pulleys can be operated manually during the show.

Four projectors are rigged for throwing images on all four sides.



## PRE-SHOW

OUTSIDE VENUE (any town hall): installation, fire pits, colonial photography meets insta, roaming performers introduce the themes, bar open roll up, roll up, come and we'll tell you a story! AUDIENCE MOVES INTO VENUE

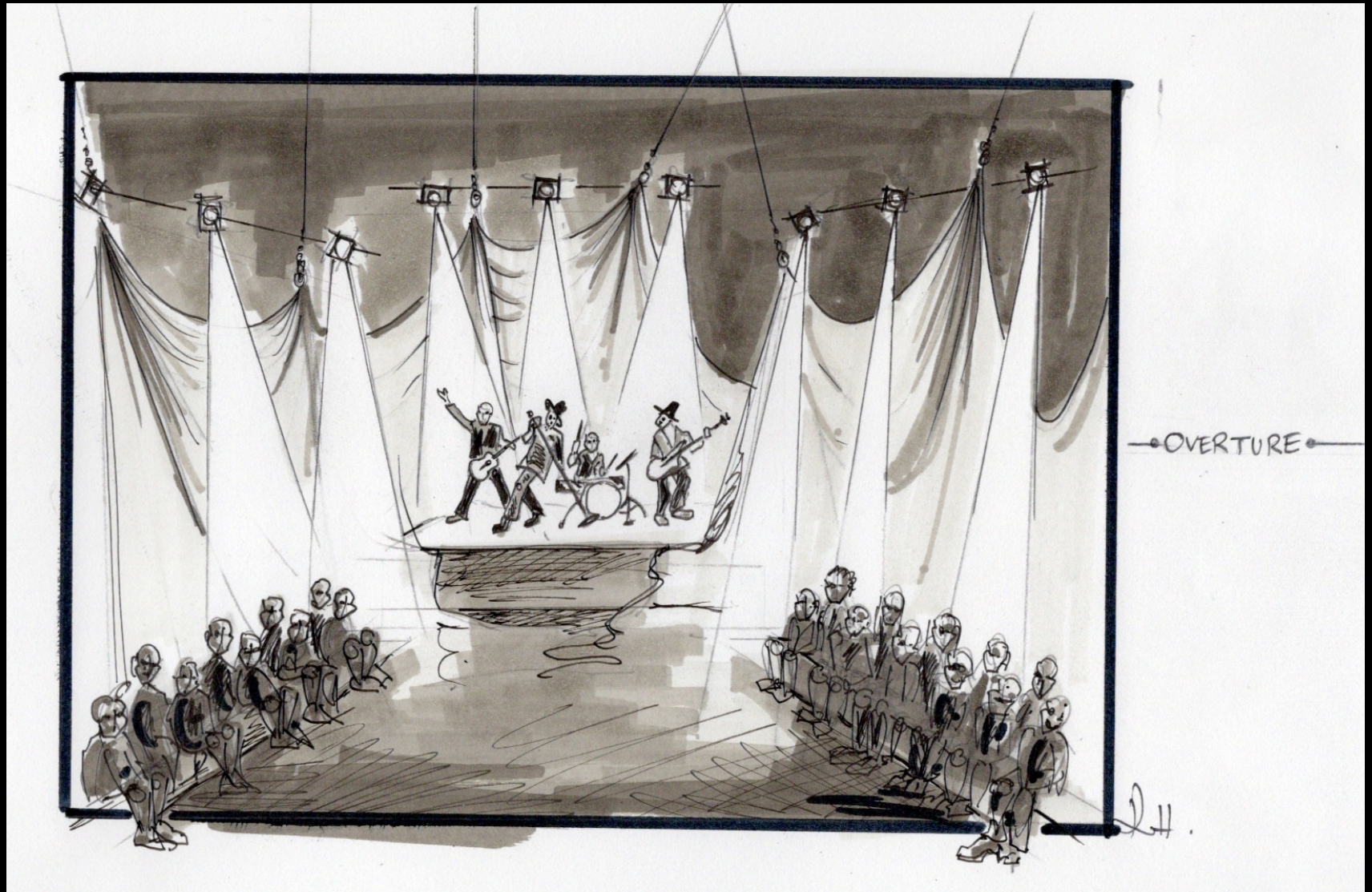
Notes: Victorian photography cut outs and colonial signage



