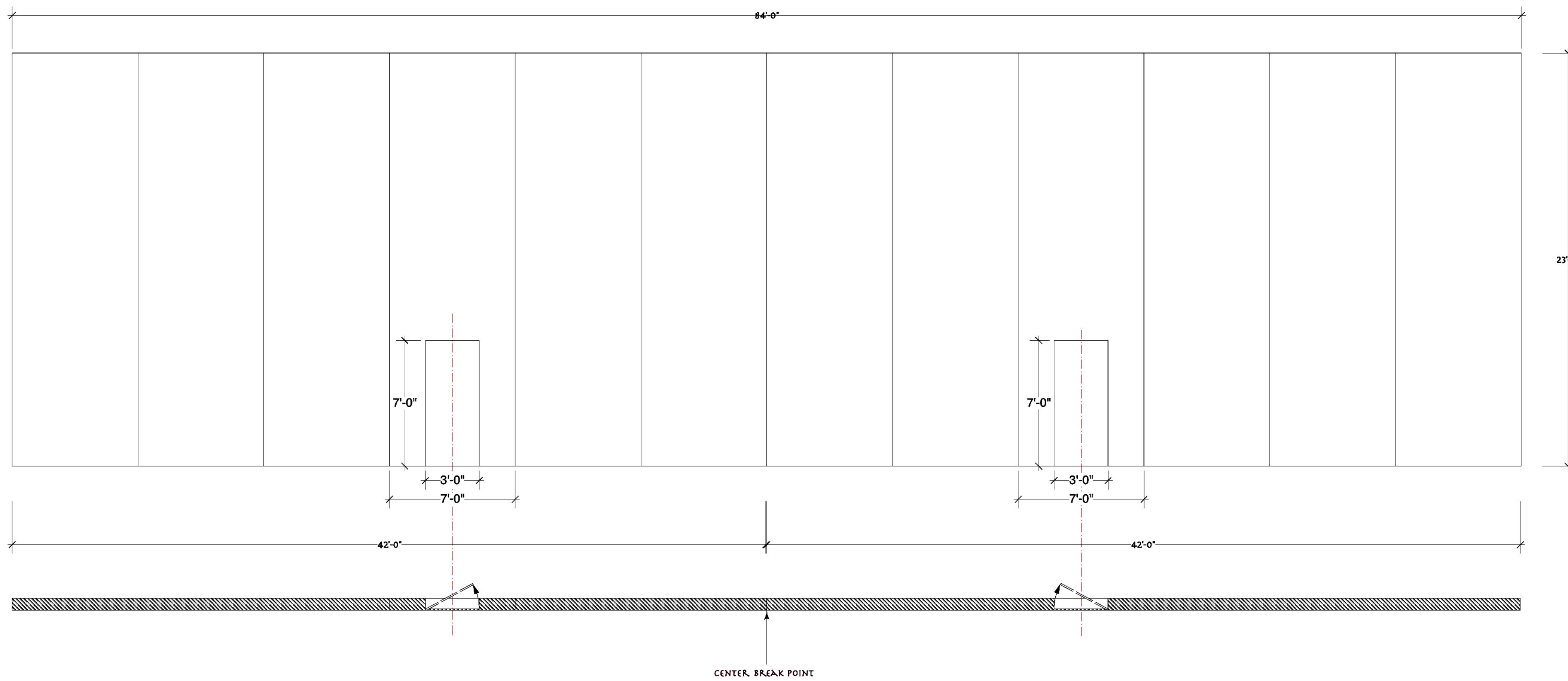


BOOM 1 CASTLE INTERIOR



Boom 2 Flipper Detail

3/8" FLIPPER LOCKS TO HOUSE INSET
EYE BOLT TO HOUSE INSET
HOOK ON BACK FLAT

HOUSE SIDE
FOREST FLIPPER

THIS LOCKS THE 3/8" FLIPPER TO HOUSE INSET
EXTERIOR

HARDWARE TO CLOSE FLIPPER

THIS LOCKS THE 3/8" FLIPPER TO THE 3/8" FLIPPER

FOREST FLIPPER

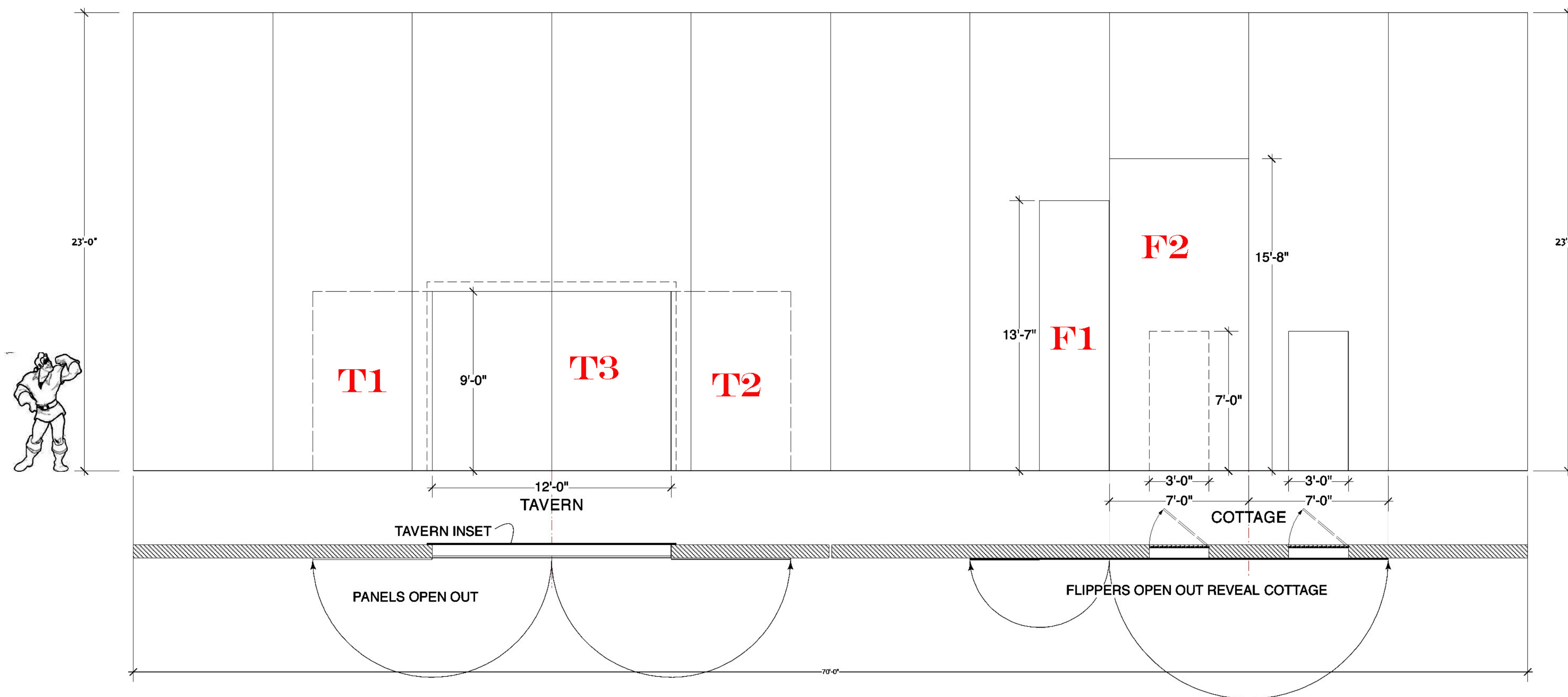
Prologue Transformation

?? Sean, we need to discuss this door. George does not want to have a door in the leading flats for the booms. I understand the reasons... weakens the boom and I believe there are mechanical issues. We have placed doors here in the past. We need a way for the actors to get into place behind the Prologue unit. Also, we need to conceal the switch with the Prologue ending and the forest on stage. We can eliminate one to the doors... we don't need two. Otherwise we would have to place a door in flat #2 (in blue). Maybe we should put a return flipper on the UNT. What do you think??

FOREST FLIPPERS CLOSED. Flippers are made with Yale and double covered. 1. Discuss 3/8" angle for steel reinforcement to keep slits right. 2. Discuss special hardware to keep doors closed (inside and out). 3. Discuss piano hinges

COTTAGE. A. 1x4 Double covered flipper open showing back side of flat. B. 1x4 inset main house. C. Discuss Hook and Eyes

BOOM 2 FOREST



Eyes will be cut out as drawn. These will need to be drawn by the scenic. The Carpenters will need to cut them out and apply SCRIM to the back side of the flat. (Not the front unless the Scenic Charge approves a front application of the scrim.) Then the scenics will paint over the scrim as the forest.

The red eyes will be painted onto vellum. When the boom is up, the vellum will need to be carefully positioned behind the scrim and grafter taped down.

Electrics will need to backlight each set of eyes with a 150 wt. light bulb. One individual circuit per eyes. Discuss with Lighting Designer.

The barn doors need to open downstage. They need to be locked backstage. As a result, the Tavern Backing Flat will have a quick release and attachment. DISCUSS THIS FOR SOLUTION

SCENICS... adjust art work to accommodate the eyes if they need to be moved due to boom flat frames.

BOOM 2 TAVERN DOORS BARN DOORS

Scale 1/4"

EYE placement will be considered later but should be noted.

10" X 16" DOCUMENT SIZE

Tavern Backing Flat

The Munny presents **BEAUTY & THE BEAST** PLATE #

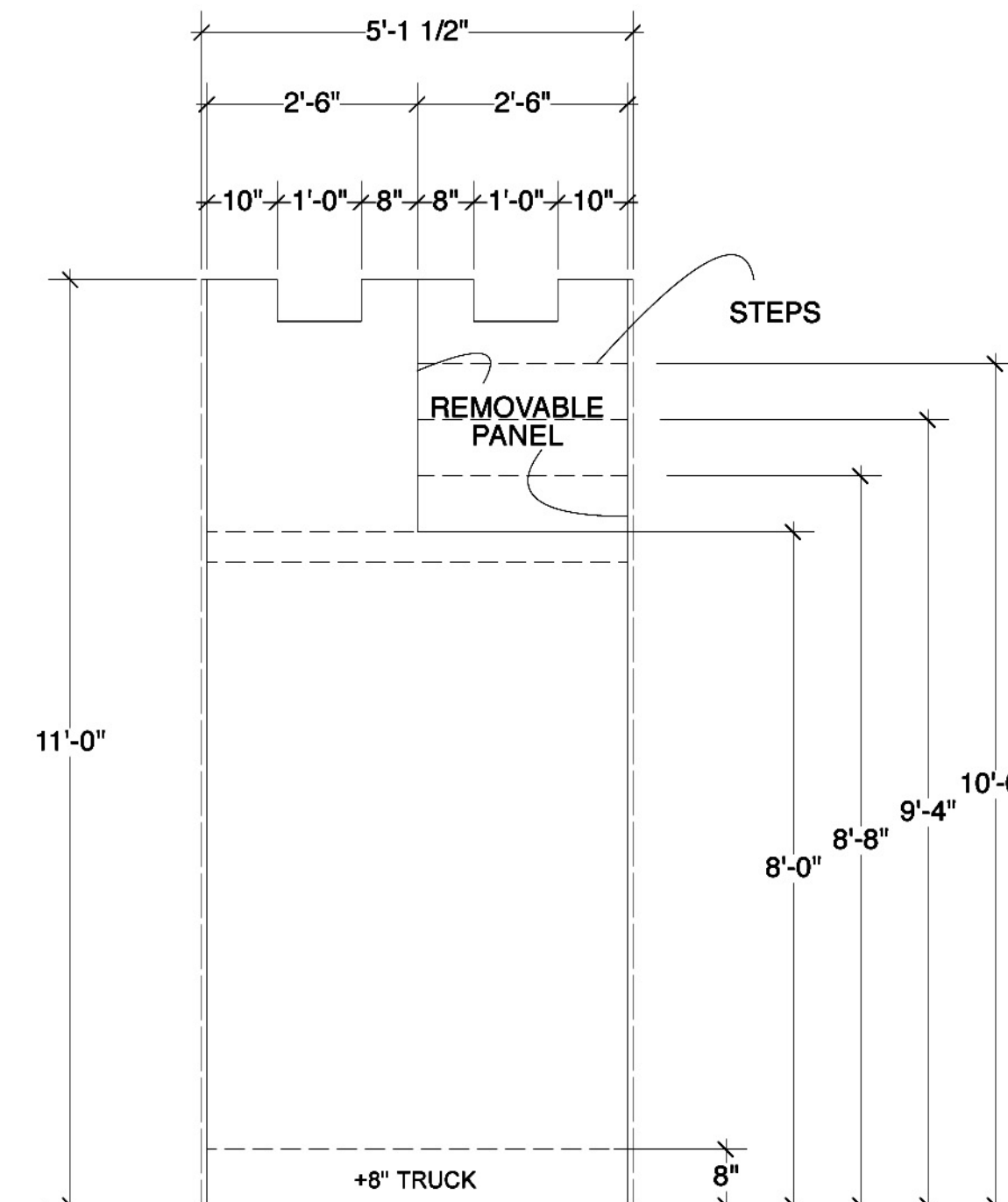
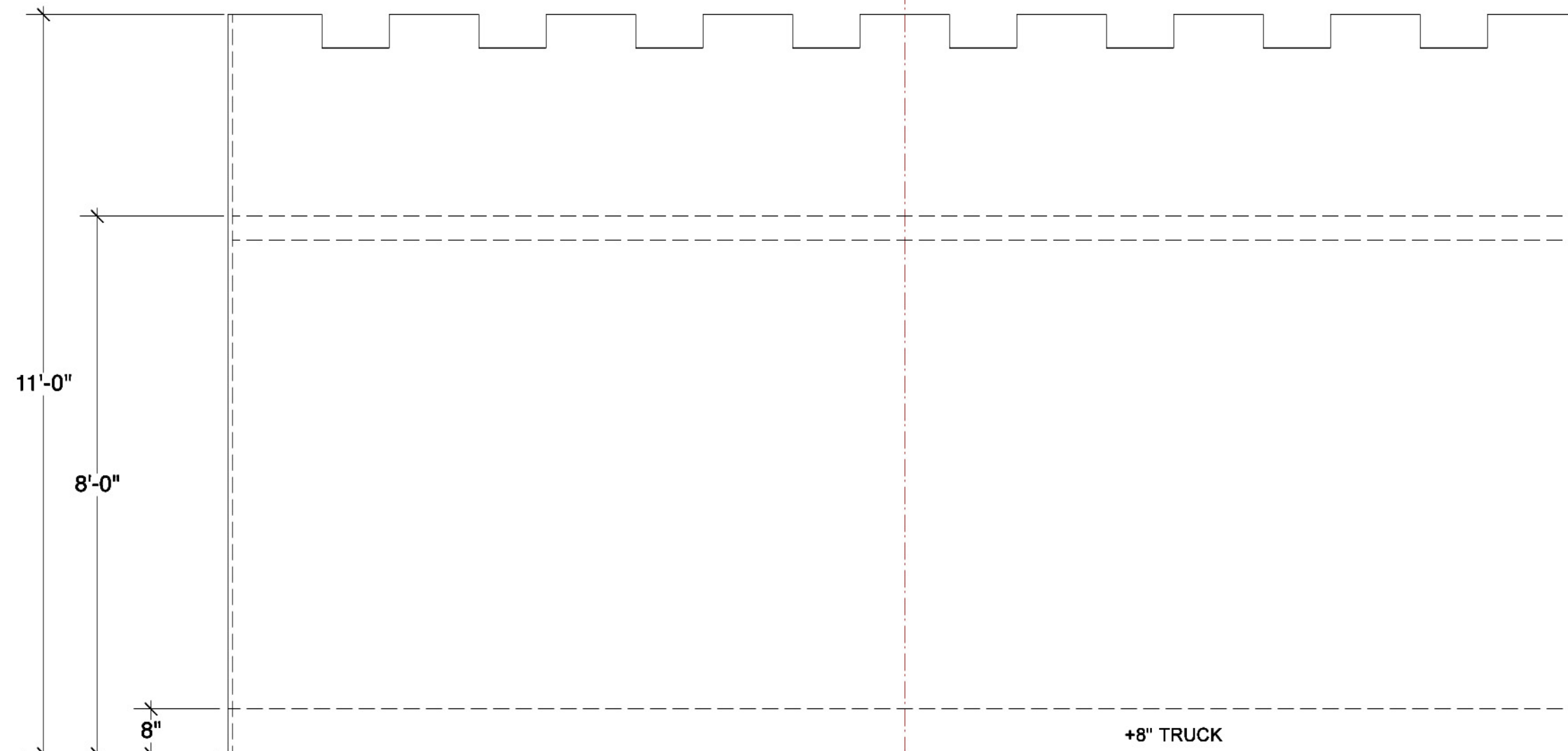
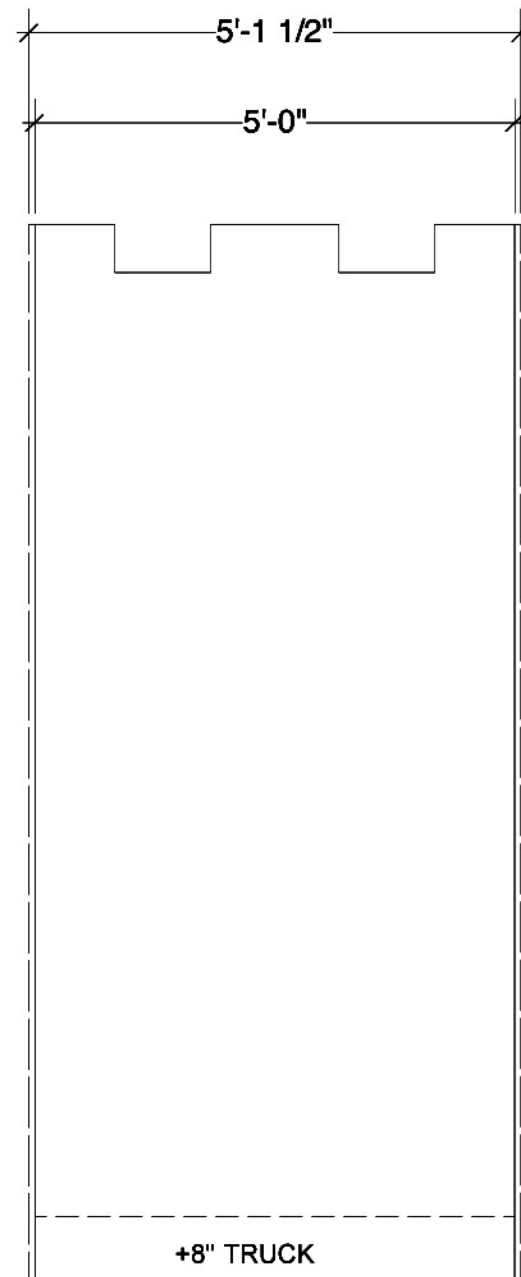
DIRECTOR: Matt Lenz SCALE: 1/4" = 1' - 0" DATE: 5/25/10

