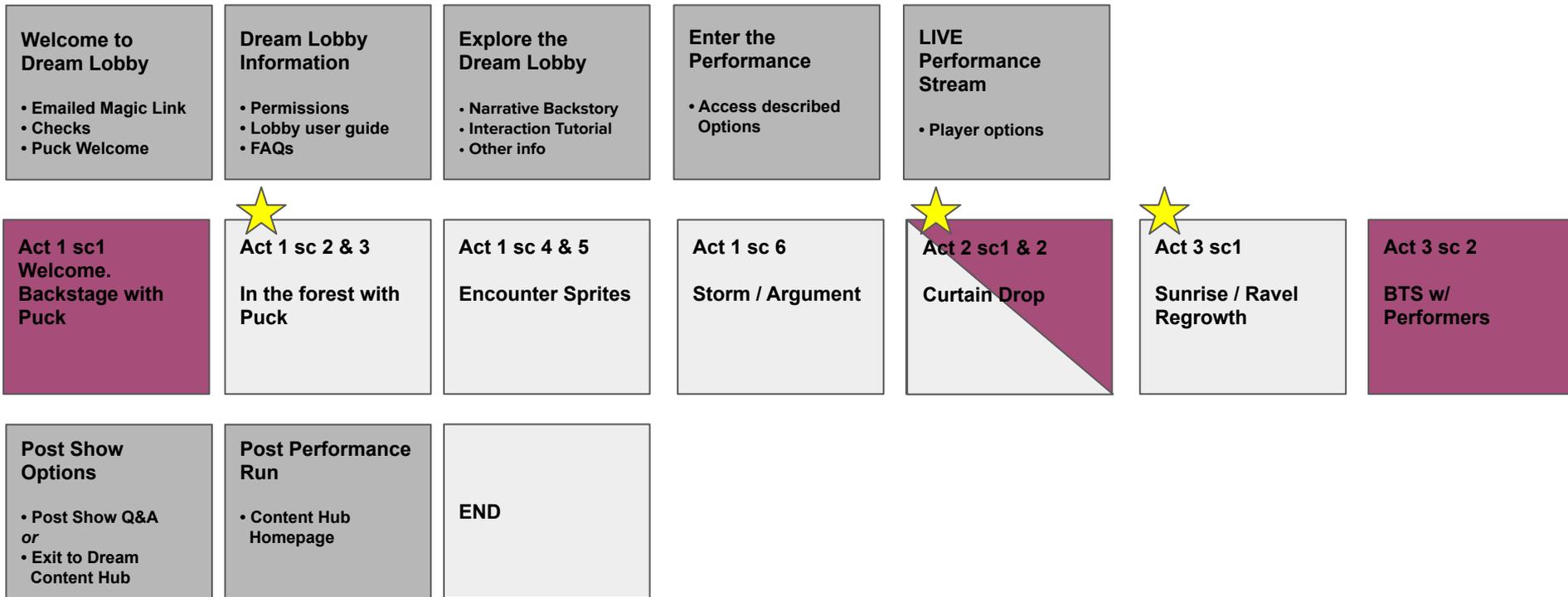


DREAM

EXCERPTS FROM THE FINAL SCRIPT

Narrative OVERVIEW



Web Platform



Digital



IRL



Digital / IRL



Interaction

ACT 1

Scene 2 Into the forest with Puck

SCRIPT / STAGE DIRECTION

By putting on the VR headset, Puck reveals the UNREAL forest to the audience. The audience zoom through the forest to see a pile of stones. This builds to create the figure of Puck. to camera, Puck says

Puck: Stay close,

In their new, stone form, Puck explores the forest. As they reach a fallen tree, we see Puck's perspective as they walk across the tree. The moon goes behind a cloud.

Forest: Moon take thy flight

Puck: Who spoke?

Forest: The wood

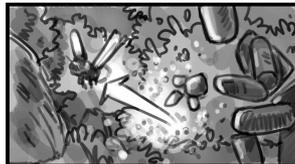
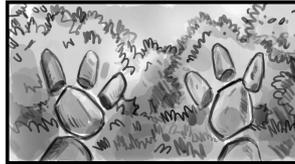
Puck: Fallen am I in dark, uneven way

Forest: By paved fountain or by rushy brook

Puck: to camera There's a brook

Puck looks at the brook and sees that there is a cluster of fireflies there. Puck jumps to the cluster.

