

Previews of *Twice, Thrice, Frice...* begin October 1st!

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It's tech week for *Twice, Thrice, Frice...* and this week's newsletter is going to take you behind the scenes to see how it all comes together.

Uncovering the Design of *Twice, Thrice, Frice...*



An early pencil sketch of what eventually became our poster art, from artist Andrew Skwish.

This week of rehearsals for *Twice, Thrice, Frice...* is what is known as Tech Week. After weeks of the actors, director, and playwright rehearsing the play, it has finally come time to start adding in the set, the costumes, the lights, and so much more. Our team of designers and technicians are working non-stop to bring *Twice, Thrice, Frice...* to life.

You will have to wait until October 1 to see the finished product, but we can take a look at some of the steps along the way.

Previews Begin October 1 - Buy Your Tickets Today!

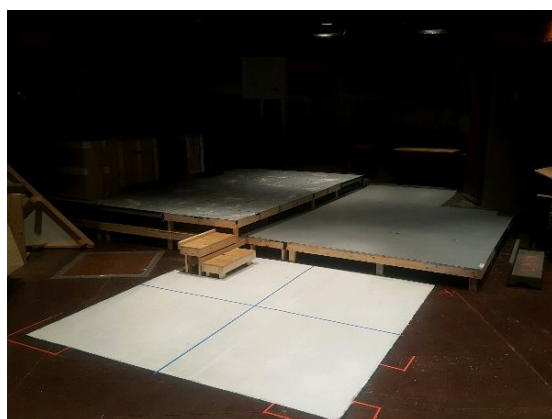
The Scenic Design Designed by José Manuel Diaz Soto



A top-down look at the set model from José Manuel Diaz Soto

Our scenic designer, José Manuel Diaz Soto, had the challenge of creating a world that can flow easily between some fifteen scenes. The solution was to create three distinct spaces. Below on the left you will see a photo from the theatre last Friday morning. You can see the bones of the set have started appearing in the theater and a base coat of paint has been laid on the floors.

Juxtaposed next to that photo is one from the model of the set, taken from a similar angle. As part of the design process, José created the model so that the team could better visualize what the end product would look and feel like.



The Lighting Design Designed by Lindsey Lyddan

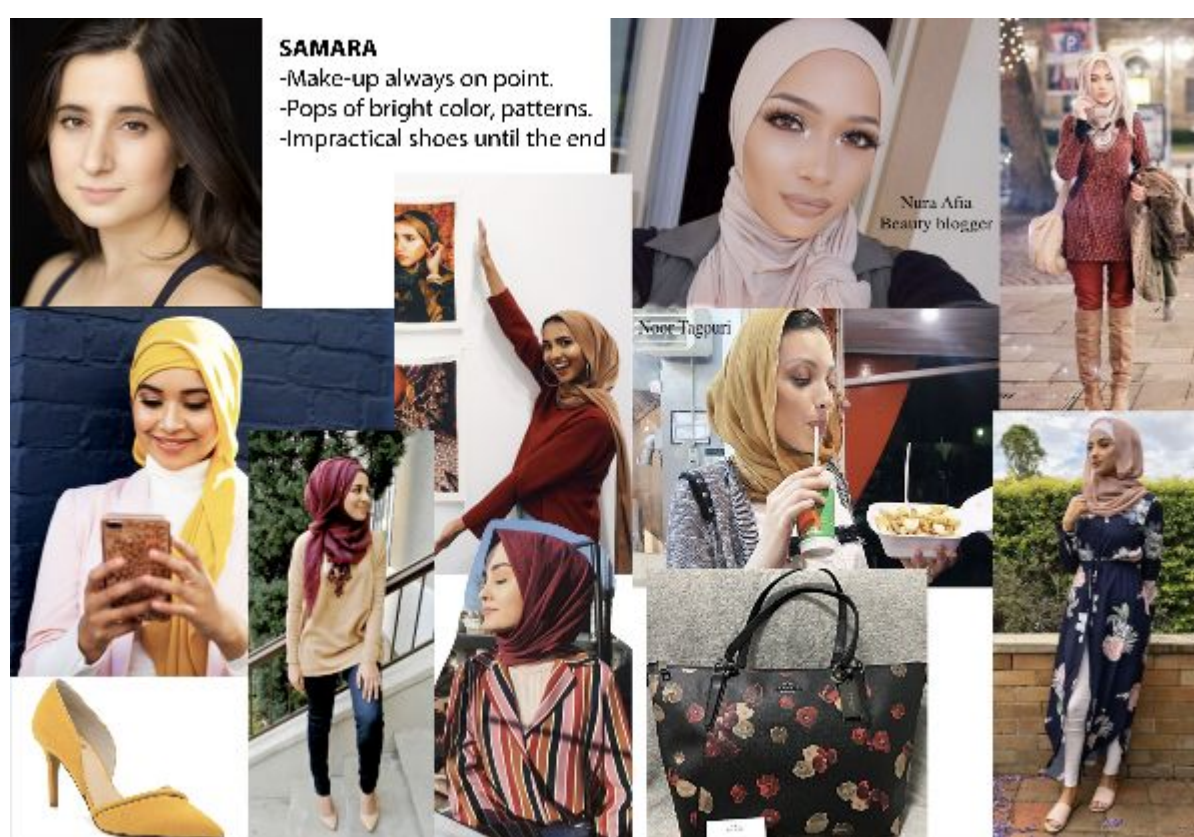


How do you design something intangible like light? And furthermore, how do you communicate your ideas to the team? Our designer Lindsey Lyddan shared many images with the team, and we're sharing two of them here with you. Do the images make you feel a certain emotion?

How do the colors tell a story? Is your eye drawn to certain areas? How does the light in the photo interact with other objects? What textures are created or highlighted? Until there's an actual set, photos like these are helpful in leading discussions amongst the team about lighting.



The Costume Design Designed by Noël Huntzinger



This photo collage was created by our costume designer, Noël Huntzinger, to help represent how she saw the character of Samara (played by Marielle Issa who is pictured in the top left corner of the image). Using photos and a few pithy lines, Noël has shared a vision of Samara that is easy for the director and team to respond to.

The Sound Design Designed by Andrew Hopson



What do the characters listen to in their lives? What sort of sounds do they hear in their day-to-day lives? What do we want the audience to hear? A sound designer has to grapple with all these questions and more. Andrew Hopson will be tackling these challenges and guiding us through *Twice, Thrice, Frice...* The video above was part of the research he shared with the team. You'll hear his work in the scene transitions, in making the kunafa truly sizzle, and also in designing the fourth character of the play, Dalila. Click on the sound cloud image to hear a sample of Dalila.



Come See How it All Fits Together Beginning October 1



October 1–November 10, 2019

Twice, Thrice, Frice...

The World Premiere

Co-produced with the International Voices Project

Written by Fouad Teymour

Directed by Patrizia Acerra

In this 100-minute comedy, three Muslim women confront adultery and polygamy when one of their husbands marries a second wife. Friendship, fidelity, and faith are called into question as each woman reevaluates bonds once believed unbreakable, and discovers humor amongst the heartbreak.

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