DESIGNER: Steve Gilliam Assistant Designer/Drafter: Tony Andrea

1

BOOM 1 AND BOOM 2 of 15

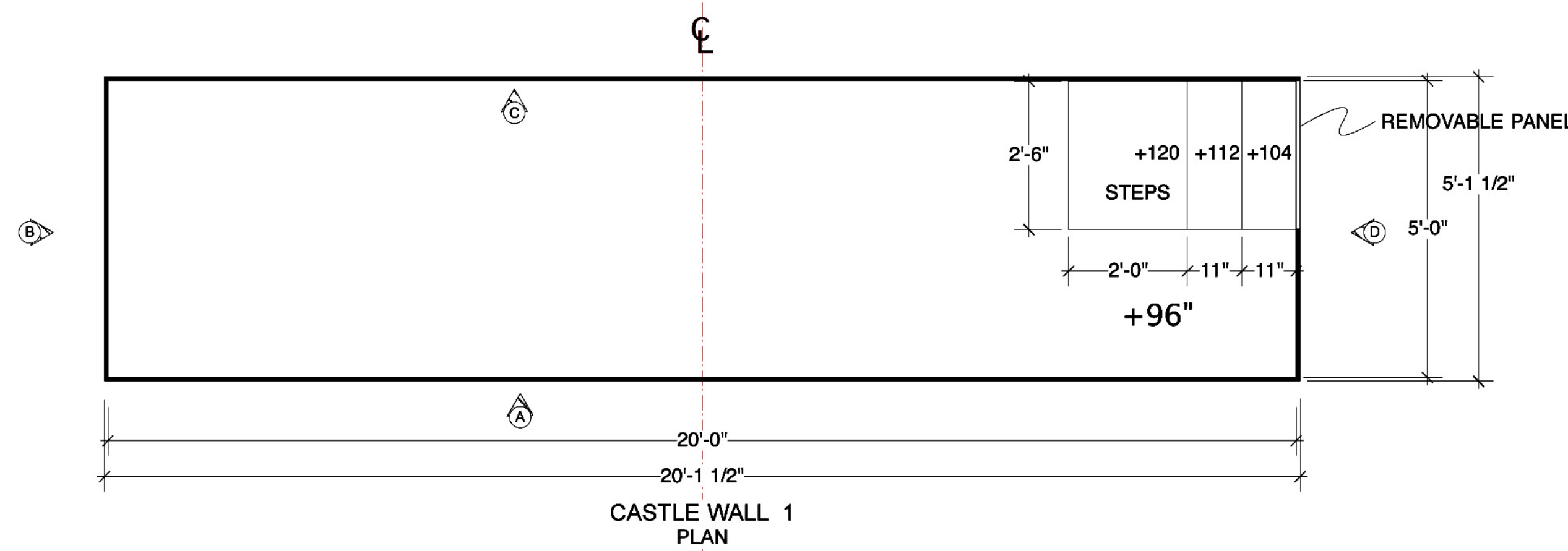
NOTE:
 CASTLE WALLS ATTACHED TO FACE OF +8" TRUCK.
 THESE TWO UNITS ARE EXACTLY THE SAME WITH THE EXCEPTION OF THE PLACEMENT OF REMOVABLE PANEL FOR ACCESS TO EACH OTHER..