BOARDS



DIRECTOR'S NOTES



Aerial camera drifts downwards as Puck assembles from a pile of rocks.



Puck explores the moonlit forest, we go into Puck POV when they tightrope on a fallen tree. Seeing hands and feet, confirming that we are embodying Puck.



Hand-held camera pulls out of Puck Vision and we see over shoulder shot of Puck gazing at the moon that clouds over.



Hand-held camera moves into 'transition bush' at end of scene. Puck crouches down and reaches out for beach ball sized cluster of fireflies that disperse. "go swifter than the wind And light it with thy fiery glow-worms' eyes"



POV Puck w/ single firefly on hand.

ACT 1

Scene 3 Down the Firefly Path with Puck

SCRIPT / STAGE DIRECTION

To the fireflies:

Puck: About the wood go swifter than the wind
And light it with thy fiery glow-worms' eyes!

The fireflies disperse into the wood

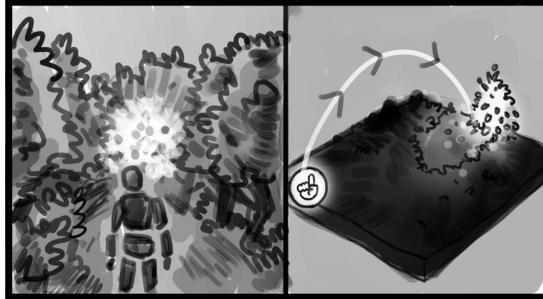
To the audience:

Puck: Now sweet fiends, I need your help: light
my way

The interactive members of the audience each
deploy a firefly in the surrounding forest for Puck
to find and catch. Each firefly they catch
becomes part of Puck's frame. As the number of
fireflies on Puck increases, Puck gets brighter
and we can all see our way through the forest.
The forest speaks and describes the flowers and
trees when fireflies are near.

Puck; Show me thy golden light your fiery
glow-worms
Canst thou lead me through the glimmering
night?

BOARDS



INTENTION: Split screen here for the
interactive audience- priority to see
wide shot (potential to intercut with
Pucks POV) on the left going to
gather the fireflies and an
interactive map of the forest on the
right that they can rotate and zoom
in on to deploy their fireflies.

Passive audience only sees Puck's
POV and can intercut with wide
shot, no map



DIRECTOR'S NOTES



Camera animates from 'transition bush'
upwards to elevated position allowing
audience to see Puck gathering fireflies
across the grid.

The audience can deploy multiple fireflies and
not all of them will be successfully picked up by
PUCK. They can choose whether to be helpful
and place them near Puck or be mischievous
and place them far away.

IRL in mocap space: Puck moves to the
different squares where there are groups of
fireflies to collect them (these will be lit up by
lights).



We enter Puck's POV / Puck vision to complete
the process of gathering the fireflies.



At the end of the sequence Puck walks into a
'transition bush' to allow us to then cut to A1 S4.

Act 1

Scene 4ai Encounter the sprites - Moth

SCRIPT / STAGE DIRECTION

Puck, having collected all their fireflies, looks at their hands:

Puck: This rough cast stone, now
more engilds the night
Than all yon fiery orbs and eyes of
light
Wood, thou art as wise as thou art
beautiful!
Let's meet the wood sprites who
attend on thee
Peaseblossom, Cobweb, Moth and
Mustardseed

*Illuminated and musical, Puck
attracts the sprite Moth.*

Puck: Moth! How now spirit?
Whither wander you?

Moth:Puck! Thou merry wanderer,
Fly with me.

*Puck's fireflies follow Moth up into
the forest canopy.*

BOARDS



DIRECTOR'S NOTES



Hand-held camera sees Puck & Moth at the foot of a tree.

Puck is fully lit up by fireflies and takes some time to play around with their movement and Gestrument to attract Moth.

Puck delights in Moth and they play with each other dancing around the hero tree.



Camera corkscrews on rails to the canopy tracking Moth who says "Fly with me." Puck out of frame until camera settles up at the branch where moth hovers with the moon behind them.

Act 1

Scene 4aii Encounter the sprites - Moth and the storm

SCRIPT / STAGE DIRECTION

Moth leads Puck up into the treetops where we can see the moon, sky and stars above the canopy.

