

THEATRE AT GRENFELL

Alice in Wonderland, Fall 2020

For our cyberpunk *Alice in Wonderland*, The concept of the tension brewing in Wonderland between chess pieces and cards leaves me to consider where the other characters' allegiances would fall in such a conflict.

Character: Red Queen

Inspirations for Design: Taking into consideration the cyberpunk aesthetic, most of our characters are dressed within a greyscale colour palette with the addition of a signature colour. The Red Queen's strict and formal behaviour is reflected through clean lines. These contrast her chess piece counterpart, the free spirited White Queen. This character is the personification of the red Queen chess piece. I took inspiration from the traditional rounded crown silhouette of this chess piece to create the structure of her head wear: rounded billowing hood with large red LED crown placed overtop. As a leader of the chess pieces the crown is a physical representation of her status, and her clean, confident, "put together" appearance reflects her leadership style.

This character design also incorporates the need for the actress to complete a quick change. The removal of the cowl and belted cardigan will reveal the rest of the red base layer. The removal of the crown and red snood (hair net) will allow for a quick change in hairstyle. Under the crown and cowl a different headband can fit, hidden for the Duchess character. The Duchess, whose' signature colour is pink, can still use the red shirt as a base for the sheer pink blouse placed on top. As the makeup design includes both red and pink no makeup changes will be necessary.



Character: Humpty Dumpty

Inspirations for Design:

Through script analysis I have interpreted Humpty Dumpty as an older and wise character. He may have participated in previous conflicts but now won't align himself with the tyranny of the Court of Hearts. I have added rusted USB flash drives on a chain as a sort of dog tag. To reflect the script's dialogue Humpty Dumpty has been given a bandana in place of a cravatte.



The director's idea for this character was a farmer whose crops are digital or data based (think of tending to motherboards of computers). The farmer idea immediately made me think of warm *Dickie's* jackets from TSC. I tried to blend staples of a modern farmer, for instance muck boots, with technological references. Rather than straw getting caught in his pockets and clothing it is small copper filaments. Despite being broken and full of patchwork he takes pride in his appearance and his work. In addition to patches on his clothing Humpty Dumpty's makeup incorporates a large crack and missing piece. This looks intentionally like broken porcelain or a broken eggshell. Though there is evidence of the Humpty Dumpty rhyme existing prior to his characterisation as a literal egg, the "egg" can be attributed to author Lewis Carroll. To personify Lewis Carroll's egg character Humpty Dumpty has adopted a rounded beer belly.



Character: Gryphon

Inspirations for Design: The Gryphon presented an interesting dilemma for the virtual medium. This character is traditionally described as a huge green creature with glittery wings. Chances are that would not transfer to a green screen show visually. Instead, this character has become a more human interpretation. The colour scheme stays in line with cyberpunk clothing styles in grey/dark tones with a pop of reflective teal (blue enough to not be cancelled out). Elements of cyberpunk style include the cowl, cloak, hand wraps, and harness. Ideally the use of hockey chest pads underneath the cloak would enhance his size and silhouette to be more like Lewis Carroll's original depiction. The plague doctor mask was a wonderful suggestion from my design supervisor. It solved the issue of makeup changes for the actor between the Gryphon and Dormouse and was a new cyberpunk/steampunk interpretation of a beak. This mask is given a cyberpunk twist with exposed "wires" and cracked teal circuit board painted on the surface of the mask.

In the world of Wonderland, I interpret the Gryphon as a mysterious character outwardly aligned with neither the chess pieces or the Court of Hearts; he is perhaps even a spy. Once I completed my initial drawings his silhouette certainly reminded me of the Imperial Spy Garindan Ezz Zavor from *Star Wars Episode 4: A New Hope*. This costume design begins to demonstrate the *biopunk* or biologically enhanced anthropomorphic features used in many of my animal costume designs for this production.