PRE-SHOW

## OVERTURE

Heath and the band welcome people to the story: Flashy, showy, a few tricks



## GANYE GANYE

Segue - change gear, mysterious, foreboding. Perpetua calling up fire

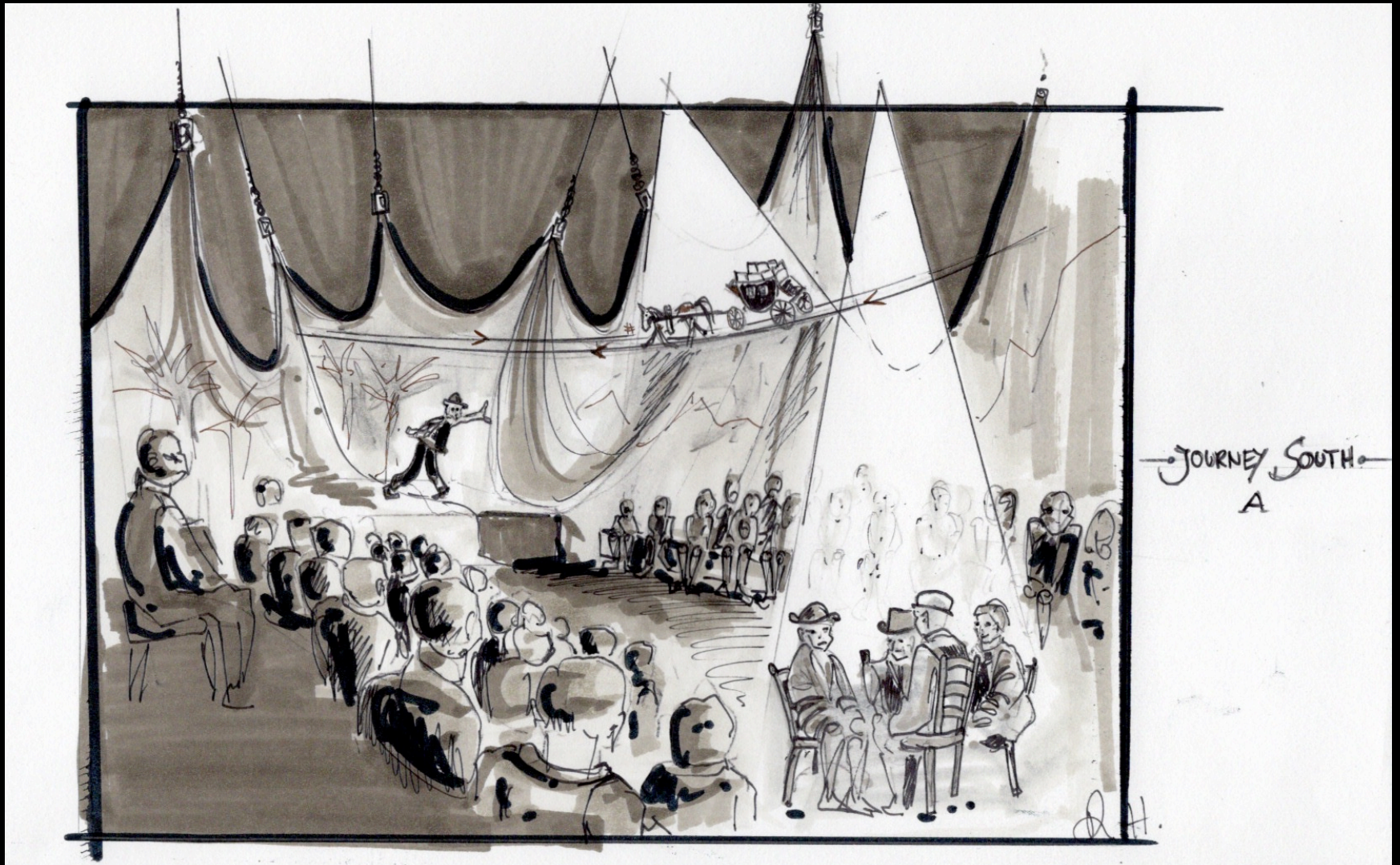
Notes: Subtle movement in drapes, play with light



THE JOURNEY SOUTH (A)

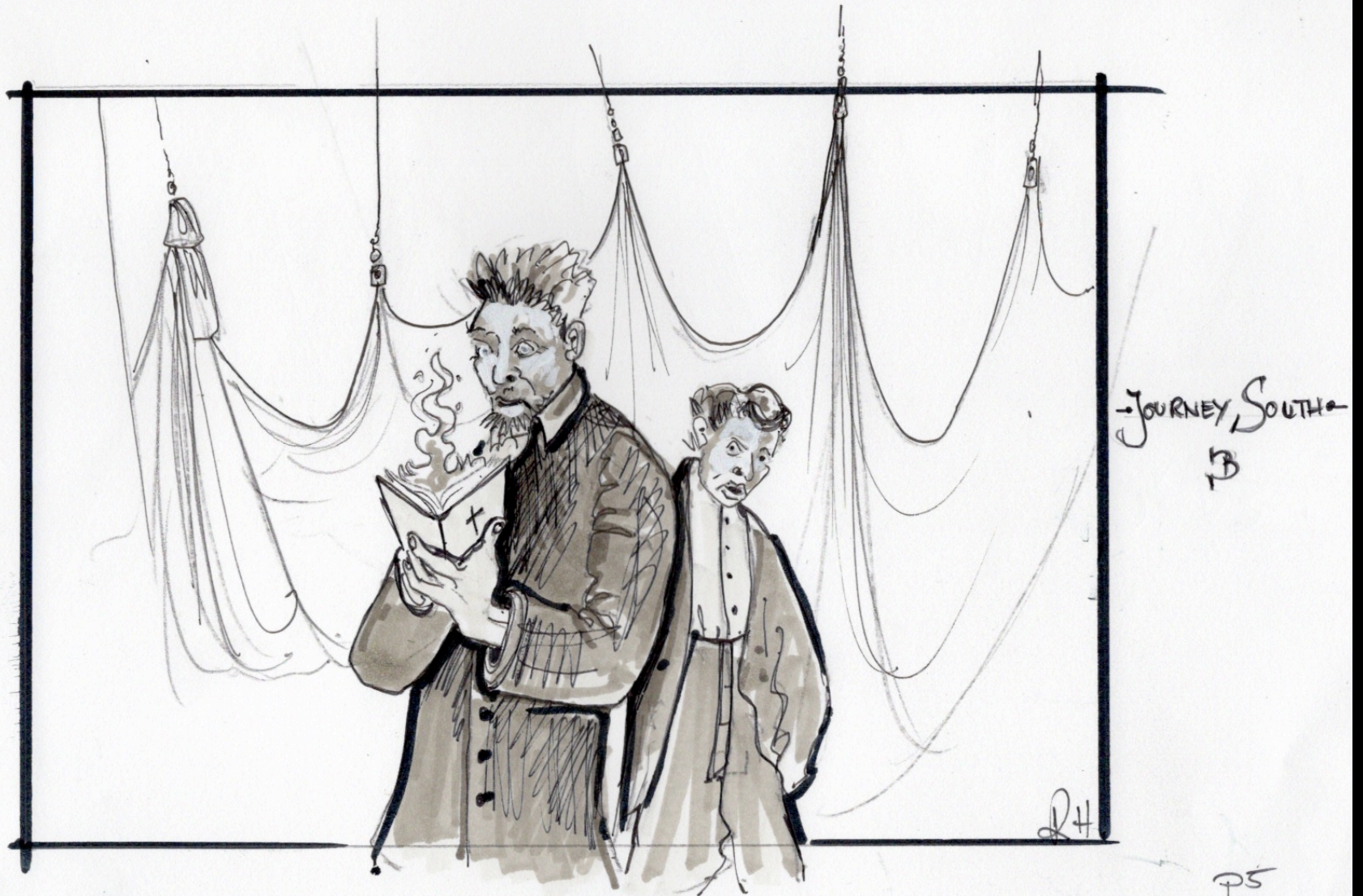
MAGIC REALISM/MINIATURE WAGON TRAVELLING AROSS THE SKY: 5 stages as per showing but REWORKED FOR MORE MAGIC: TO THE APOCALYPSE