At the top of the tree:

Puck: (to camera) We shall have some mischief here

Puck and Moth are playful, maybe flirtatious. Puck jumps on a branch and deliberately creates a breeze which touches Moth. Puck's breeze inadvertently causes the beginnings of a storm on the horizon.

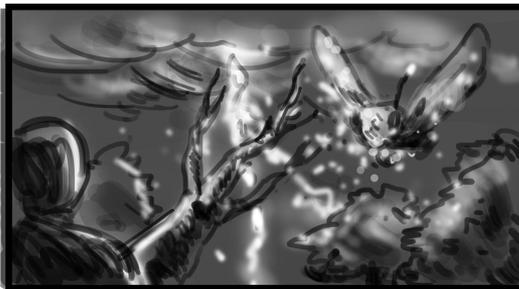
Puck: The whistling winds are full of joy and mirth

*Moth: That storm shall do such mischief in the wood
'Twill overcast the night with drooping fog*

Puck: I jest with spells and charms to make thee smile. Fear not - 'tis nothing. Where is Peaseblossom?

*Moth: I know a bank where the wild thyme blows.
Where oxlips and the nodding violet grows,
Quite over-canopied with luscious woodbine,
With sweet musk-roses and with eglantine
Follow me.*

BOARDS



DIRECTOR'S NOTES

This interplay speaks to Puck's mischievous nature this jumping around leads to the moth dispersing and colliding with Puck and their fireflies. This creates the storm. The wind whips up creating storm clouds which release a flash of lightning.



Floaty hand-held camera catches the interaction between Puck and Moth. Butterfly effect of Puck's playfulness: a storm on the horizon.

Act 1

Scene 4aiii Encounter the sprites - Moth + Peasblossom introduced

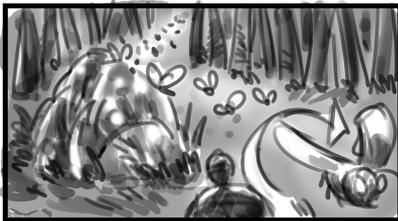
SCRIPT / STAGE DIRECTION

Moth creates a path of moths down from the tree and through the forest and Puck and the audience follow. We are looking for Peaseblossom (who is dormant on a bank where the wild thyme and woodbine grows).

First chords of ARR play- it's a snatch of music, like a distant rumble of thunder. Moth is startled by the sound of the storm - Arr - and takes off in a cloud of moths. They join to create one big moth and he flies away.

Puck and the audience are left in the forest by a rock entwined with Woodbine. The woodbine vine on or near the rock starts to move and there begins to assemble a human form from vines, sweet pea blossom, woodbine, leaves and particles from the forest floor. This is Peaseblossom.

BOARDS



DIRECTOR'S NOTES

Scale 1:1 view from the canopy back to the forest floor.



On rails sweeping camera shot that follows the trail of moths from the canopy down through the forest floor to a rock where Peaseblossom is found.

Act 1

Scene 4bi Encounter the sprites - Peaseblossom

SCRIPT / STAGE DIRECTION

Peaseblossom is disturbed by Puck who plucks a bud from Peaseblossom's frame. Peaseblossom's petals fall

Peaseblossom: You shrewd and knavish sprite! What hast thou done?

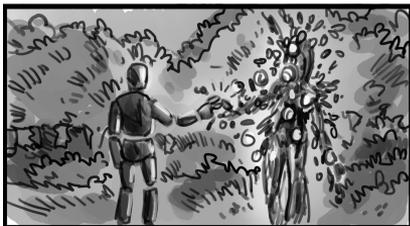
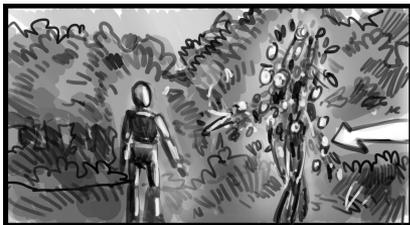
Puck: I know not! Why? Do the seasons alter?

Peaseblossom: I heard about your stealth unto this wood You bring new friends and strange companions (*Thunder rumble*) This is thy negligence. I fear we shall not see the coming morn. Seek out Cobweb.

Puck: Where? In some bush? Where does she hide her head?