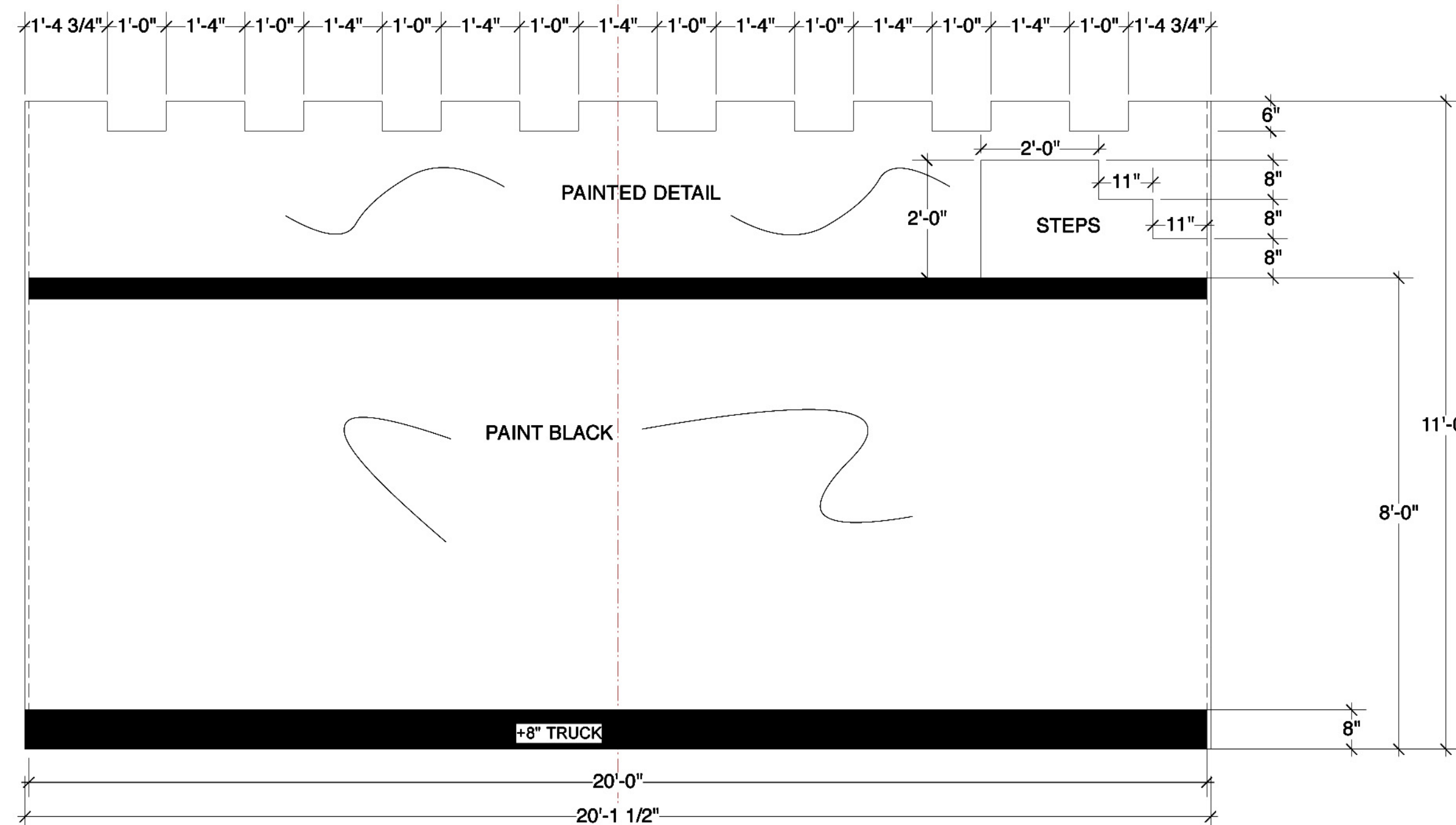
CASTLE WALL 1
 VIEW B
CW1A

CASTLE WALL 1
 ELEVATION A
CW1A

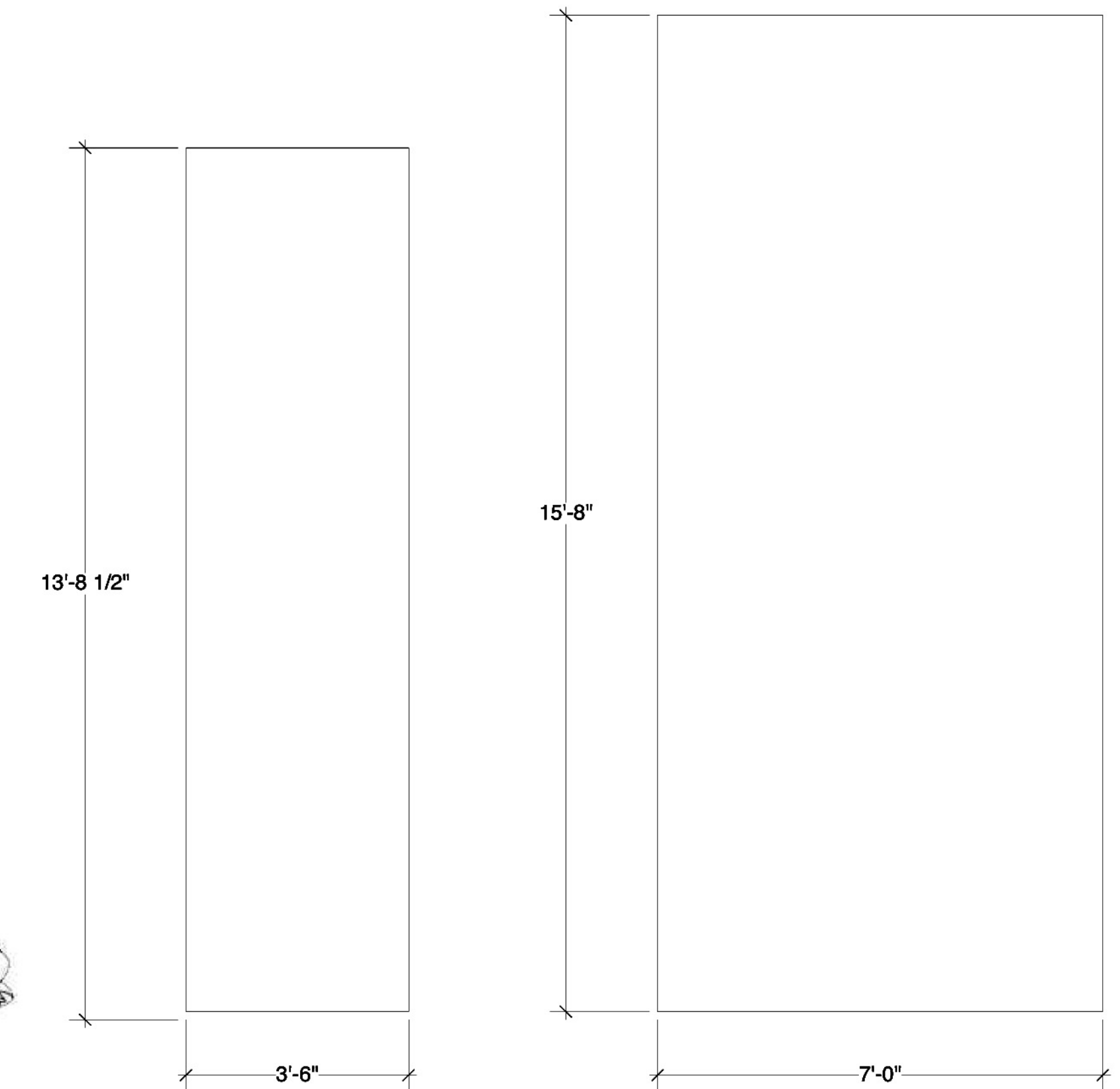
CASTLE WALL 1
 VIEW D
CW1D



CASTLE WALL 1
 PLAN



CASTLE WALL 1
 ELEVATION C
CW1C



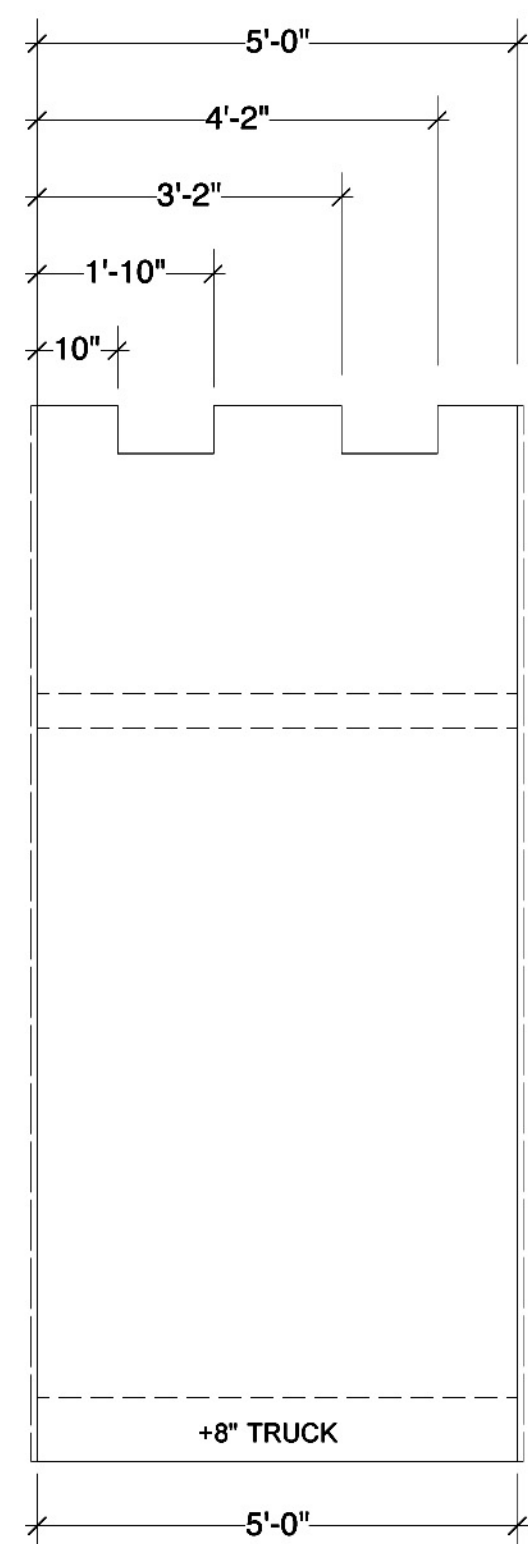
F1

COTTAGE FLIPPER PANELS

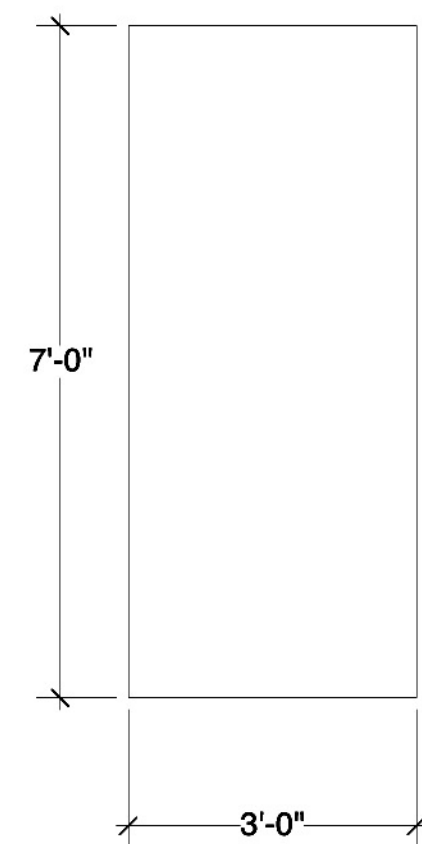
F2

NOTE:
 SEE BOOM TWO (2)
 COVER BOTH SIDES.

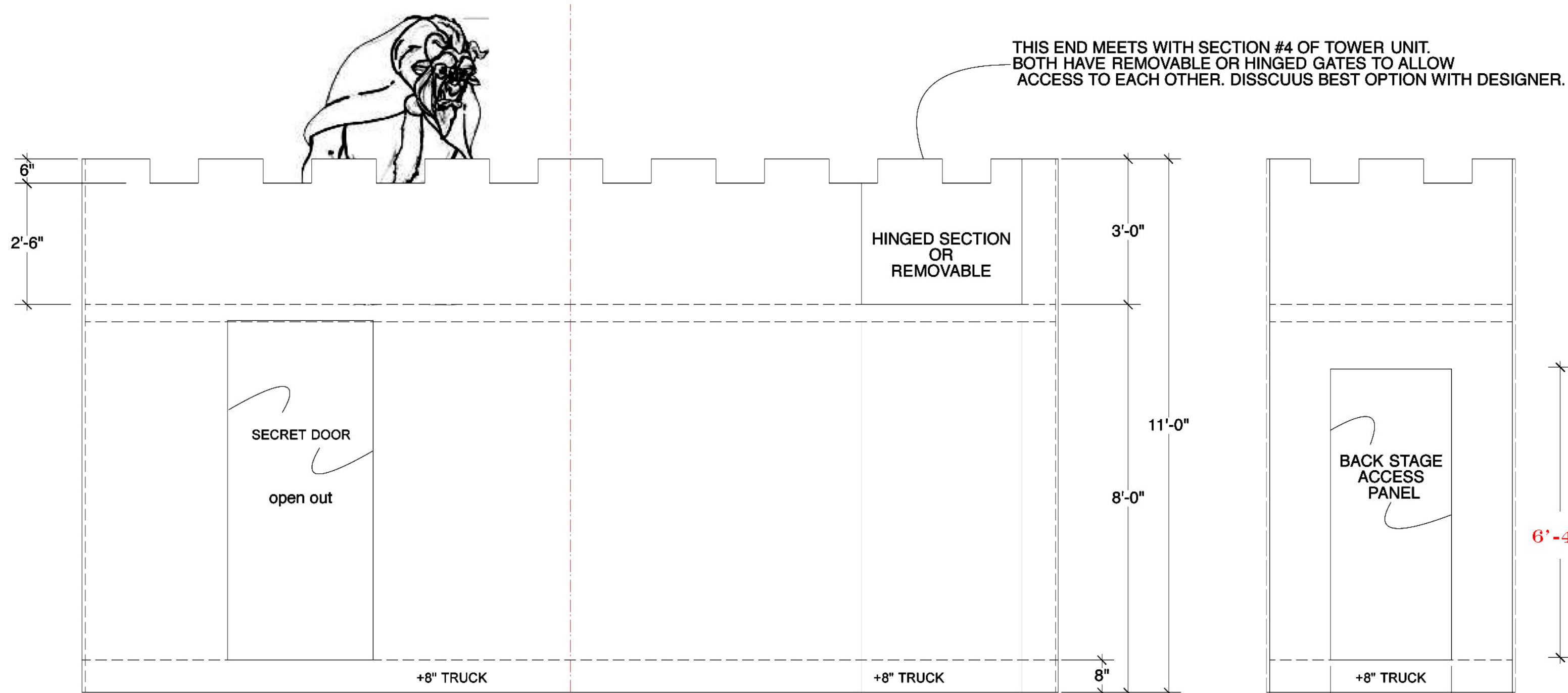
| | | |
|--|---|-------------------|
| The Munny presents BEAUTY & THE BEAST | | PLATE # |
| DIRECTOR: Matt Lenz | SCALE: 1/2" = 1' - 0" | DATE: 5/25/10 |
| DESIGNER: Steve Gilliam | Assistant Designer/Drafter: Tony Andrea | |
| CASTLE WALL #1, COTTAGE FLIPPERS | | 2 of 15 |



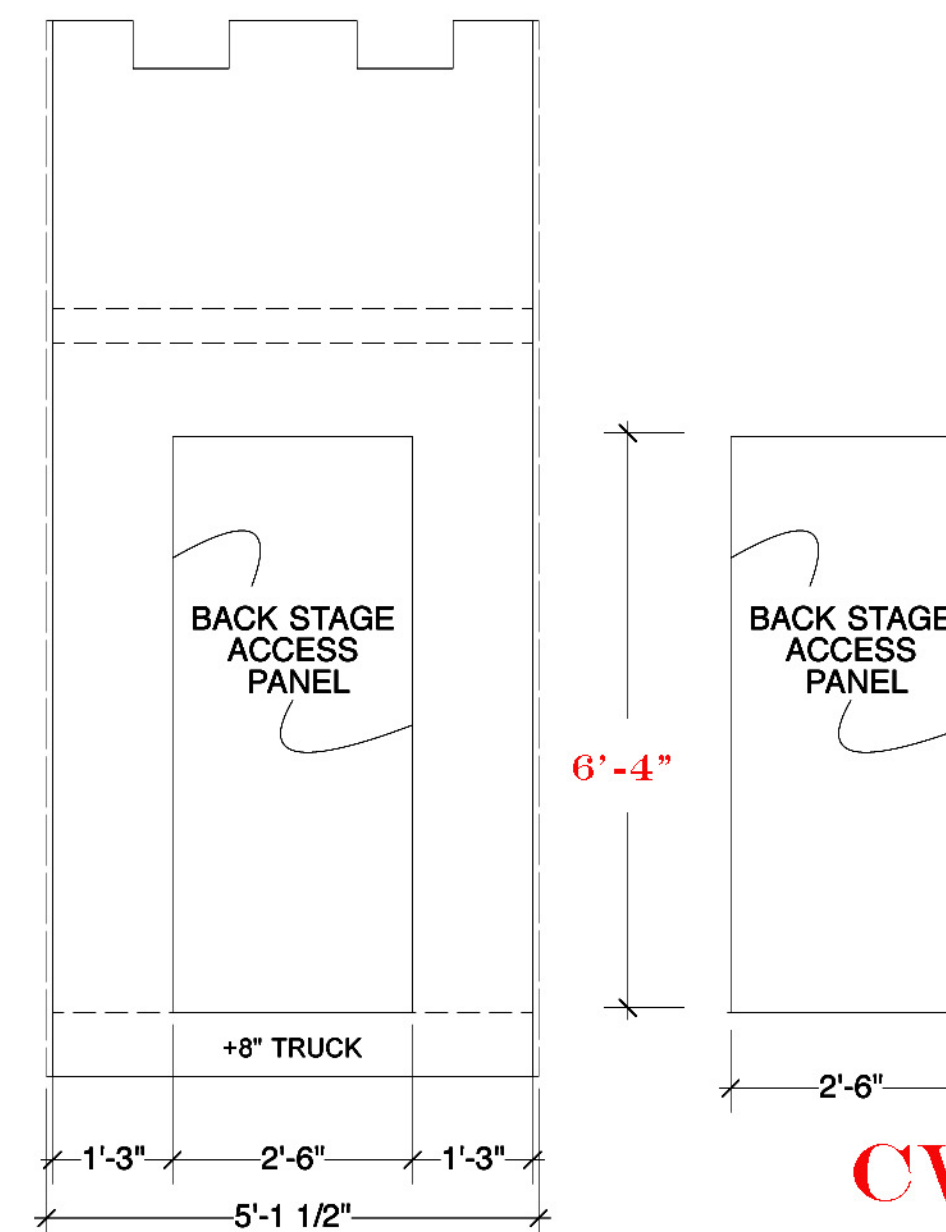
CASTLE WALL 2 F SECTION
CW2F



SECRET DOOR ELEVATION
CW2ED

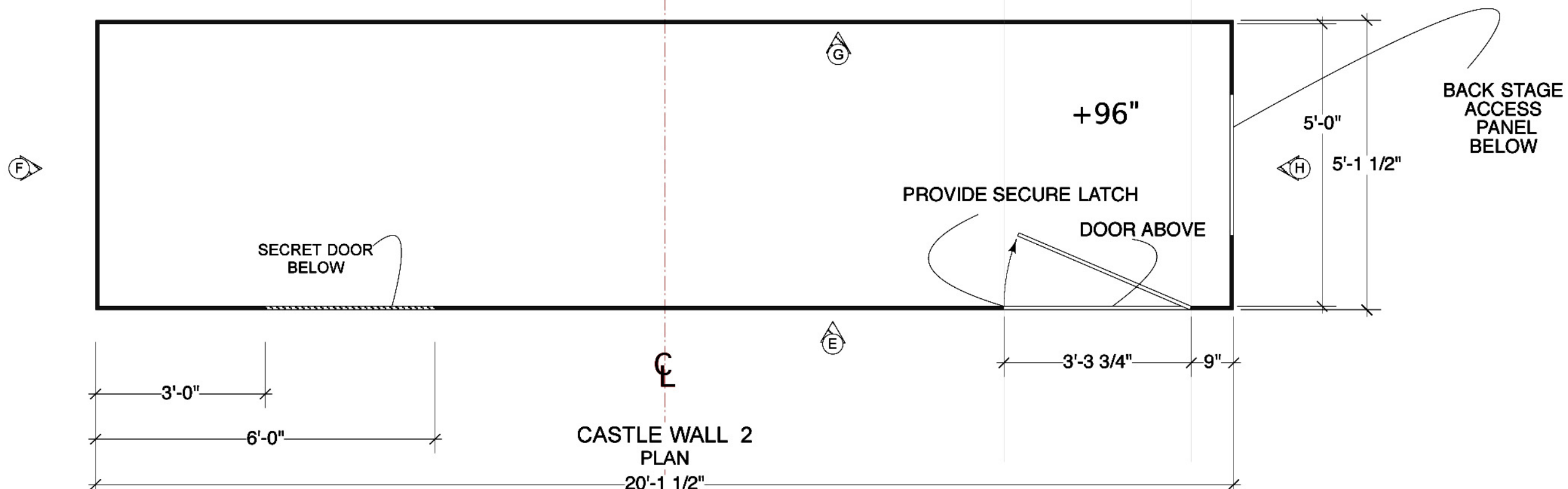


CASTLE WALL 2 E ELEVATION
CW2E

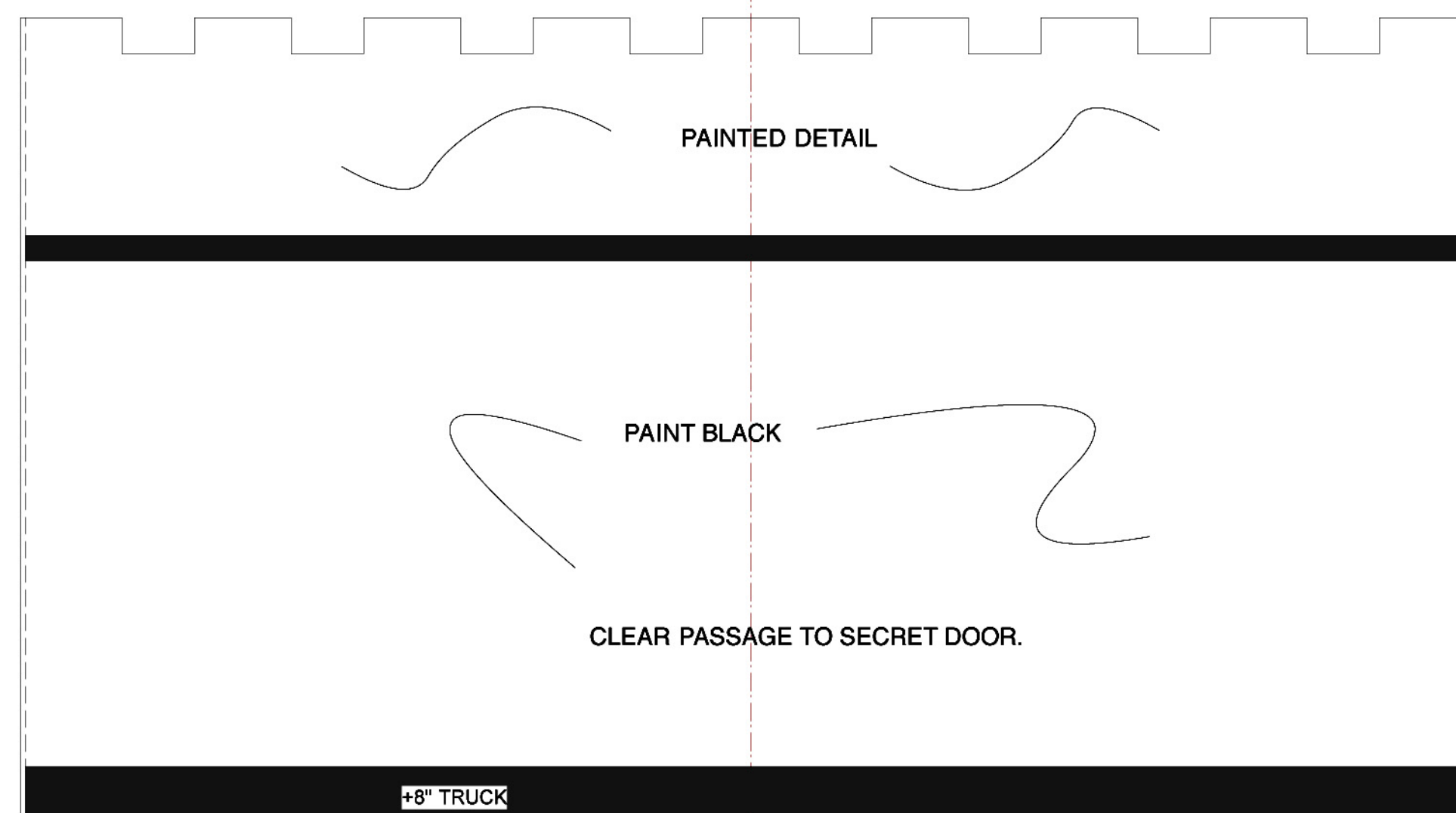


CASTLE WALL 2 H SECTION
CW2H

CW2HD



CASTLE WALL 2 PLAN
20'-1 1/2"



