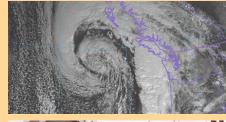


## **Research Imagery**











## Research Imagery

Research Imagery is defined as a mental event involving visualization of a concept or relationship. Because this play takes place in a post disaster setting, our imagery involves a more gloomy setting with colors like gray and dark blue being the most present. What we can imagine mainly falls under the category auditory and visual. Our visual aspect would be the gray skies filled with rain clouds and not a ray of sunshine in sight. Our auditory could be the 180 degrees sound system would be the supporting factor. Both visuals and sounds would set the ominous tone of the play which is why we have decided to focus mainly on those two.



One side of the scene is the torn-up house. This is where the majority of the play will happen. We would also incorporate a road as well as a makeshift car for when Mark is doing his shifts searching for people. On the other side of the set will be where the flashbacks, ocean scenes, and any other scenes would happen. This way, the audience would be able to make a distinct difference in the scene changes.



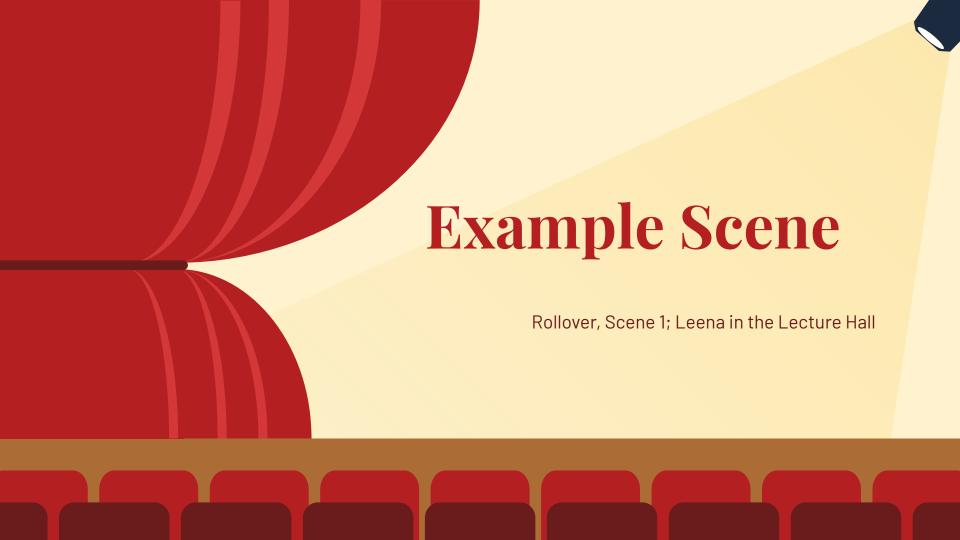
Images projected would just be to compliment what was going on during each scene; If the scene takes place in the house, the background projection would be an image of a storm-ravaged island home. If it is one of the flashback scenes, the background would be a moving image of storm chaos; dark skies, heavy rain, lighting, etc.



An overhead white light could be used on the side of the set where the other scenes occur. This light could be used to facilitate the switch between the physical and non-physical characters [i.e. flashbacks]



Sounds that enhance the activities in the classroom, clicking sounds during class activity. Storm noise as the instructor is explaining the process of how a hurricane is formed. A noise indicator for when we are transitioning from real time to flashback moments.

