

Sound Design Script Analysis

Show: The Laramie Project

Designer: Jody LS Tidwell

ACT/Scenes : 3 scenes broken into moments

- 1) The period – Matthews death occurred in 1998 and the show depicts the time immediately after and later.
- 2) The time of day - Multiple times of day including morning, afternoon and evening.
- 3) The Season – Follow the specific times the company returns to Laramie.
- 4) Setting – multiple settings in and around Laramie, Wyoming using benches, tables, small platforms for the location.
- 5) The locale - Laramie, Wyoming. For example, reference to the fence is shown and other locations include the Diner, interior and exterior of the church.
- 6) Characters – includes members of the Tectonic Theatre Company and residents of Laramie, Wyoming. See script for 2 pages of characters.
- 7) Any special considerations indigenous to that script – multiple locations with a few minutes spent at each “moment”.
- 8) What human values are explored. – hate, love, respect, disrespect, death,
- 9) What aspects of life and behavior does the play examine? - relationships with people, having money or not, effects of a “hate crime” on a town and the country.
- 10) What is the point of the play? - To explain the events of the Matthew Shepard incident and the reaction to it by the town and country.
- 11) What dominant images appear in the play? The fence where he was tied, the hospital, the town of Laramie, angels, shoes, court room.
- 12) What are the dominant themes of the play? Homosexuality, hate crimes, death
- 13) How does time affect the character and their situations? – The Tectonic Theatre Company is affected by the events and towns people more than they imagined in grief and respect. The towns people do not all welcome the attention and media thrust upon the town because of the events.
- 14) What are the spatial limits of the scenic environment? Many, many locations used to tell the story in a small stage. Need to use minimal set pieces that can adapt easily. Specific sounds inherit to the moment may be used.
- 15) What lines of ingress and egress are implicit in the spatial environment? – Many people enter and exit as the play is presented and many times it is not necessary to know specifically where they came from.