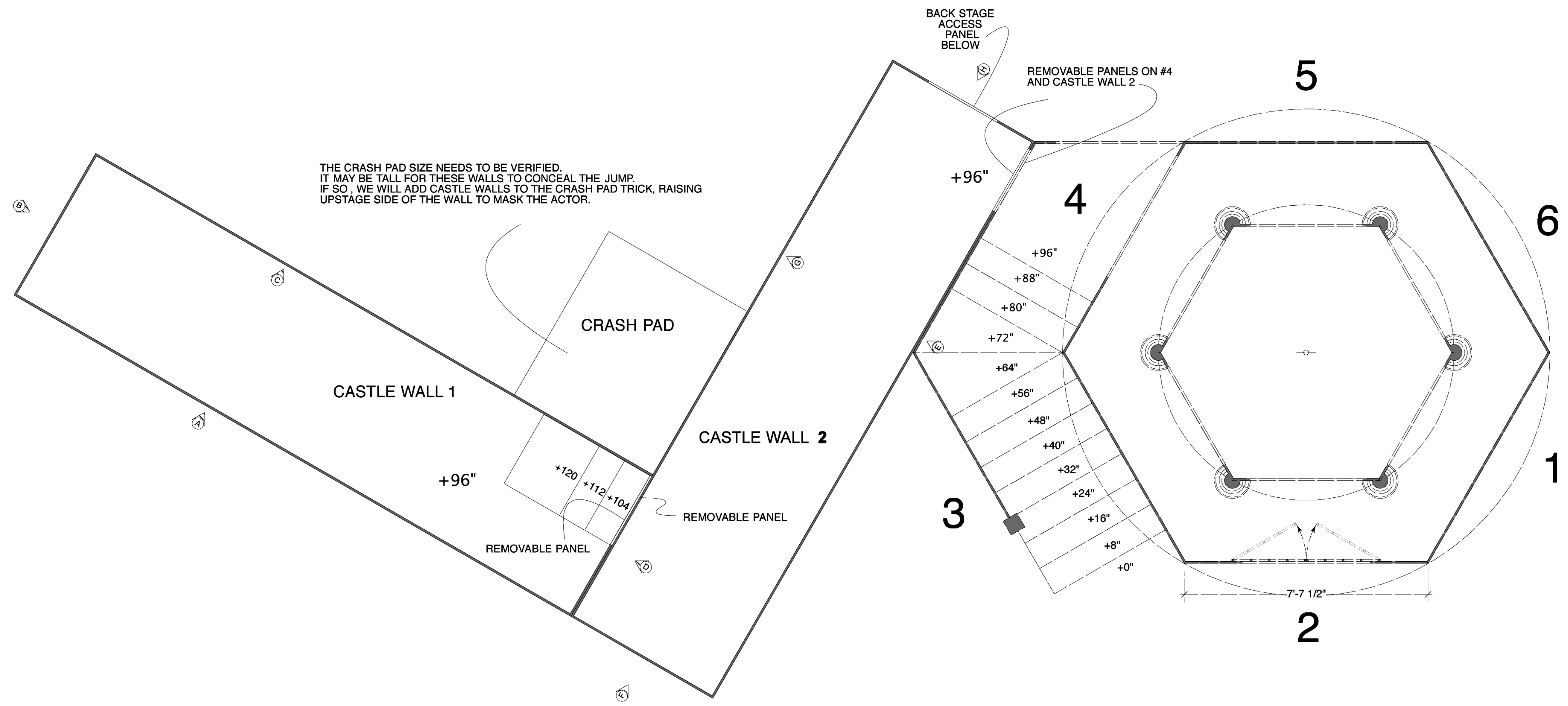
CASTLE WALL 2 G ELEVATION
CW2G

CW2G

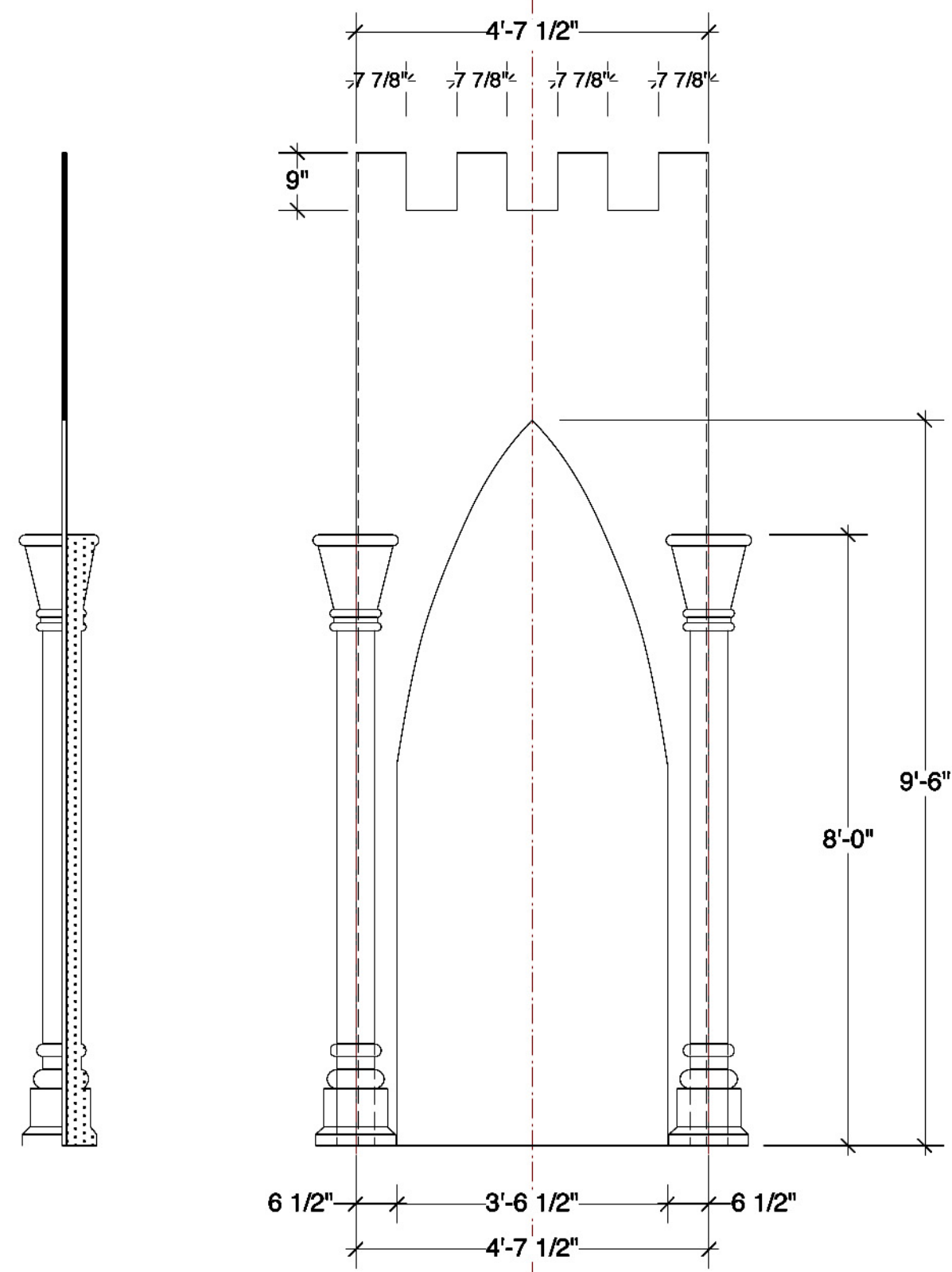
THE SECRET DOOR SHOWN BELOW IN FOR THE BEAST TO PRINCE TRANSFORMATION. WE WILL USE THE MASTER'S CHAIR TO HELP DISGUISE THIS TRANSFORMATION. DISCUSS THIS WITH THE DIRECTOR.



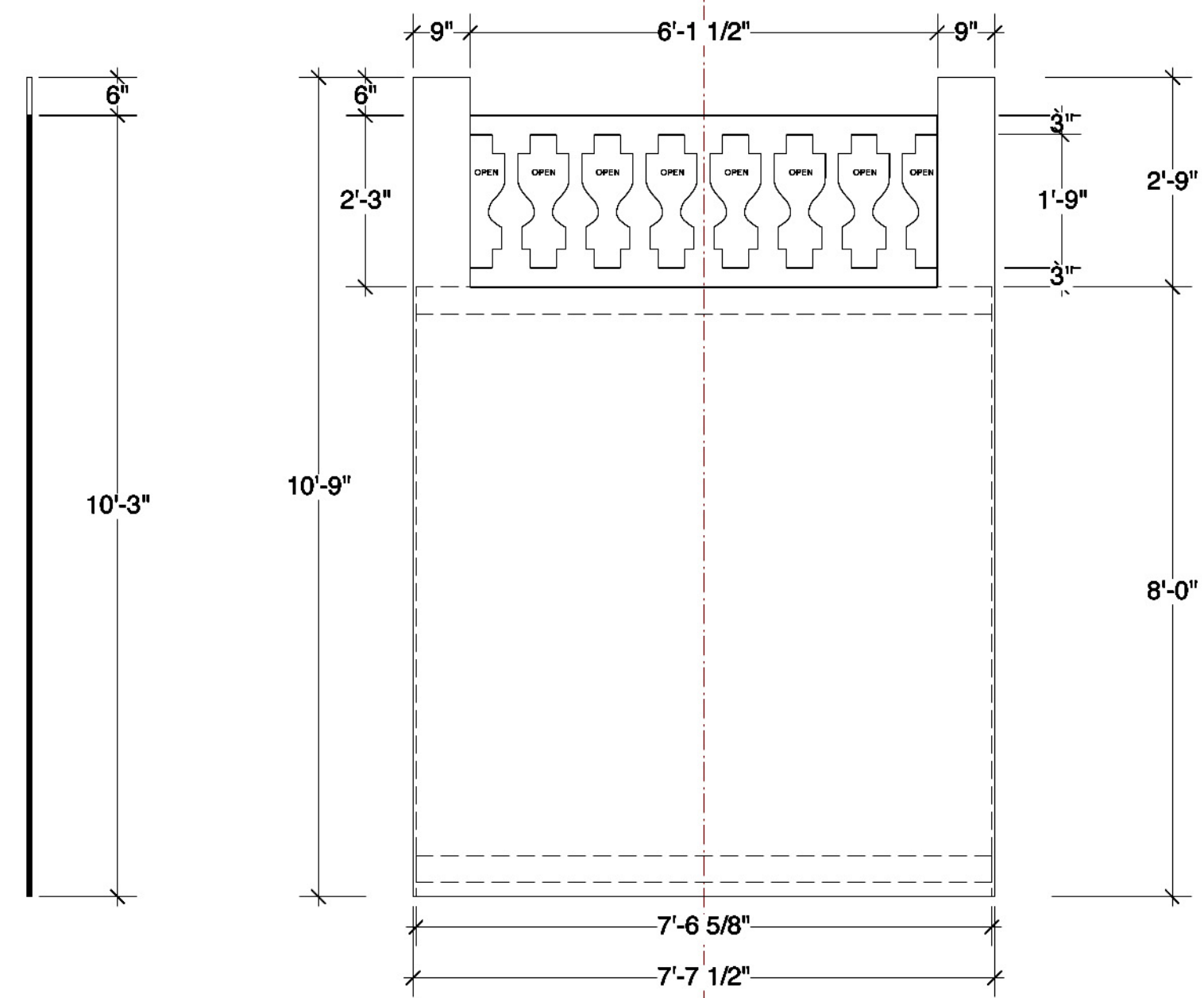
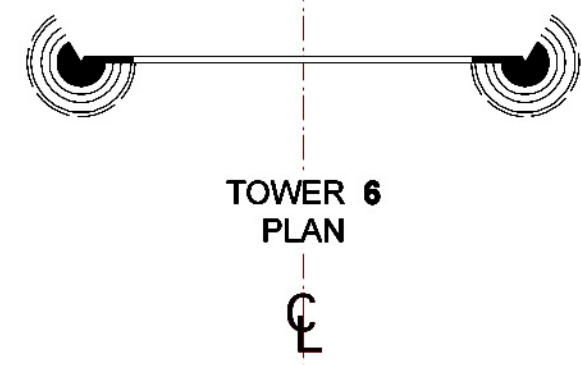
| | | |
|--|---|---------------|
| The Munny presents BEAUTY & THE BEAST | | PLATE # |
| DIRECTOR: Matt Lenz | SCALE: 1/2" = 1' - 0" | DATE: 5/25/10 |
| DESIGNER: Steve Gilliam | Assistant Designer/Drafter: Tony Andrea | |
| CASTLE WALL #2 | | |
| | | 3 |
| | | of 15 |