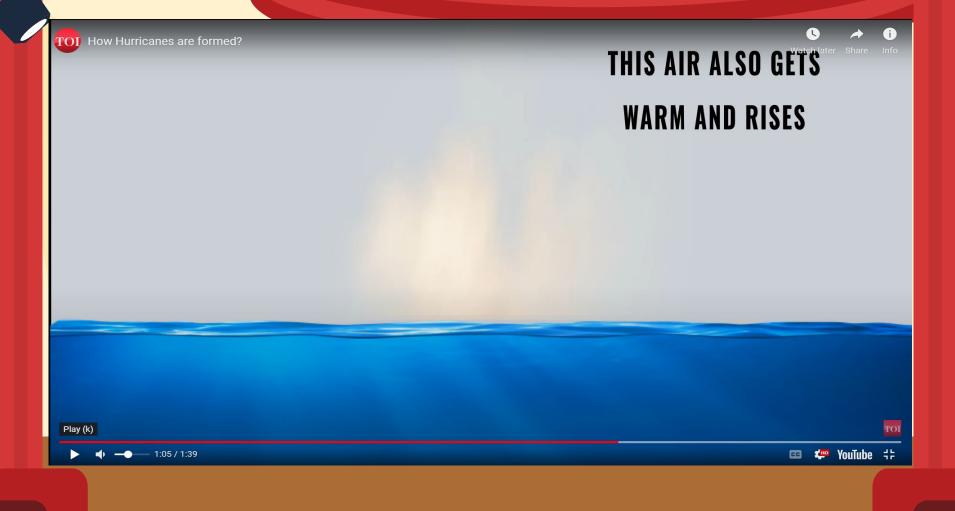




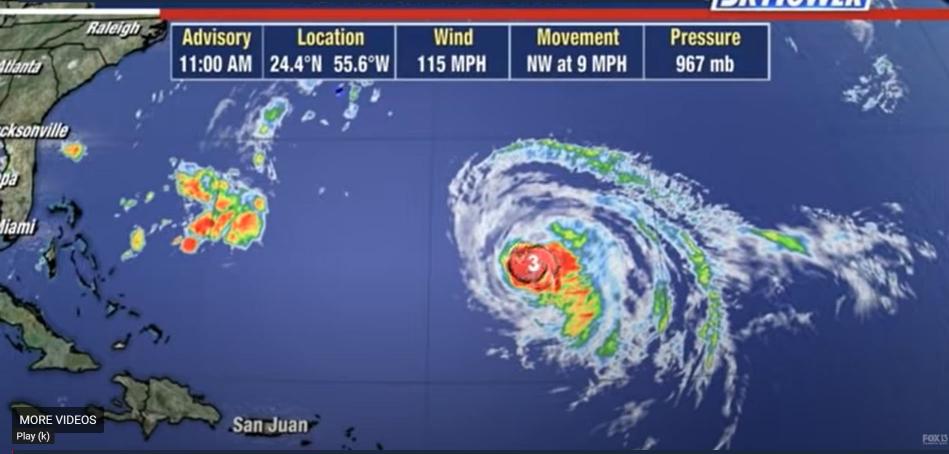










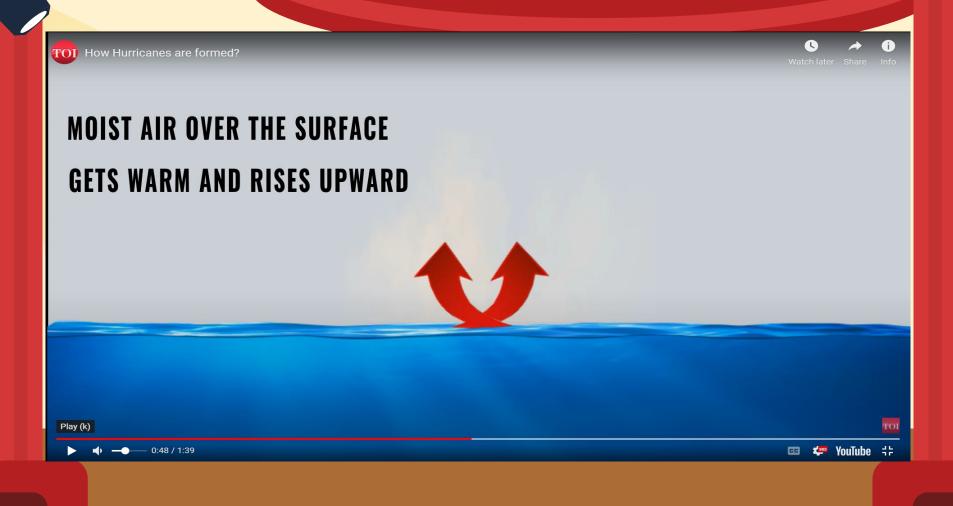


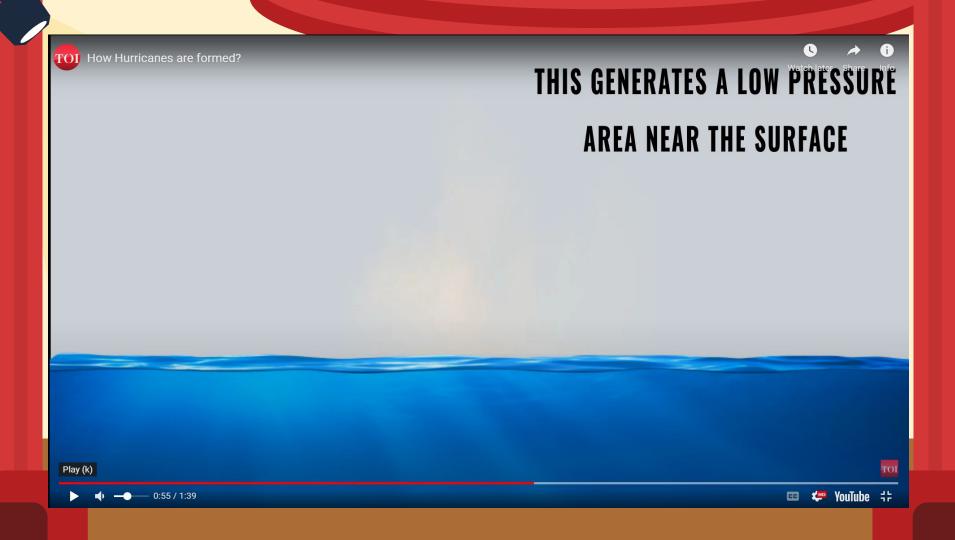