Notes: Intro to projection, images of changing landscape , close-ups



B. REVEREND WILLOUGHBY BEAN'S BIBLE CATCHES ALIGHT!

Notes: Flashpaper tricks

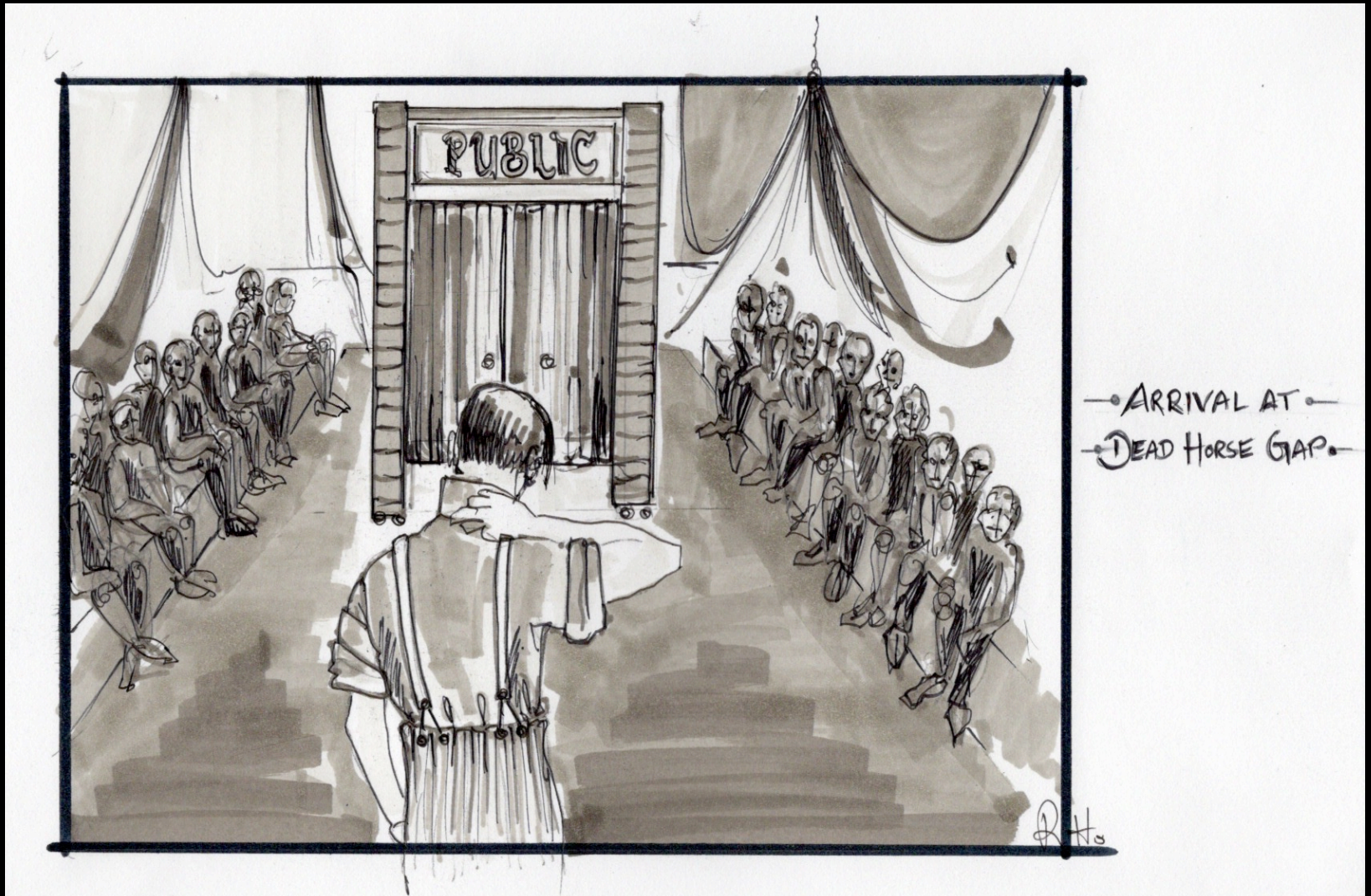




## CHARLIE'S ARRIVAL AT DEAD HORSE GAP

The journey finishes, Charlie finds himself facing A GRAND PUB AMID A DESTROYED, LANDSCAPE. The passengers disappear into the pub, leaving Charlie alone. The street deserted, strange people watching him, it's eerily quiet. His gut is telling him something's very wrong.

Notes: Pub door on wheels? Or on cloth?

