

**Lighting Design: Jordyn Cozart**  
**Evil Dead The Musical**

Book and Lyrics by George Reinblatt, Music by Frank Cipolla, Christopher Bond,  
Melissa Morris, and George Reinblatt

The main action of the play starts when Ash and his friends find a strange tape recording in the basement of the cabin they broke into. They unintentionally wake an evil force, and one by one they turn into zombies and Ash has to protect himself from his own friends. Eventually the daughter of the homeowner, her boyfriend, and the man that helped them get to the cabin arrive to the mess. The whole thing comes to a peak with a demon dance number followed by a huge fight. The main thing I took away from the play was that it was meant to be fun. It's a very campy and comedic version of the events of the movies, and the audience is supposed to enjoy the purposeful badness and have fun at the show. The goal of our production was to bring the audience into the campy world of the play. We wanted to fully immerse the audience in the cartoony and unrealistic world the characters find themselves falling into. The first main design objective I had was to slowly show the transition from normal cabin into total hell breaking loose. I wanted to start off mostly realistic and as the world around the characters starts to fall apart, I wanted the lights to start getting more unrealistic. My goal was to make it clear that evil was slowly taking over the cabin, and it wasn't a normal environment any longer. I did this by slowly integrating strange aspects into the normal looks. I added blue textured lights as the play went on, slowly changing the clarity and intensity. I also started to change the feel from cozy to weird and darker as the play went on, and dimmed the lights and added different colors. My second design objective was to show a clear world change when something particularly evil happened, and when the evil force is speaking out of nowhere. I accomplished this by having a quick red flash anytime the evil force was speaking. I also used the red flash when someone was killed. This provided a clear and quick world change to take us into the evil world and right back out of it depending on the action happening on stage. My last design objective was to establish a clear separation between the cabin looks and scenes and the musical numbers. The music for this show is very campy and mostly humorous. I wanted to make the numbers match the level of campiness of the show, and happen in their own version of the cartoony world. I achieved this by using brighter colors than I established for the cabin world. I also used gobos when I felt it was appropriate, and I utilized moving lights. The location of the play is in a cabin in the woods, and the time period is in the 80s. I supported this by using warm bright lights to mimic the cabin lighting. The show takes place in Spring so I didn't have to worry much about weather effects. The style of the show is very fun and campy, and my overall design goal was to match this style with my lights.