New York

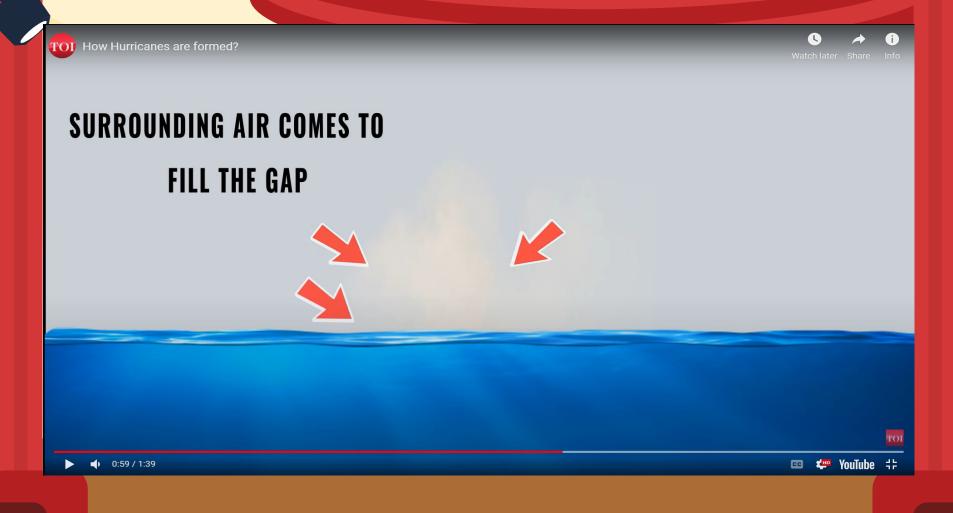


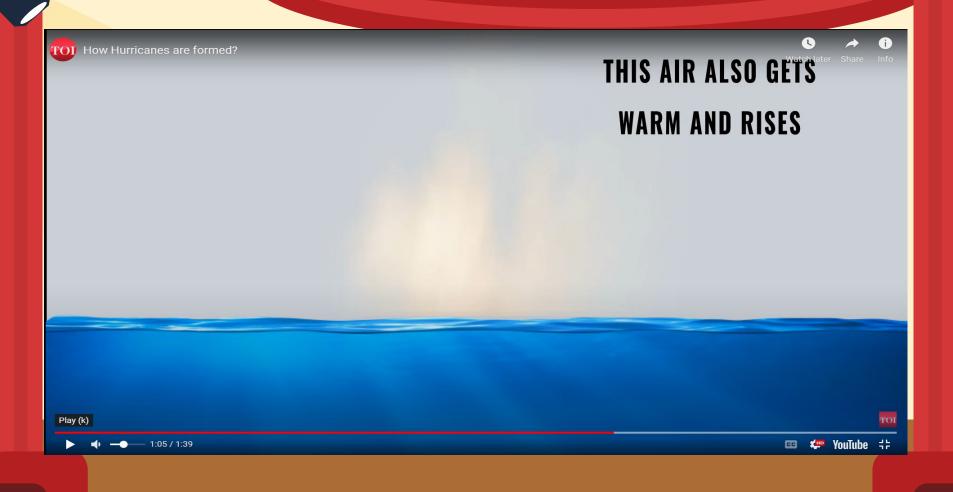
## 3 FACTORS NEEDED FOR THE FORMATION OF HURRICANES