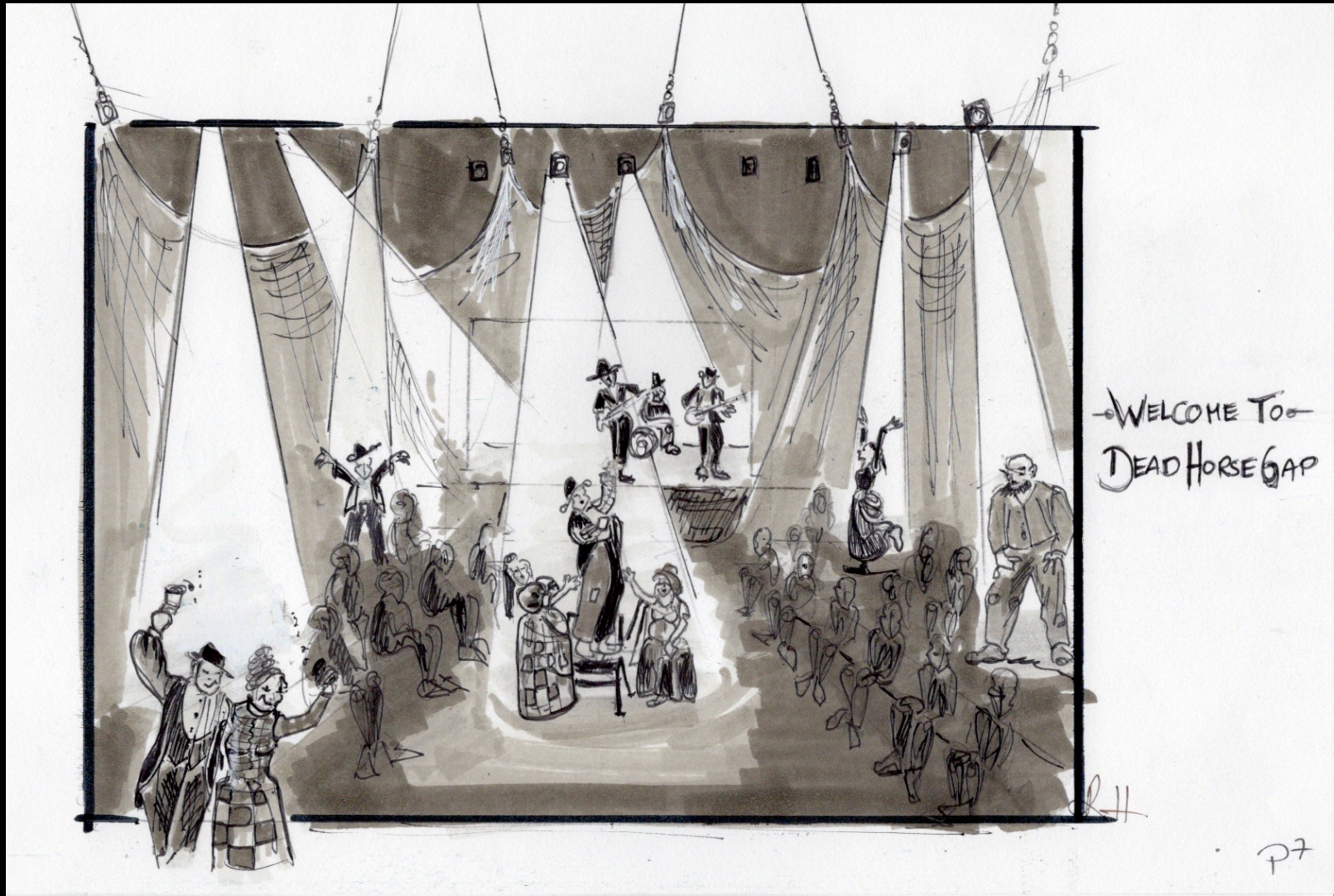


And then...

### WELCOME TO DEAD HORSE GAP

BOISTEROUS PRODUCTION NUMBER – MEET THE NEIGHBOURS! Full company hoedown with filthy chorus, choreography, the works We meet Perpetua, the barmaid.

Notes: Multiple entrances through gaps in drapes



# CHARLIE MEETS THE PUBLICAN

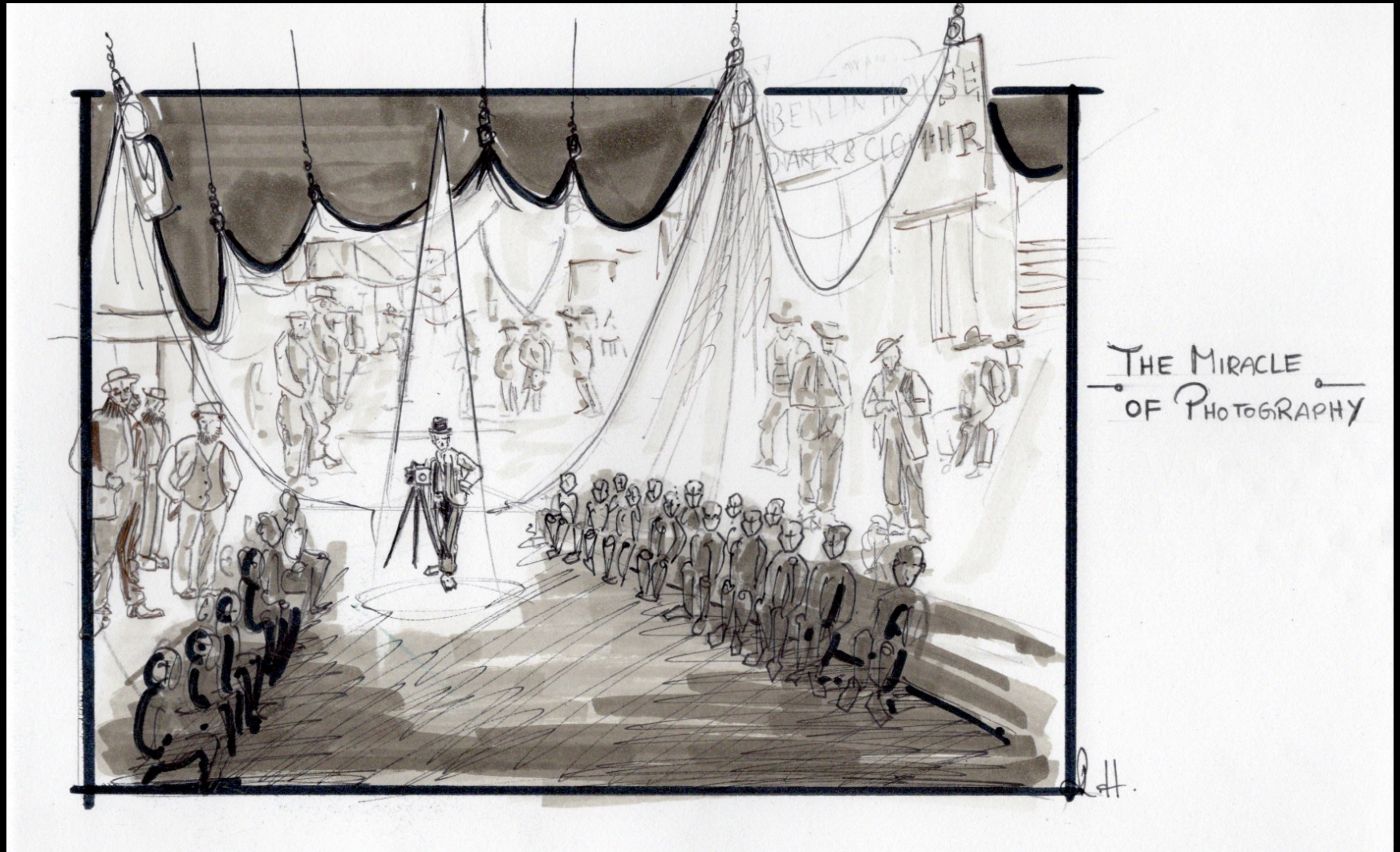
Locals make themselves scarce. The Publican intimidates Charlie. The Publican has commissioned a portrait...



