

Oz 3 - Emerald City

Environment Witches Castle - witch, black cloth, hats, broomstick, vibratones, cauldron of beetles, frogs etc, Giant crystal ball, flashing light balls, microphone. Y.B. Rd light. Emerald City - green stretch wrap walls, green cloths, aqua-gels, green gels, Pom-poms, sarongs, hats. Giant projection of Wiz's eyes, voice. Small Oz puppet. Green food/drink. Dorothy and Toto.



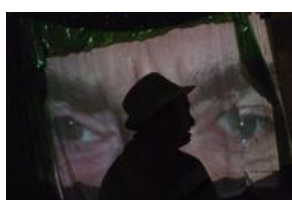
Witch Meet witch and make magic and spells. Put on hats, play vibratones to make spooky music, stir the insects in the pot, light up the magic crystal balls. Microphone work - focused vocal work (with echo effects), naming, making spells, sounds and singing. Then follow YBR to....



Emerald City Everything is green, dress up in sarongs, dance under green cloths, peep through green visors, feel the aquagels, shake the shimmering green pom-poms, play with balloons.



The Mighty OZ Eyes appear, watching you, Oz's voice booms out. Interact with character, who can see what you're doing and knows your names. Toto pulls back curtain and reveals small Oz puppet, who comes out to greet you one by one then offers green food to see and taste before Dorothy appears to lead you home.



Observations Some incredible individual responses this week, particularly during focused mic work and in response to characters - people who are often mute being enabled to make sounds, others who have been timid of masks/puppets, responding with enthusiasm and pleasure. Particularly good responses to 3rd reappearance of Dorothy with whom they all seem to have built a connection - should use this reappearance of a character in the future. Had to simplify and adjust workshop several times to make successful, particularly food section. Original puppet was difficult to manipulate and featureless face was confusing for many clients.