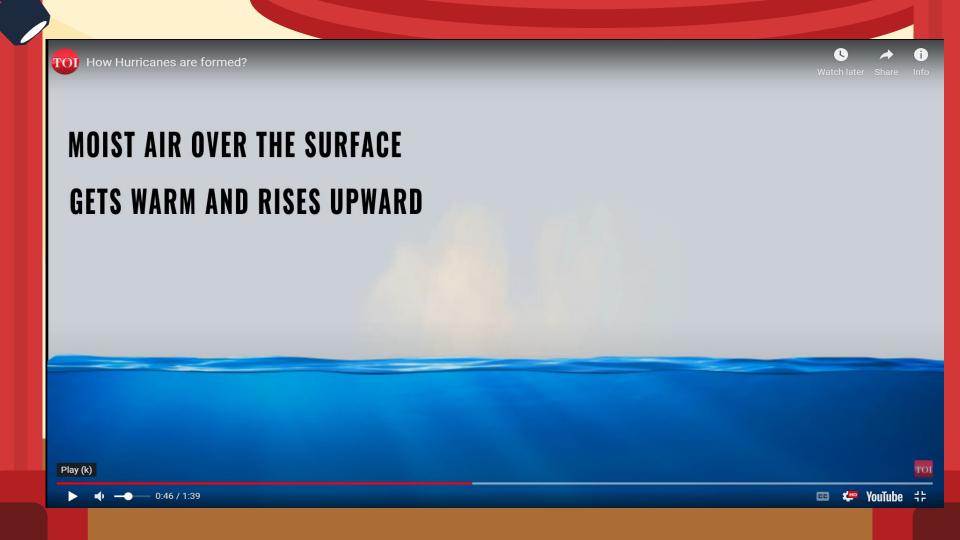
- 1. WARM OCEAN WATER
- 2. MOIST AIR OVER SURFACE
- 3. LIGHT UPPER LEVEL WINDS



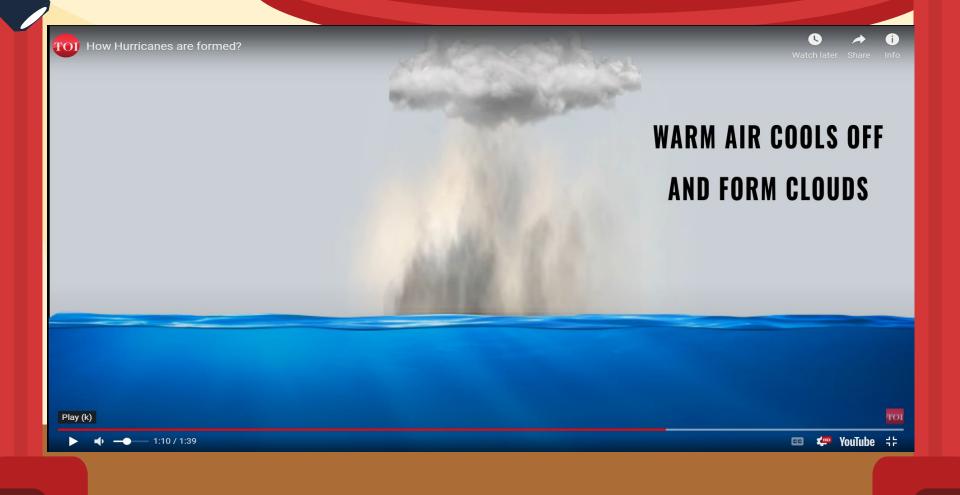


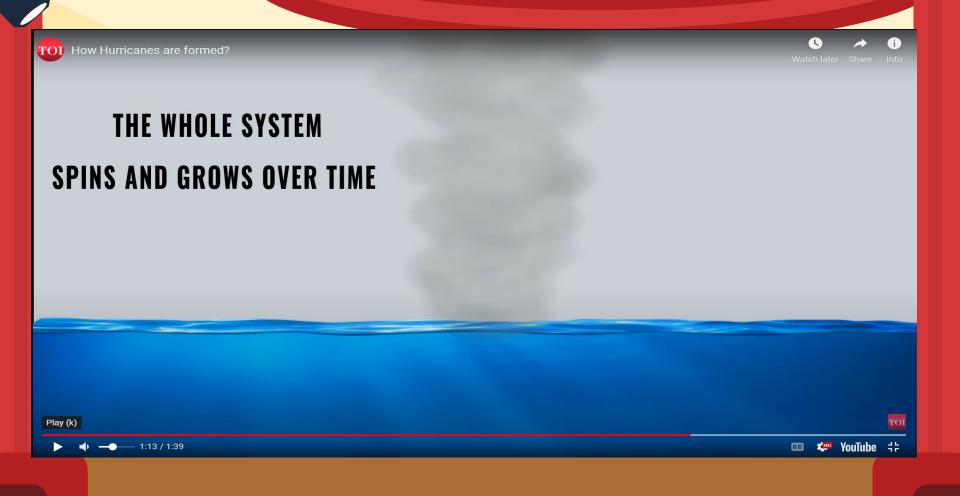