## THE MIRACLE OF PHOTOGRAPHY

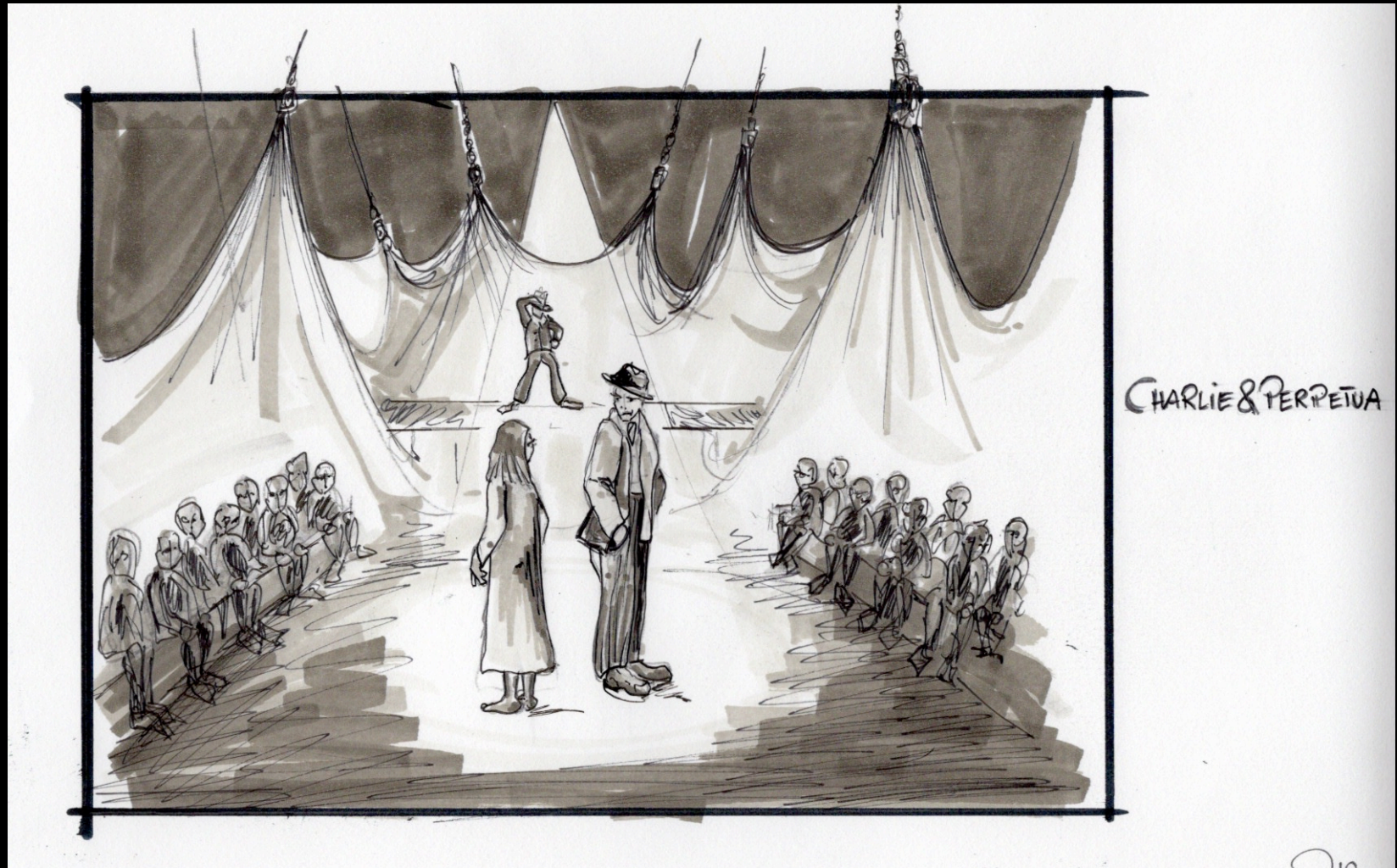
Charlie the magician/evangelist inspires the crowd with religious fervour for the wonder of the new technology: Photographic portraits through the reflection of light – the scene takes on a cathedral-like wonder.