Peaseblossom: She will creep into an acorn cup and Dream away the time. Haste! Make no delay.

BOARDS



DIRECTOR'S NOTES



Handheld camera follows 'breadcrumb trail' of moths. Puck enters scene. We capture playful interaction between Puck & Peaseblossom. Framing both Puck + Peaseblossom w/ their backs to the camera, low angle.

PB is about to look his absolute best with a fresh bloom of woodbine petals. Puck finds the petals irresistible, plucking one causes all of the other petals to fall off. This makes PB furious until a sobering thundercrack (Arr) prompts the two to seek shelter.



Camera moves into TB as PB rolls, unfurling as a vine to guide Puck.

Act 1

Scene 4bii Encounter the sprites - Peaseblossom path

SCRIPT / STAGE DIRECTION

Peaseblossom disperses into the ground and forms a snake-like vine across the forest for Puck to follow. The Peaseblossom vine moves fast across the forest floor. And Puck follows.

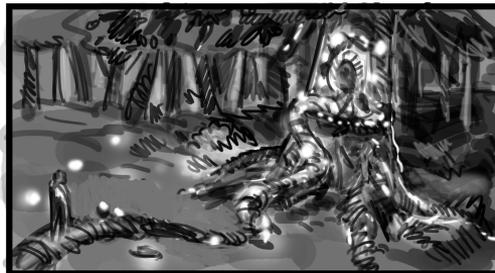
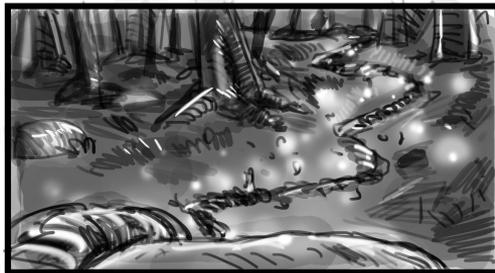
Peaseblossom::Over hill, over dale,

Through bush, through brier

Follow me

Peaseblossom takes us to a hollow in an Oak tree.

BOARDS



DIRECTOR'S NOTES



On rails following vine to Cobweb's tree.

IRL scene change from Peaseblossom to Cobweb. Scale change via hollow log.

Act 1

Scene 4ci Encounter the sprites - Cobweb

SCRIPT / STAGE DIRECTION

Once we find our way into the Oak hollow, there is an acorn cup on the hollow floor, we head in there. The hollow and the acorn cup give us a cathedral sense of scale..

Inside the acorn cup is nestled Cobweb.

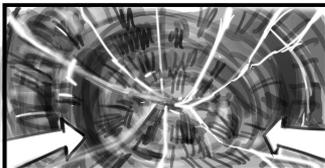
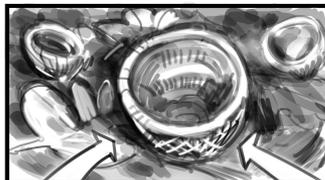
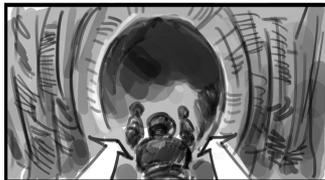
Cobweb is asleep.

Puck: Cobweb! Cobweb! if you live good sprite, awake!

Cobweb: No, I upon this web will rest my head

Cobweb ignores Puck.

BOARDS



DIRECTOR'S NOTES



Animated camera framing whole eye of Cobweb w/ Puck in foreground.

Change of scale to 'acorn view', 1x1 to 1x1000

Cobweb is the rebel of the sprites - lazy, will ride out the storm no matter what - not budging/stubborn.

Act 1

Scene 4cii Encounter the sprites - Cobweb

SCRIPT / STAGE DIRECTION

The storm is getting closer. The score is there and getting more intense. Cobweb lazily opens her eye

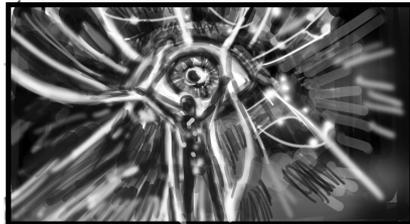
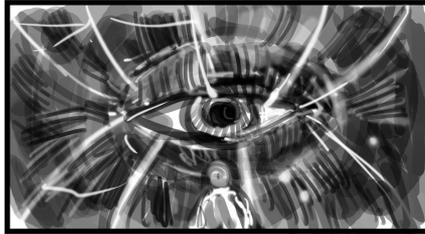
Puck: This storm is so much lighter-heeled than I: I followed fast, but faster it does fly;
How long within this wood intend you stay?