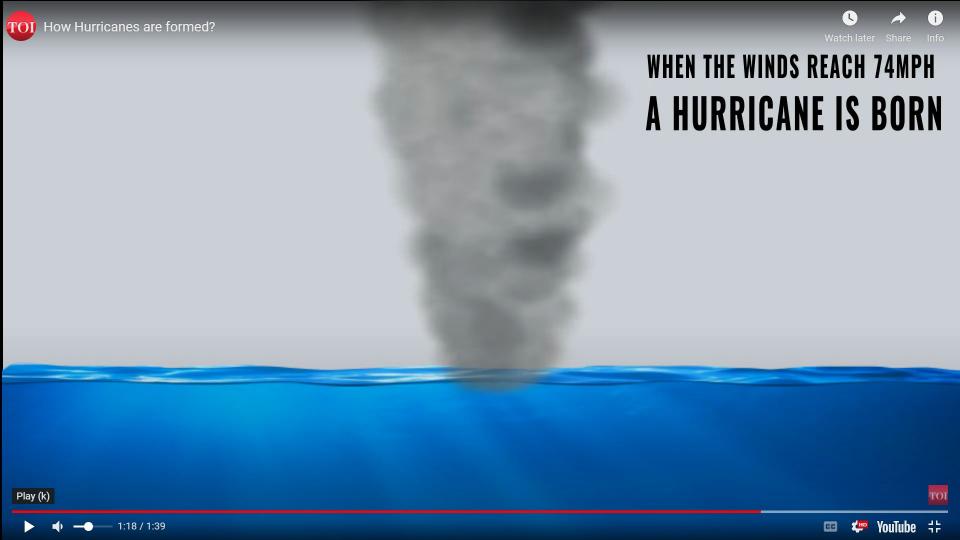


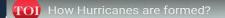














## HEAVY RAIN, STRONG WINDS CAN CAUSE SEVERE DAMAGE TO BUILDINGS, TREES AND VEHICLES





1:28 / 1:39



YouTube ##