HOLTERMANN PORTRAITS



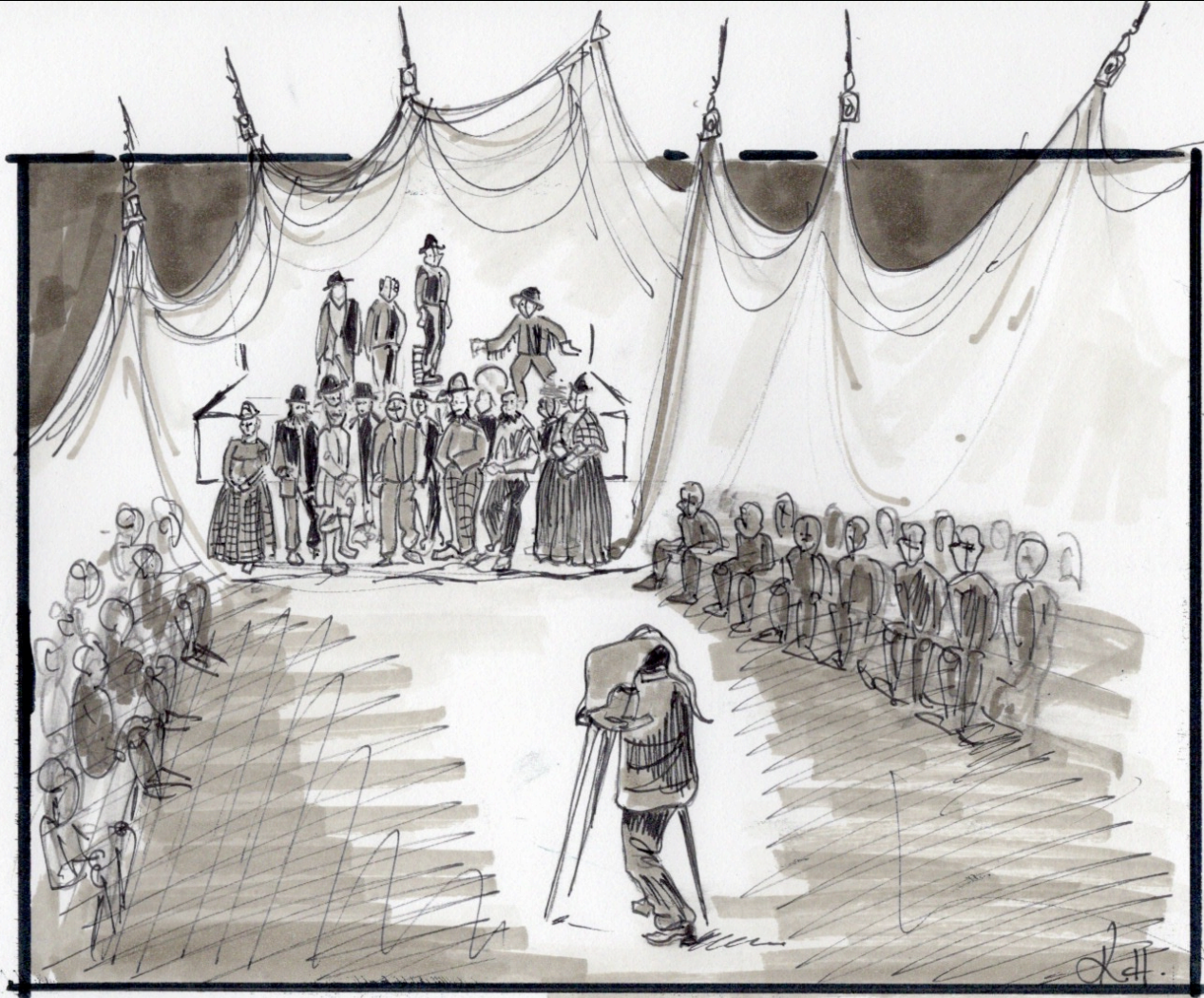
# CHARLIE AND PERPETUA

Intimate Perpetua/Charlie moment here – who are you? They recognise something in each other...



# THE TOWN PORTRAIT

The DHG group portrait is set up with the Publican in front, the moment arrives.

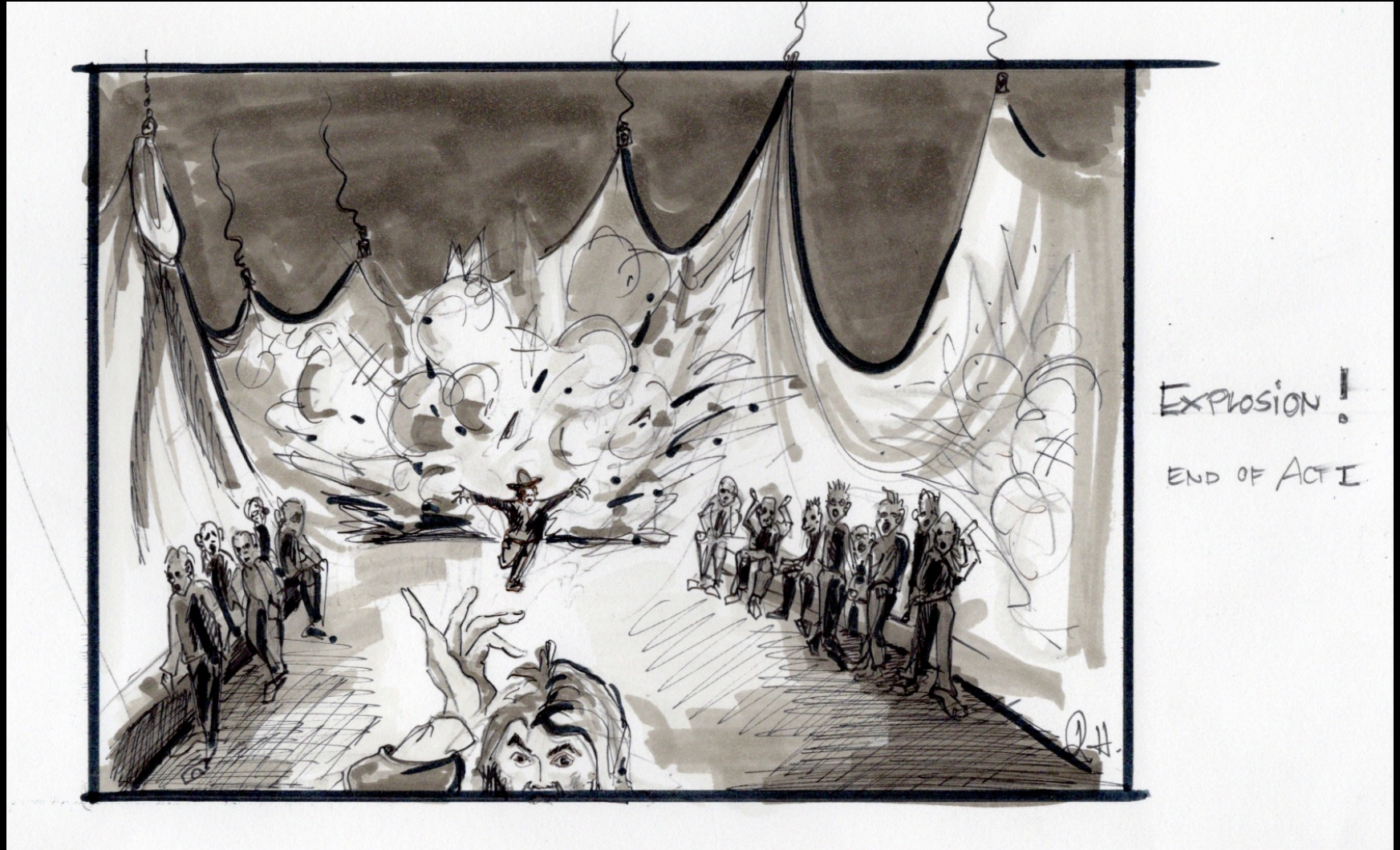


→ GROUP PORTRAIT ←

EXPLOSION!