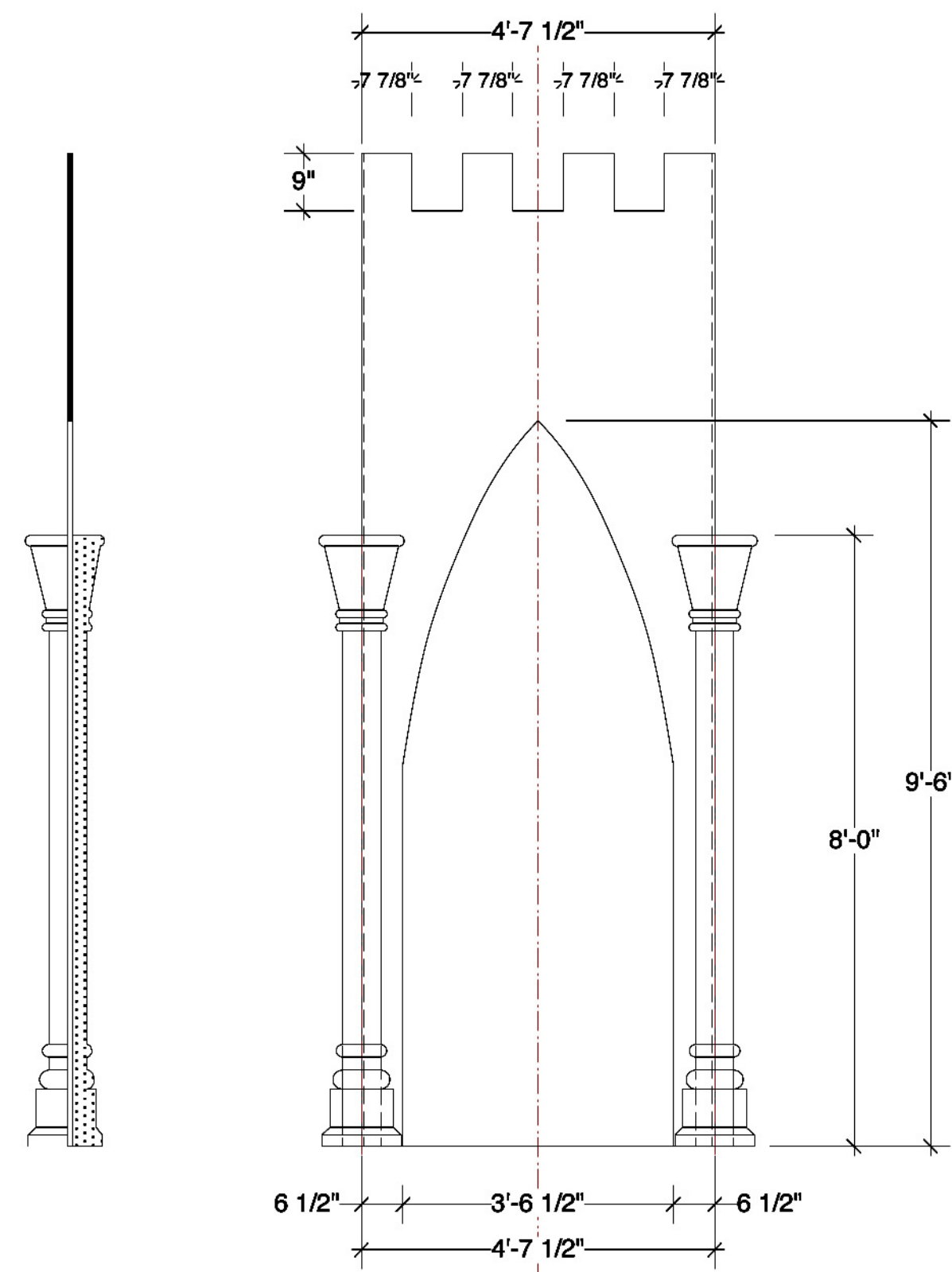
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|--|---|-------------------------------|------------|---------|
| The Munny <i>presents</i> | | BEAUTY & THE BEAST | | PLATE # |
| DIRECTOR: Matt Lenz | SCALE: 1/2" = 1' - 0" | DATE: 5/25/10 | <h1>4</h1> | |
| DESIGNER: Steve Gilliam | Assistant Designer/Drafter: Tony Andrea | | | |
| CASTLE WALL AND TOWER GROUND PLAN | | | | of 15 |



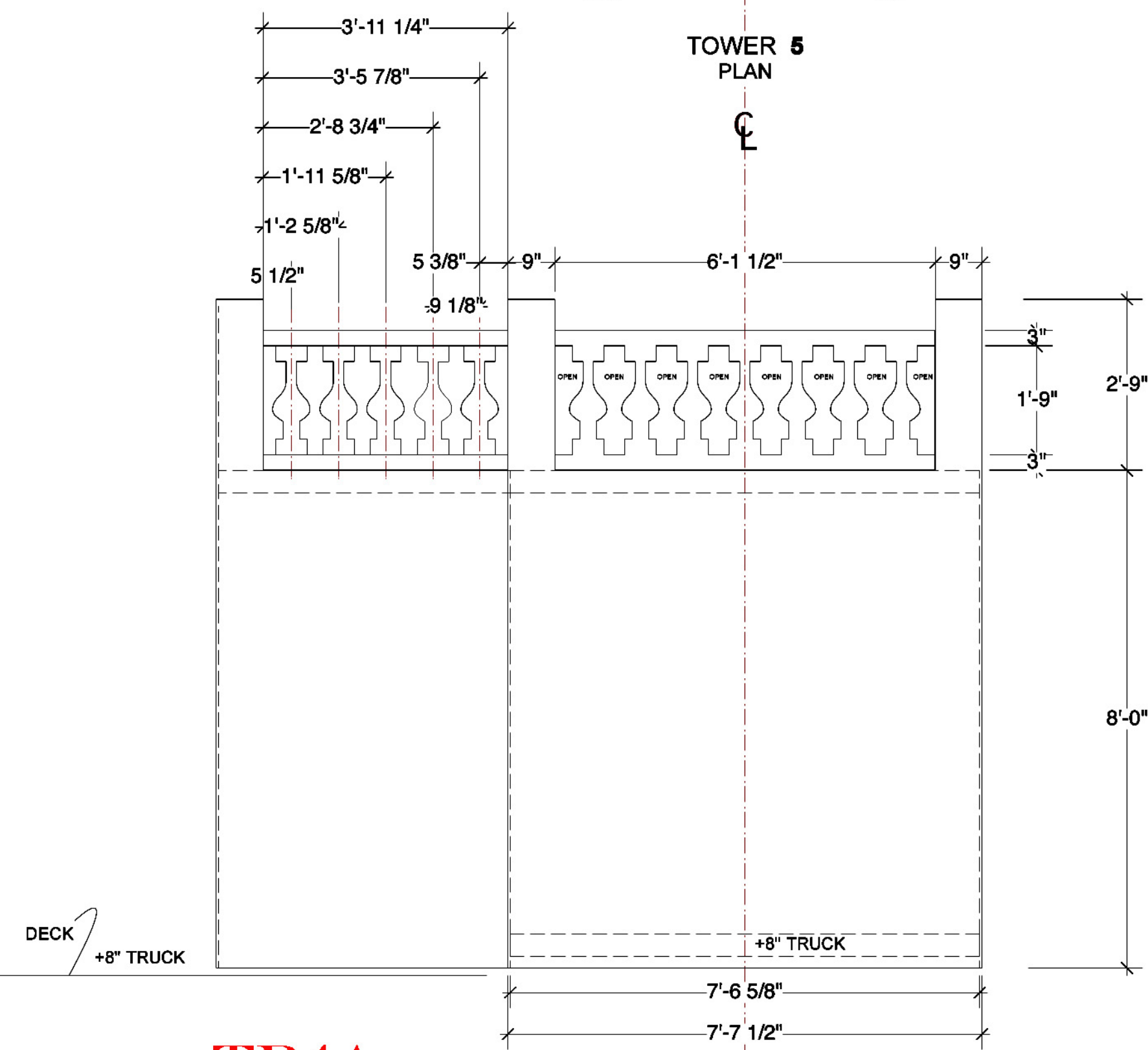
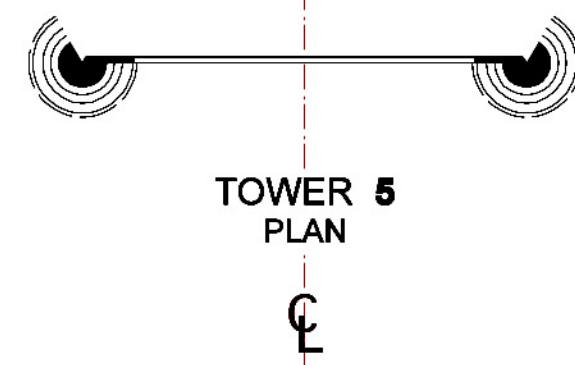
6 TOWER 6 SECTION
TOWER 6 ELEVATION **T6**