Cobweb: Never so weary, never so in woe,
Bedabbled with the dew and torn with briars,
I can no further crawl, no further go;
My legs can keep no pace with my desires

Puck: My legs are longer though, to run away.
Sleep thou and I will wind thee in my arms

Lightning strikes and Cobweb opens her eye wide

BOARDS



DIRECTOR'S NOTES

Puck traverses the cables of the cobweb standing on the strings below them and holding onto to those above them.

Act 2

Scene 1 Curtain Drop



DIRECTOR'S NOTES

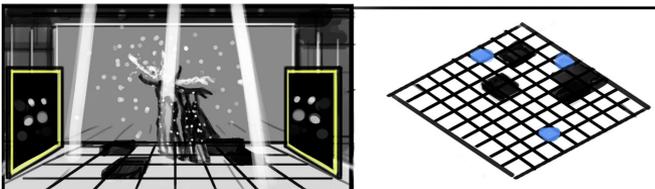
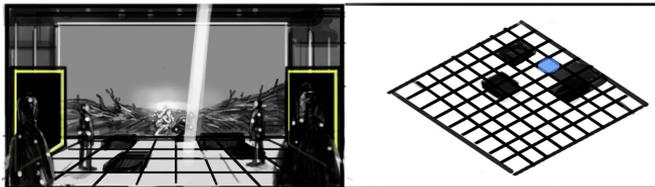
SCRIPT / STAGE DIRECTION

The acting company gradually, tentatively, begin to help Em to locate and restore their fireflies which the audience are sending into the Unreal landscape

Together, they move across the studio grid searching for fireflies -we see depleted Puck on the LED screen puppeteered physically by the company in the mo-cap space.

The audience can deploy their fireflies using the same mechanic but onto the LED screen. When they deploy their firefly it releases a piece of music,

BOARDS



Wide shot of mocap studio.

TVs at the sides of the space show Puck's VR PoV



Act 2

Scene 2 Puck re-enters the virtual world

SCRIPT / STAGE DIRECTION

Once Puck has collected all the fireflies, Puck and the sprites see dawn begin to break on the LED screen and the light from the sliver of sunrise shows them that the forest is completely destroyed.

The sprites encourage Puck to re-enter the forest. They assume their T-Pose

Puck: Sweet friends, I thank thee for thy sunny beams,

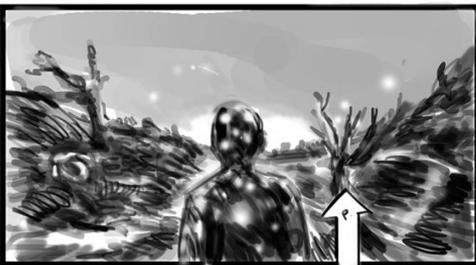
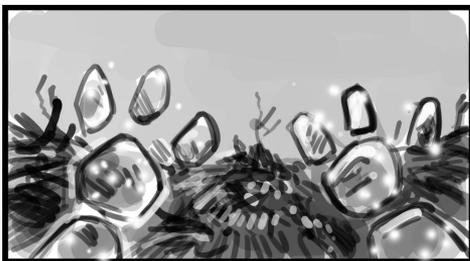
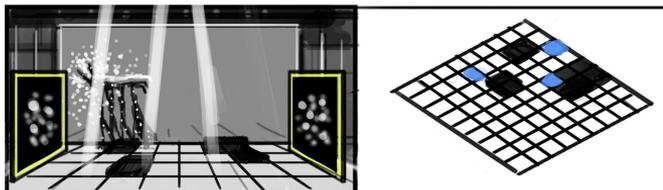
For thy gracious, golden, glittering gleams,

It is near break of day. I am ready

Puck re-enters the digital forest leaving the mo-cap studio behind.

It is desolate. We take a moment to take it in.

BOARDS



DIRECTOR'S NOTES



Wide shot of mocap studio.

EM repositioned in space w/ T-pose or similar pose.



Cut to PoV Puck looking at fully glowing hands in the wasteland.