Charlie helplessly watches Perpetua's sabotage REVENGE! Countdown from 10 to the EXPLOSION and all hell is breaking loose

Notes: Projection, fire tricks, drapes come down with force

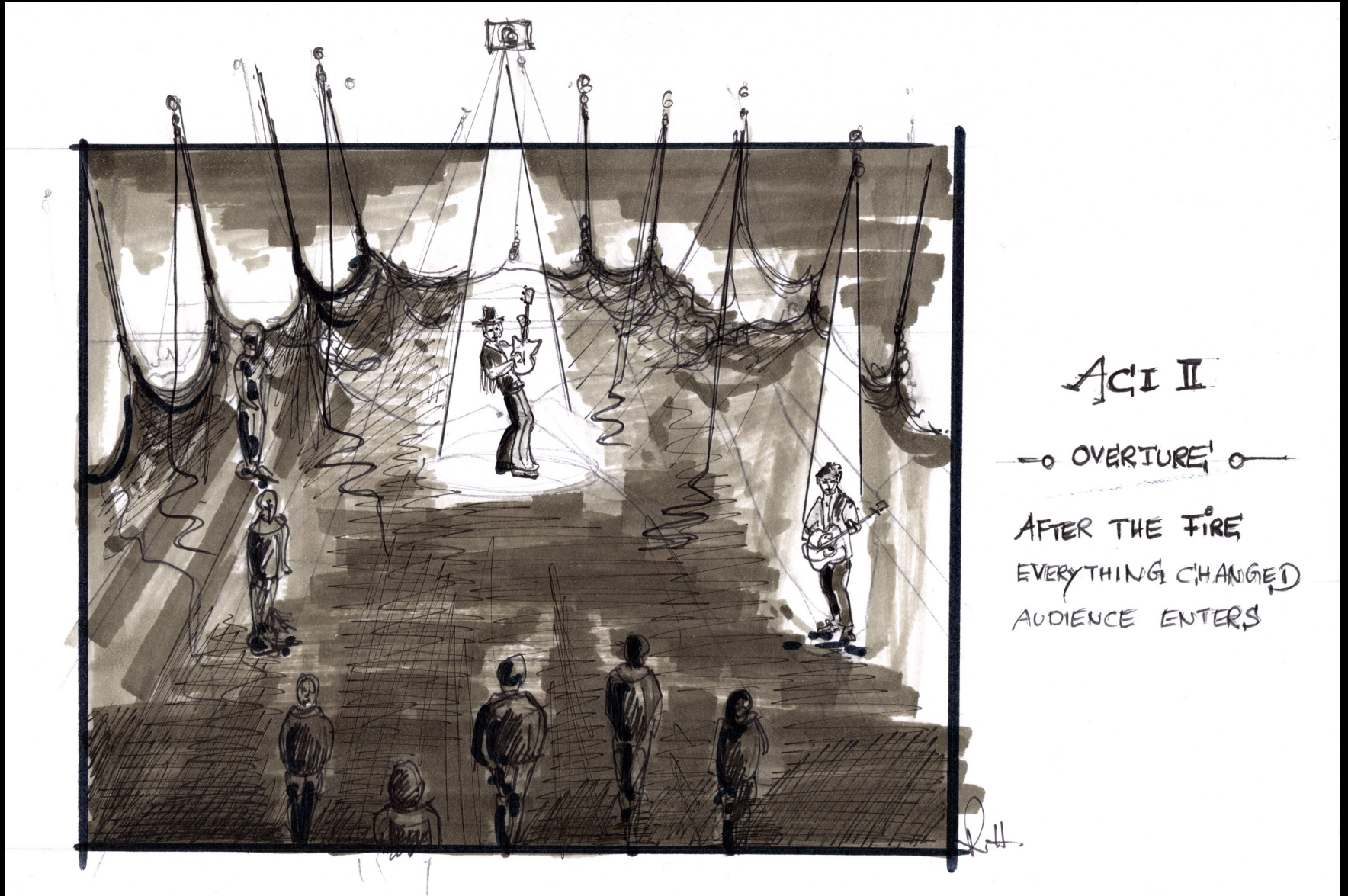


# Act II. Mood





After the fire.  
The room has changed, drapes are down, seating is gone.  
The storyteller is showing his true colours.  
Haze, burnt trees. Burned landscape.



ACT II

— OVERTURE! —

AFTER THE FIRE  
EVERYTHING CHANGED  
AUDIENCE ENTERS

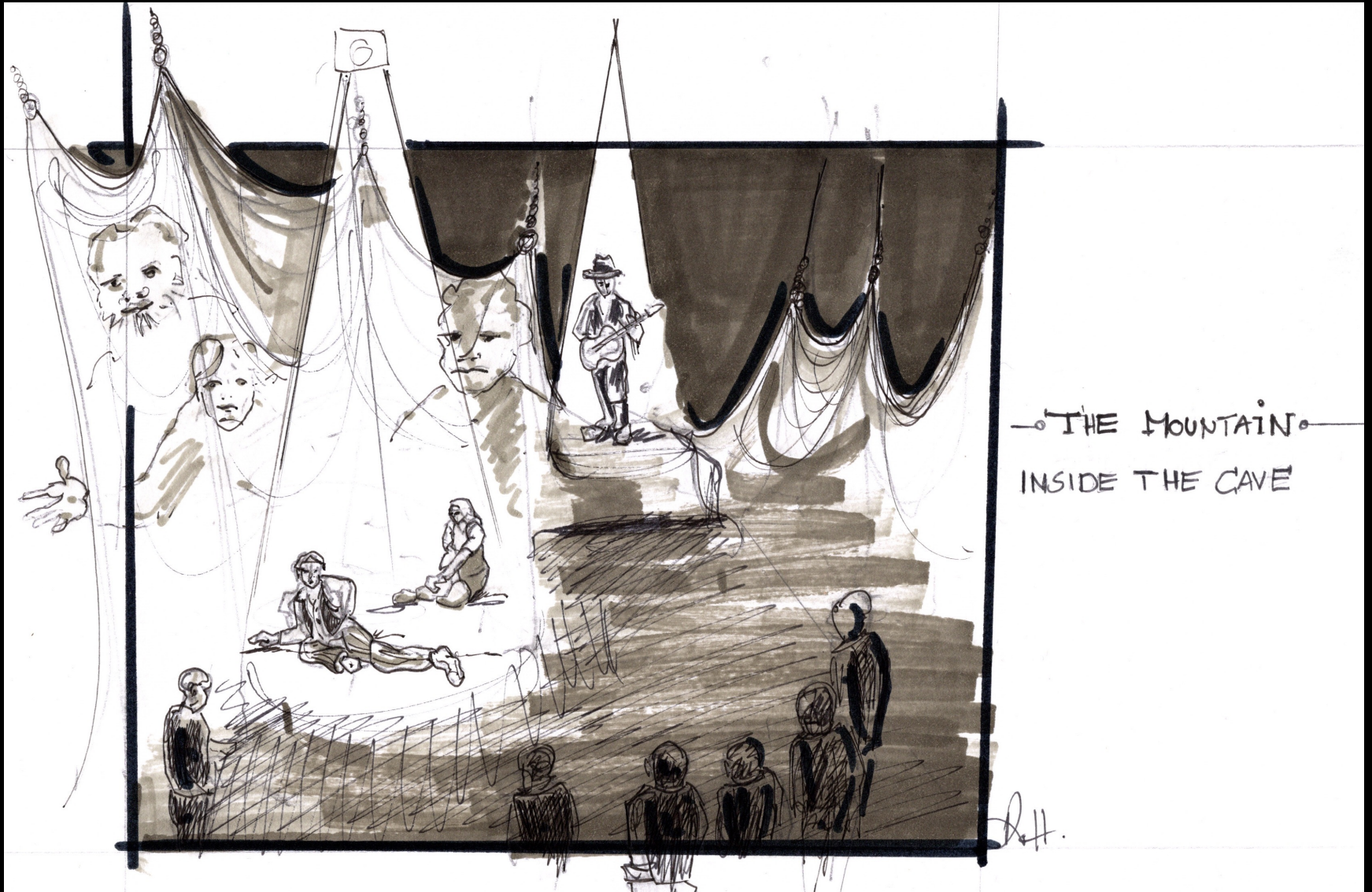
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Chaos! The cast is running, pulling, building, chasing.  
A cave is emerging. We are in the Wild.