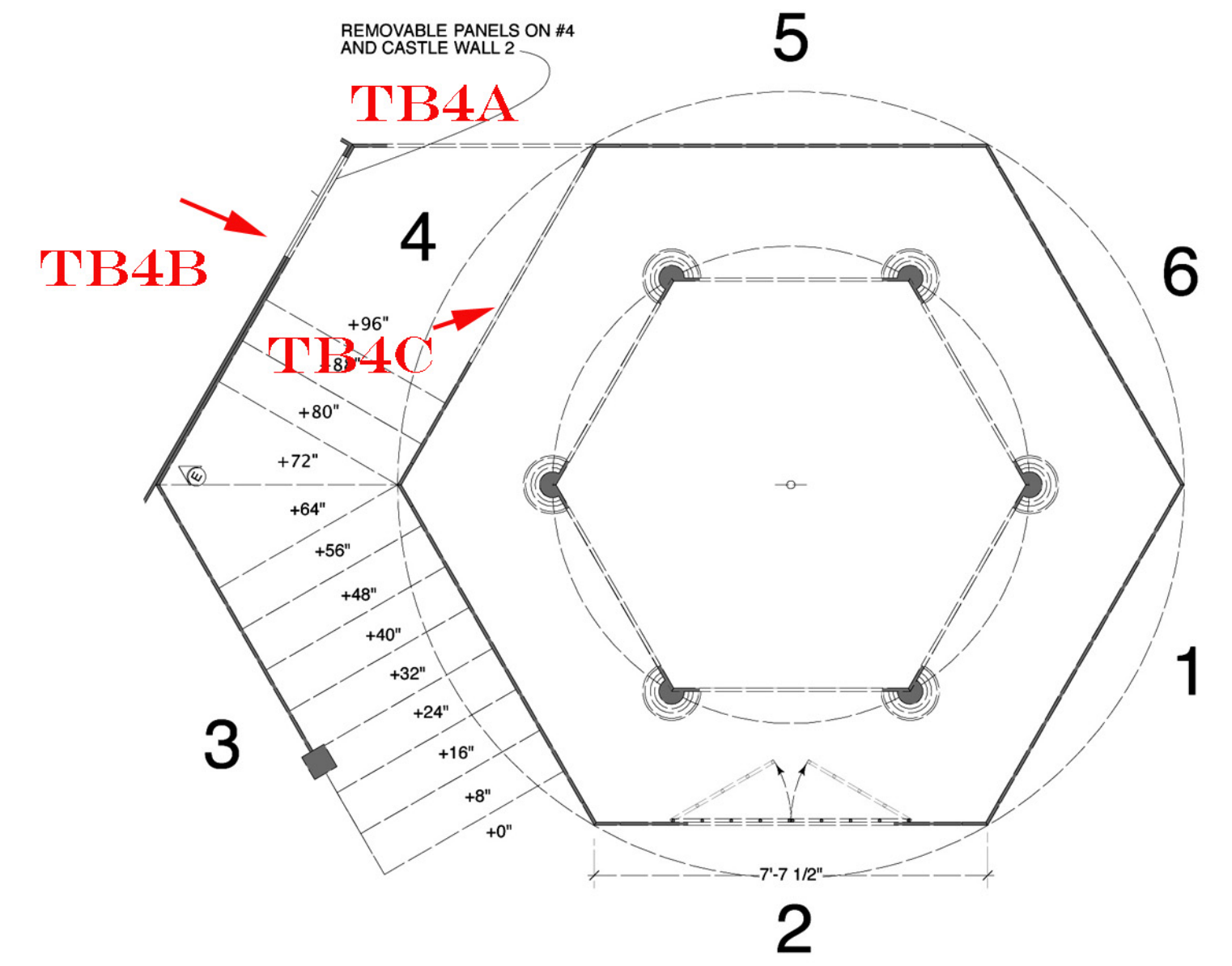
6 TOWER BASE 6 SECTION
TOWER BASE 6 ELEVATION
TOWER BASE 6 PLAN
TB6



5 TOWER 5 SECTION
TOWER 5 ELEVATION **T5**

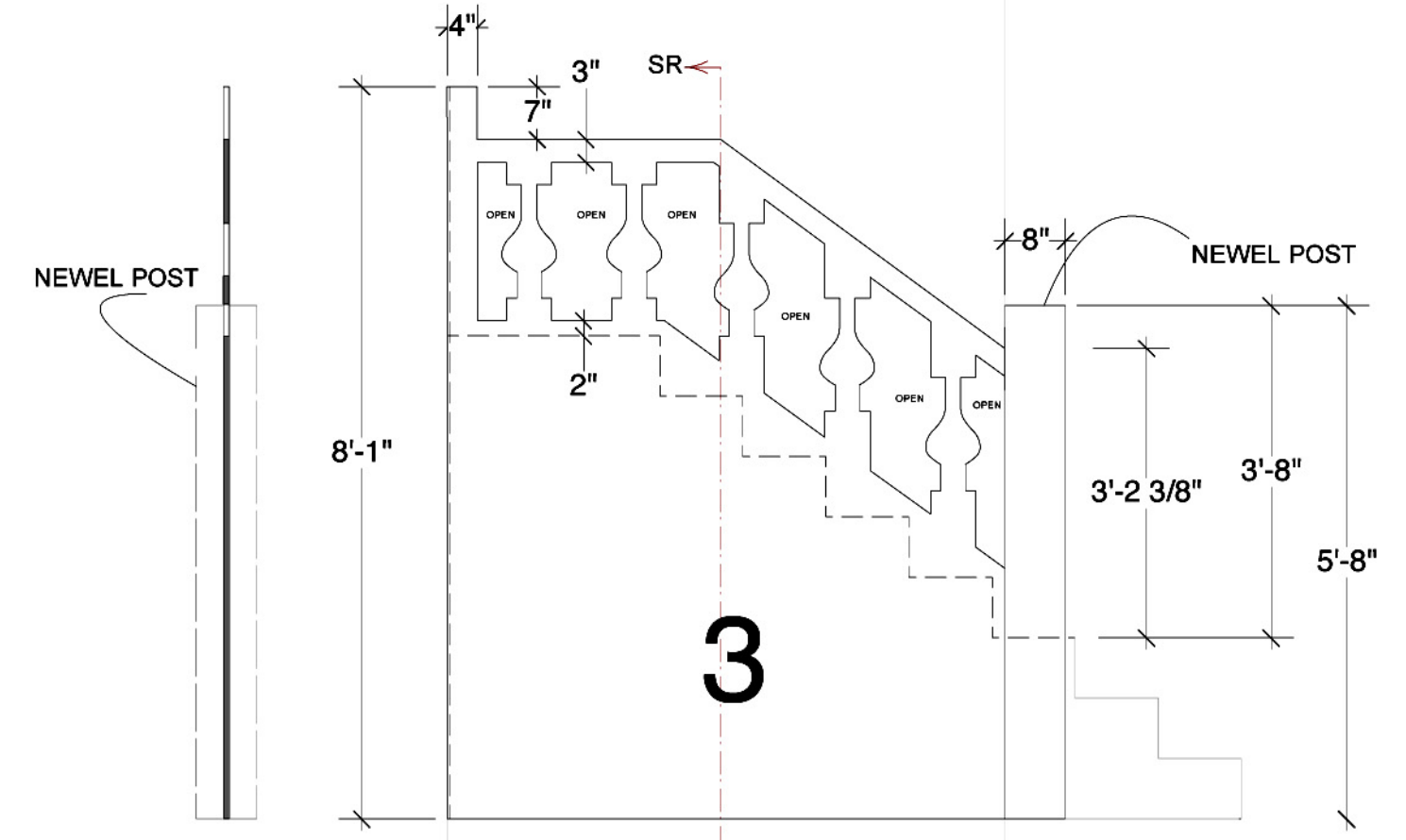
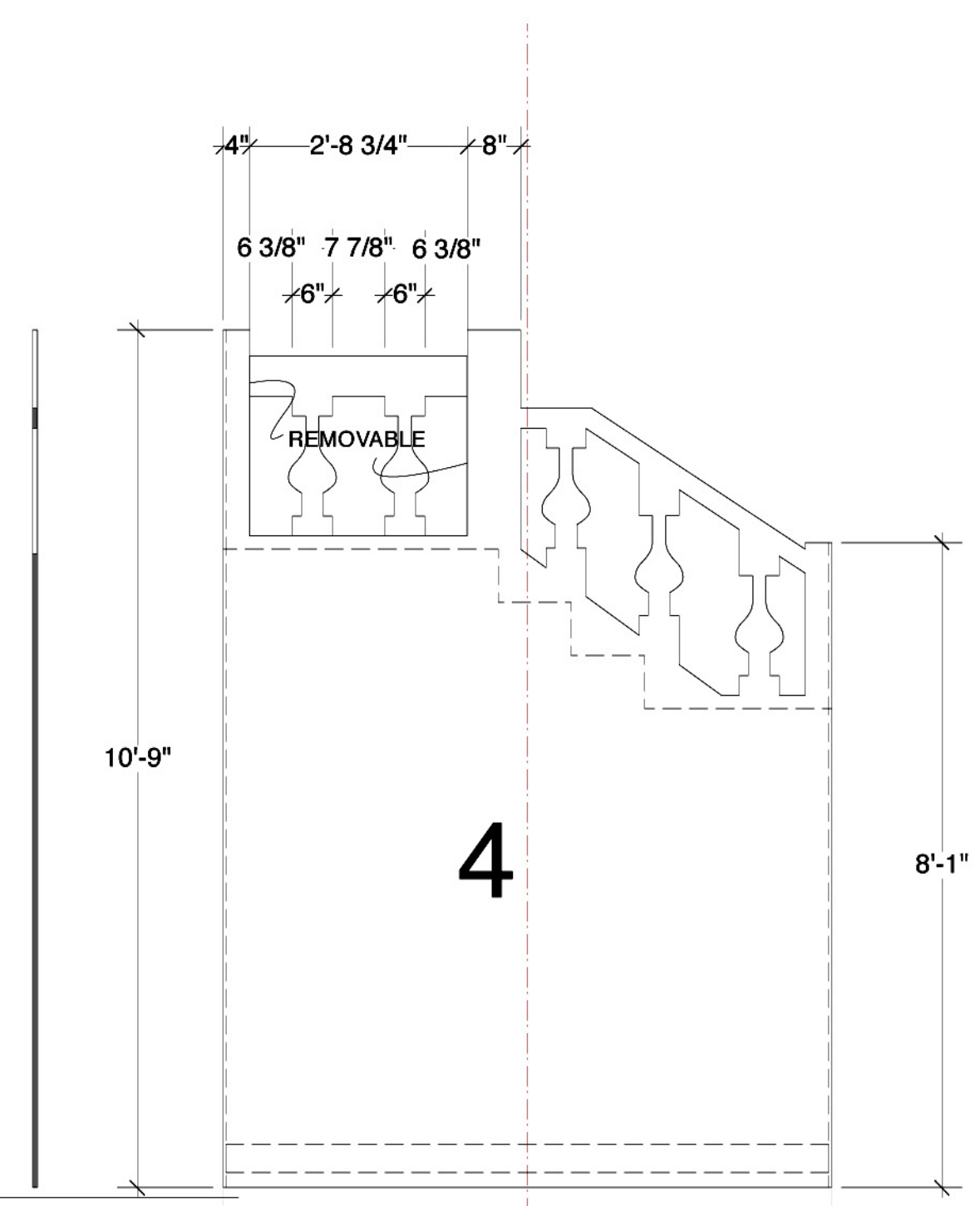
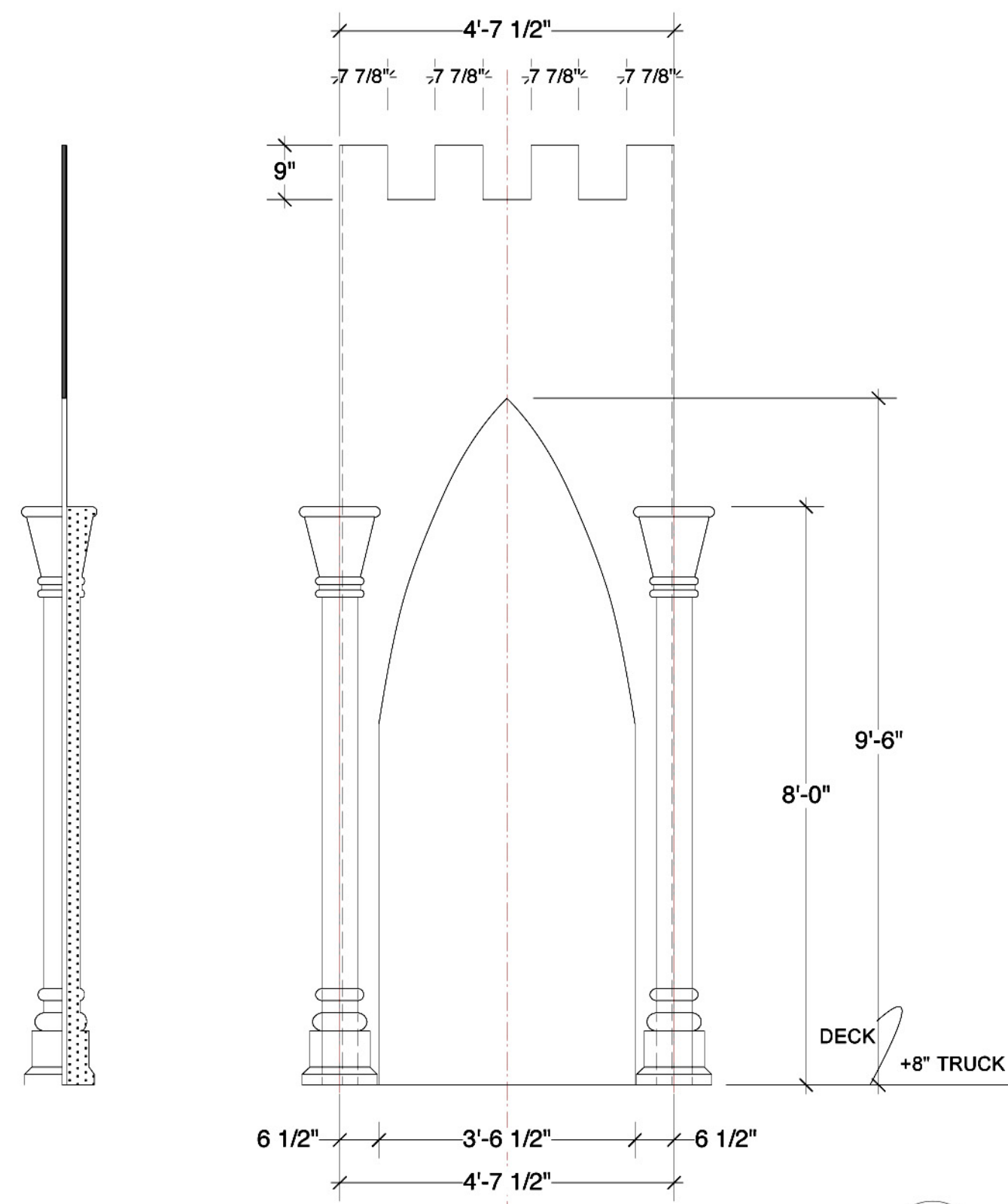
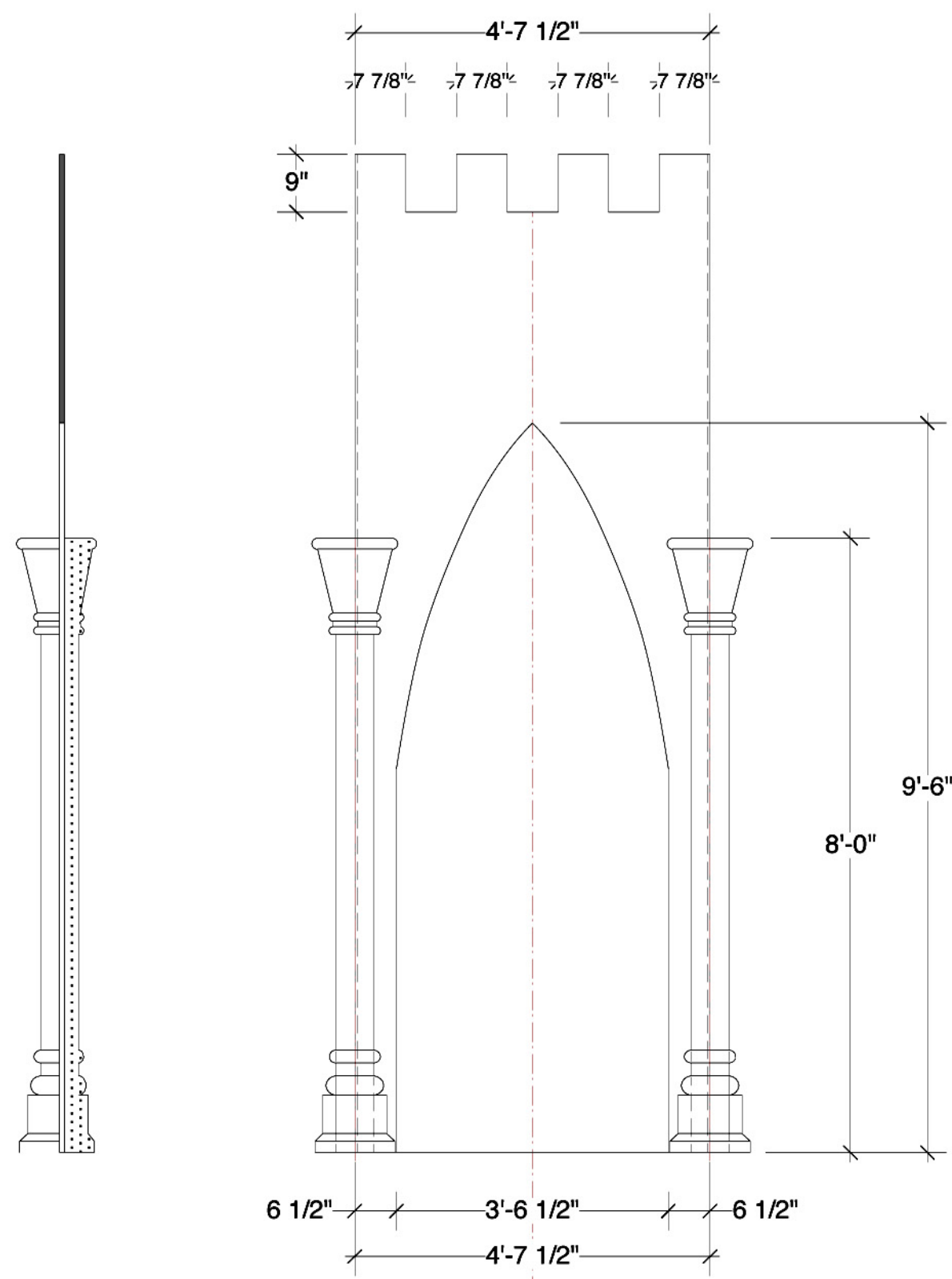


5 TOWER BASE 5 SECTION
TOWER BASE 5 ELEVATION
TOWER BASE 5 PLAN
TB4A
4
TB5



**NOT IN SCALE
KEY ONLY**

| | | |
|--|---|-------------------|
| The Munny presents BEAUTY & THE BEAST | | PLATE # |
| DIRECTOR: Matt Lenz | SCALE: 1/2" = 1' - 0" | DATE: 5/25/10 |
| DESIGNER: Steve Gilliam | Assistant Designer/Drafter: Tony Andrea | |
| TOWER AND BASE 6 & 5 | | |
| | | 5 of 15 |

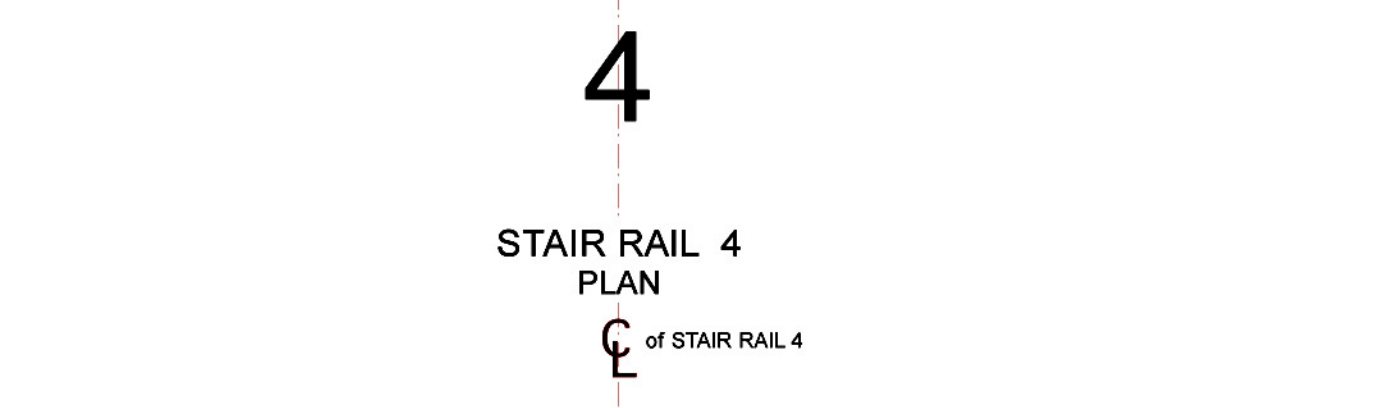
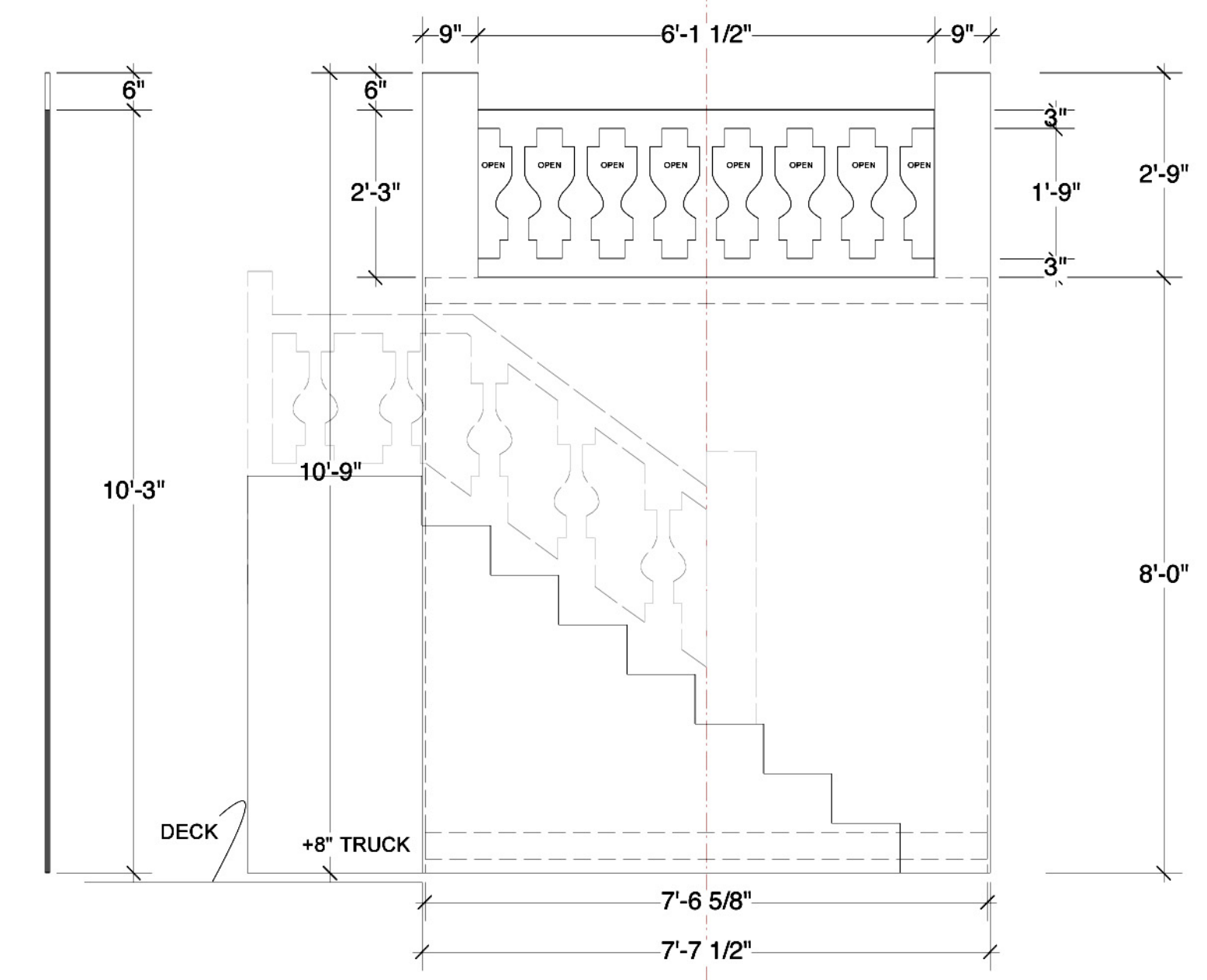
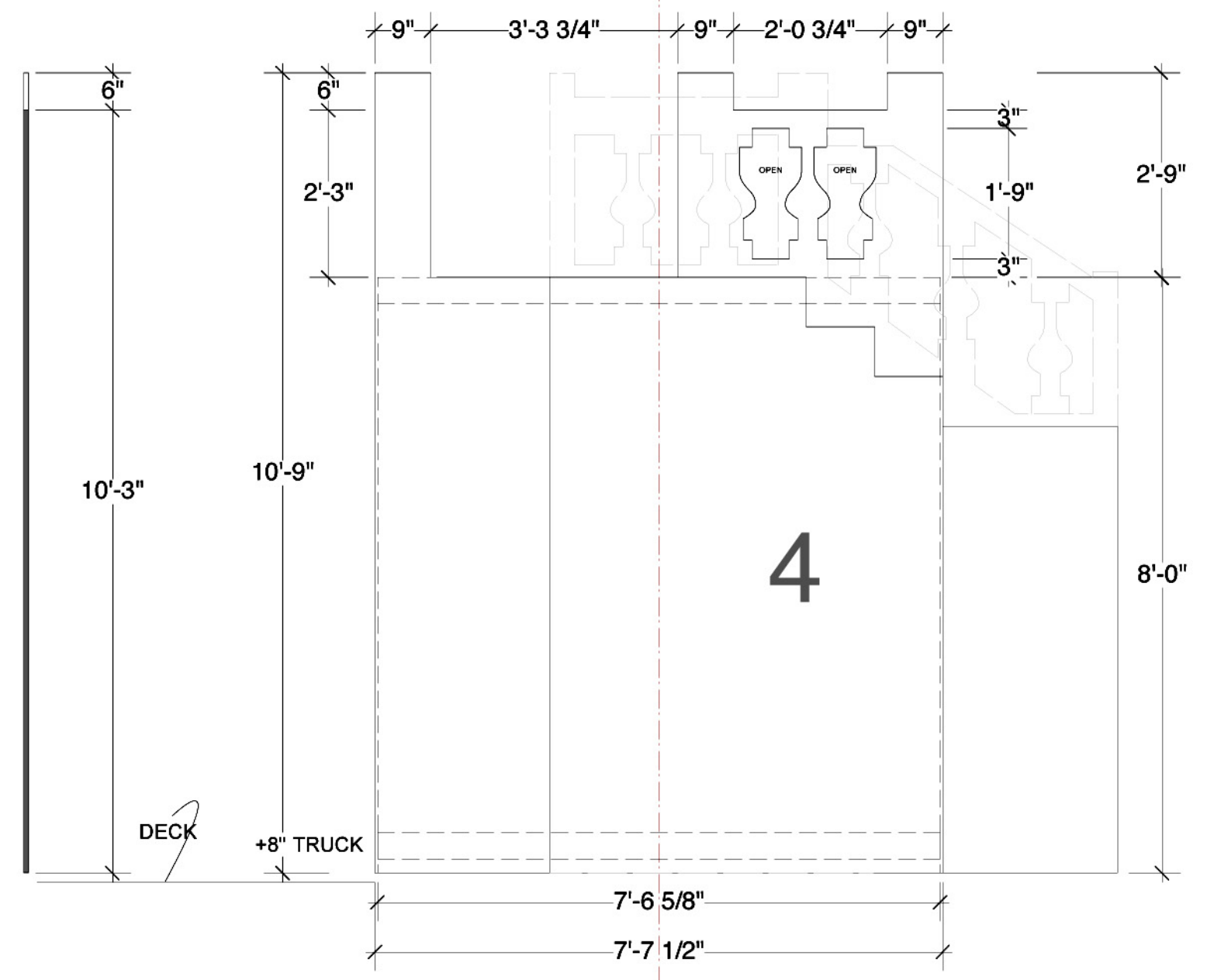
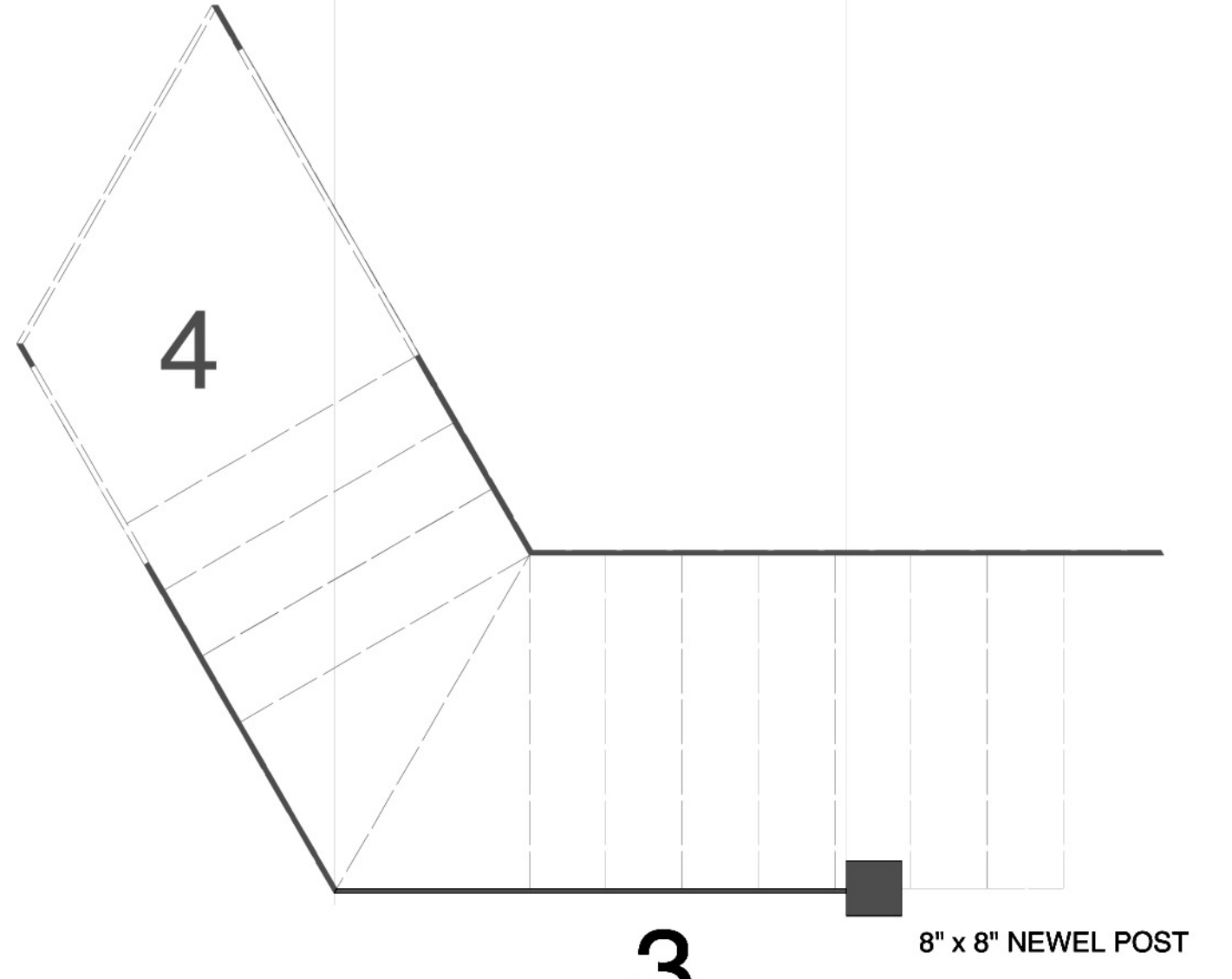
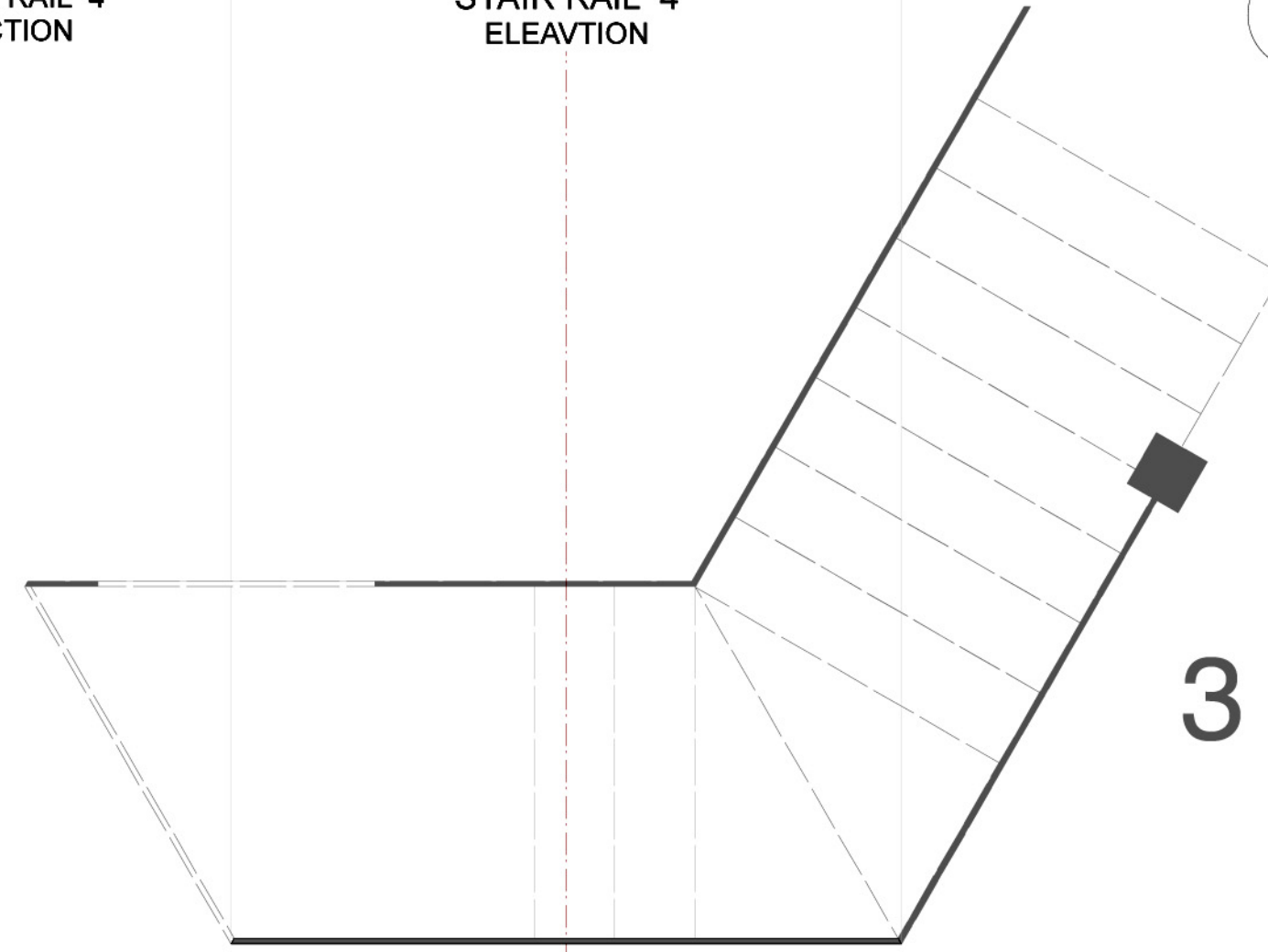
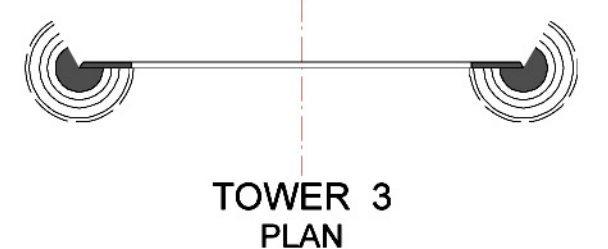
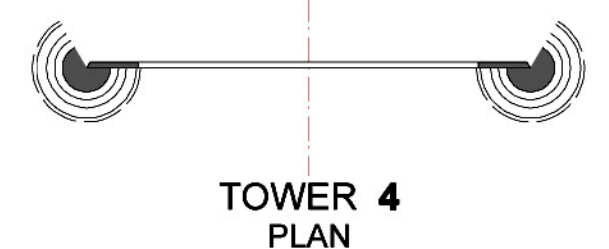