— THE CHASE —  
CHAOS  
INTO THE WILD

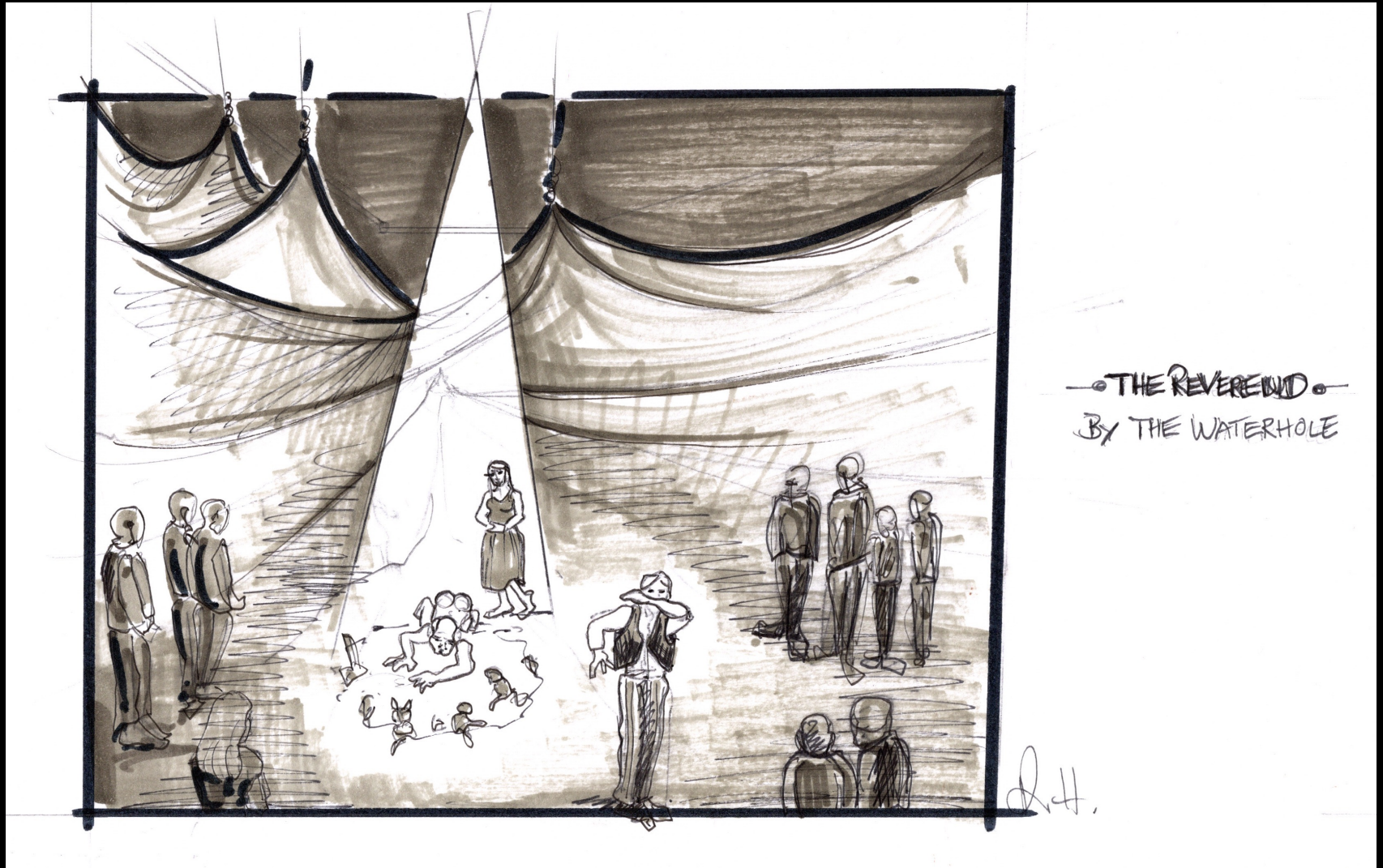
On the mountain.  
The cave.  
Spirits appearing. Focus on stage right.



Journey down the mountain.  
Landscape.  
The audience view is shifting to opposite (entrance).  
Areal view of landscape, reuse of miniatures.



The Waterhole and the death of the Reverend.  
Centre space.  
Storyteller to the Gods.



• THE REVEREND •  
BY THE WATERHOLE

R.H.

The ocean.  
Death of the Publican.  
Charlie's Death.