4 TOWER 4 SECTION
T4 TOWER 4 ELEVATION

3 TOWER 3 SECTION
T3 TOWER 3 ELEVATION

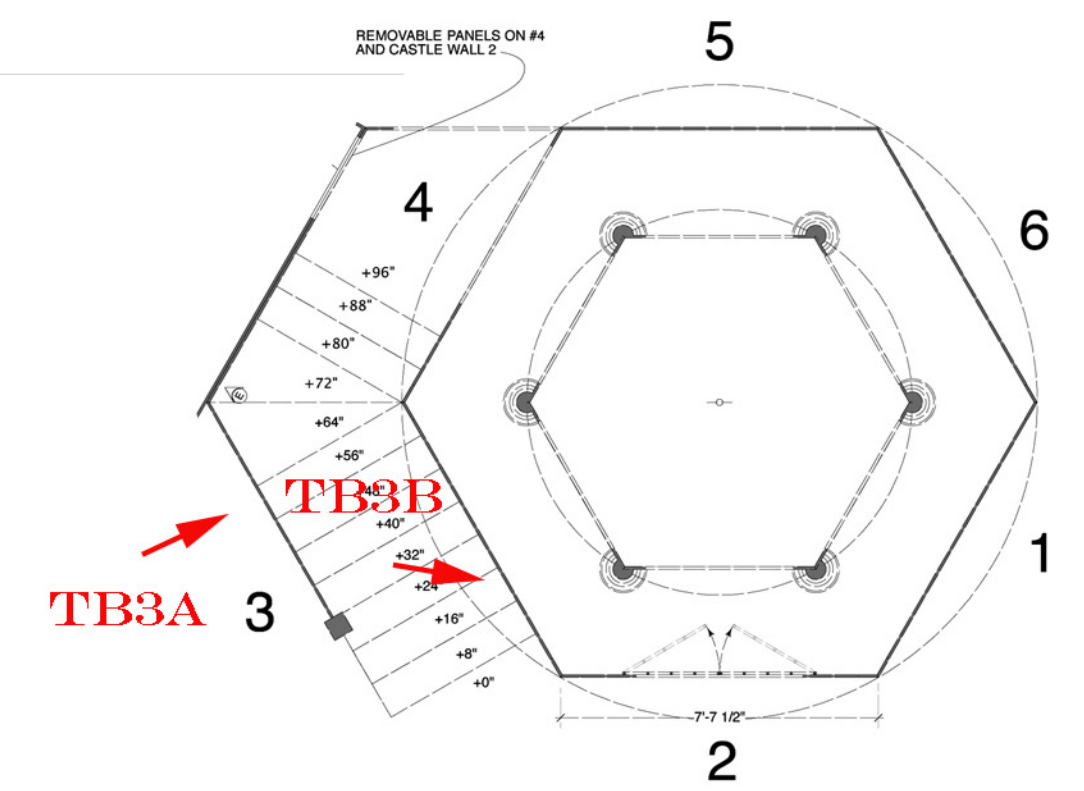
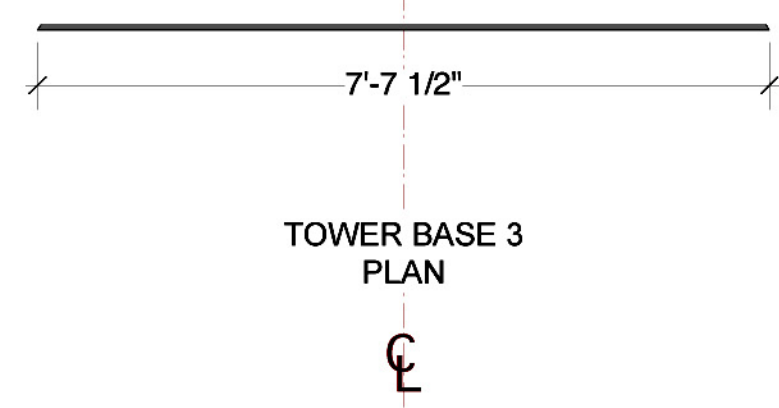
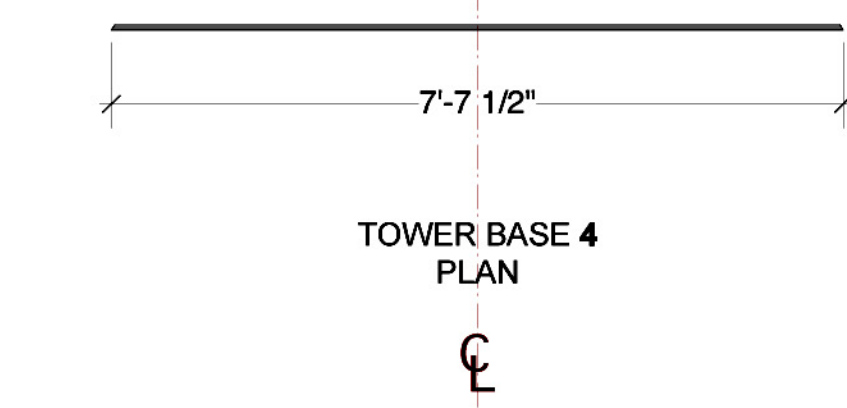
4 STAIR RAIL 4 SECTION
TB4B STAIR RAIL 4 ELEVATION

3 STAIR RAIL 3 SR, SR1 SECTION
TB3A STAIR RAIL 3 ELEVATION



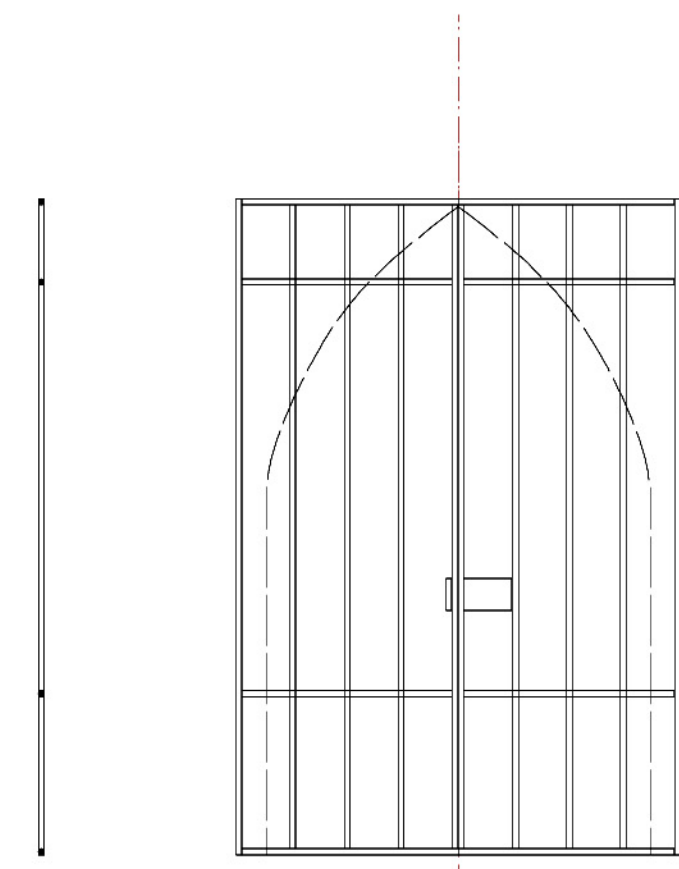
4 TOWER BASE 4 SECTION
TB4C TOWER BASE 4 ELEVATION

3 TOWER BASE 3 SECTION
TB3B TOWER BASE 3 ELEVATION



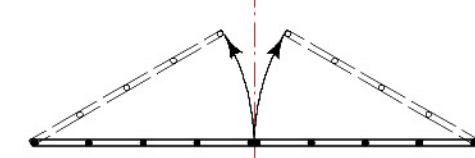
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|---|---|-------------------|
| The Muny presents BEAUTY & THE BEAST | | PLATE # |
| DIRECTOR: Matt Lenz | SCALE: 1/2" = 1' - 0" | DATE: 5/25/10 |
| DESIGNER: Steve Gilliam | Assistant Designer/Drafter: Tony Andrea | |
| TOWER, BASE, RAIL 4 & 3 | | |
| | | 6 of 15 |

NOTE:
MAKE GATE FROM 3/4" ROD.
DOORS OPEN IN.

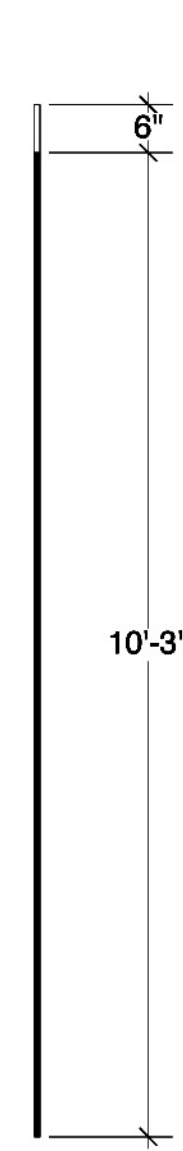


2 DUNGEON GATE SECTION

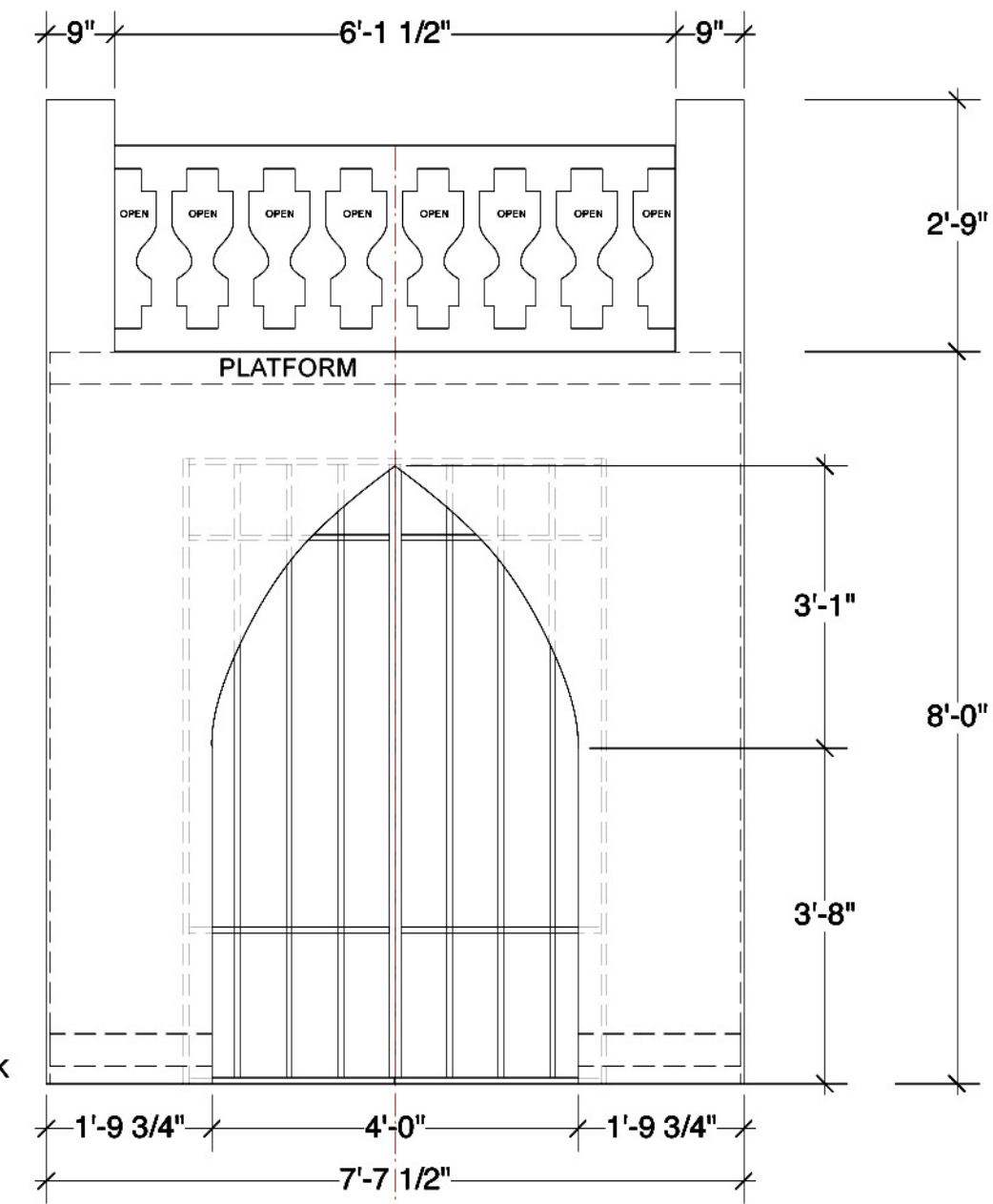
DUNGEON GATE ELEVATION



DUNGEON GATE PLAN

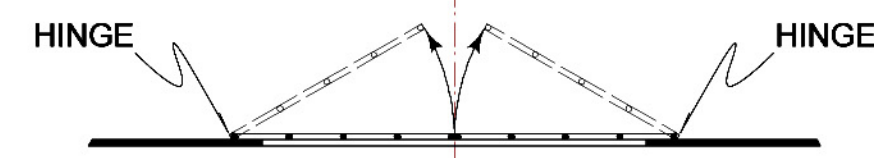


TOWER BASE 2 SECTION



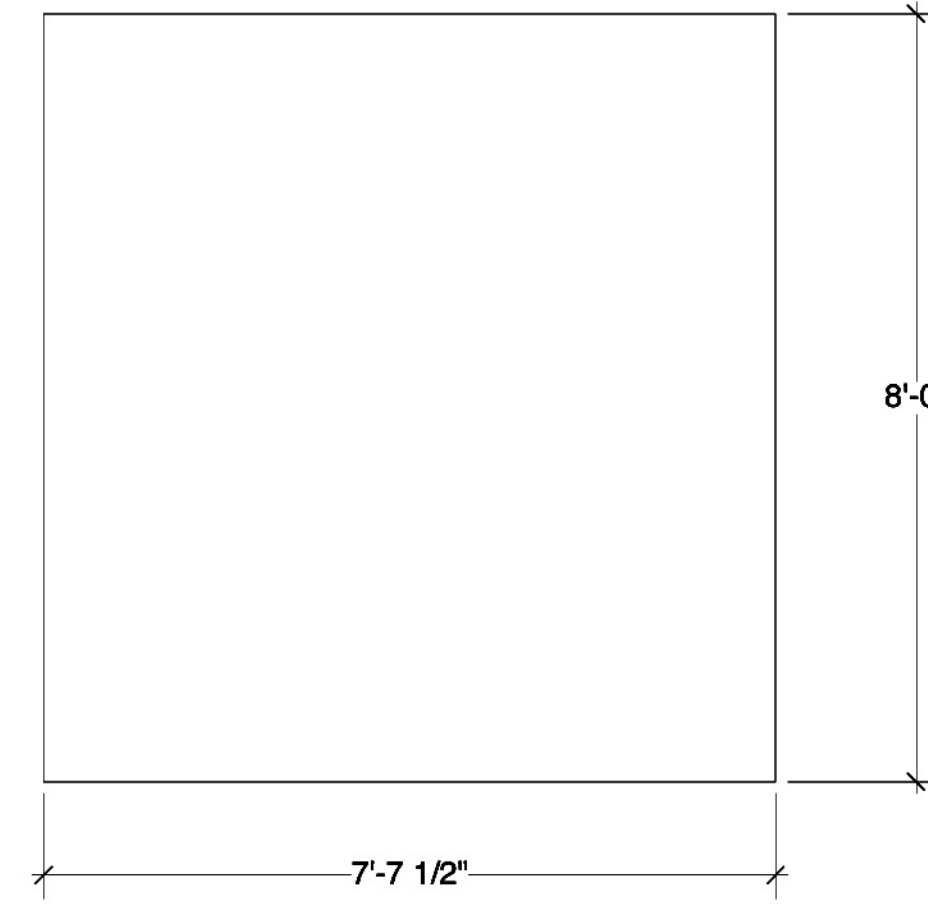
TOWER BASE 2 ELEVATION

TB2A



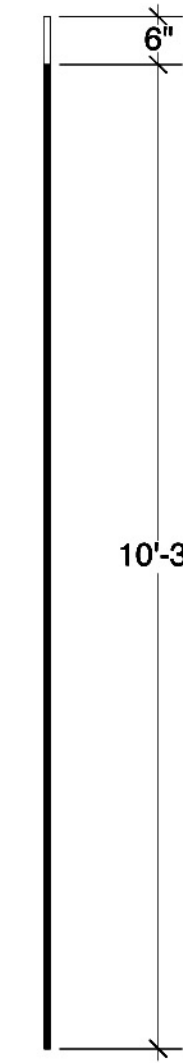
TOWER BASE 2 PLAN

NOTE:
BUILD FLAT RIG TO COVER TOWER BASE SIDE 2.
PAINTED STONE DETAIL.

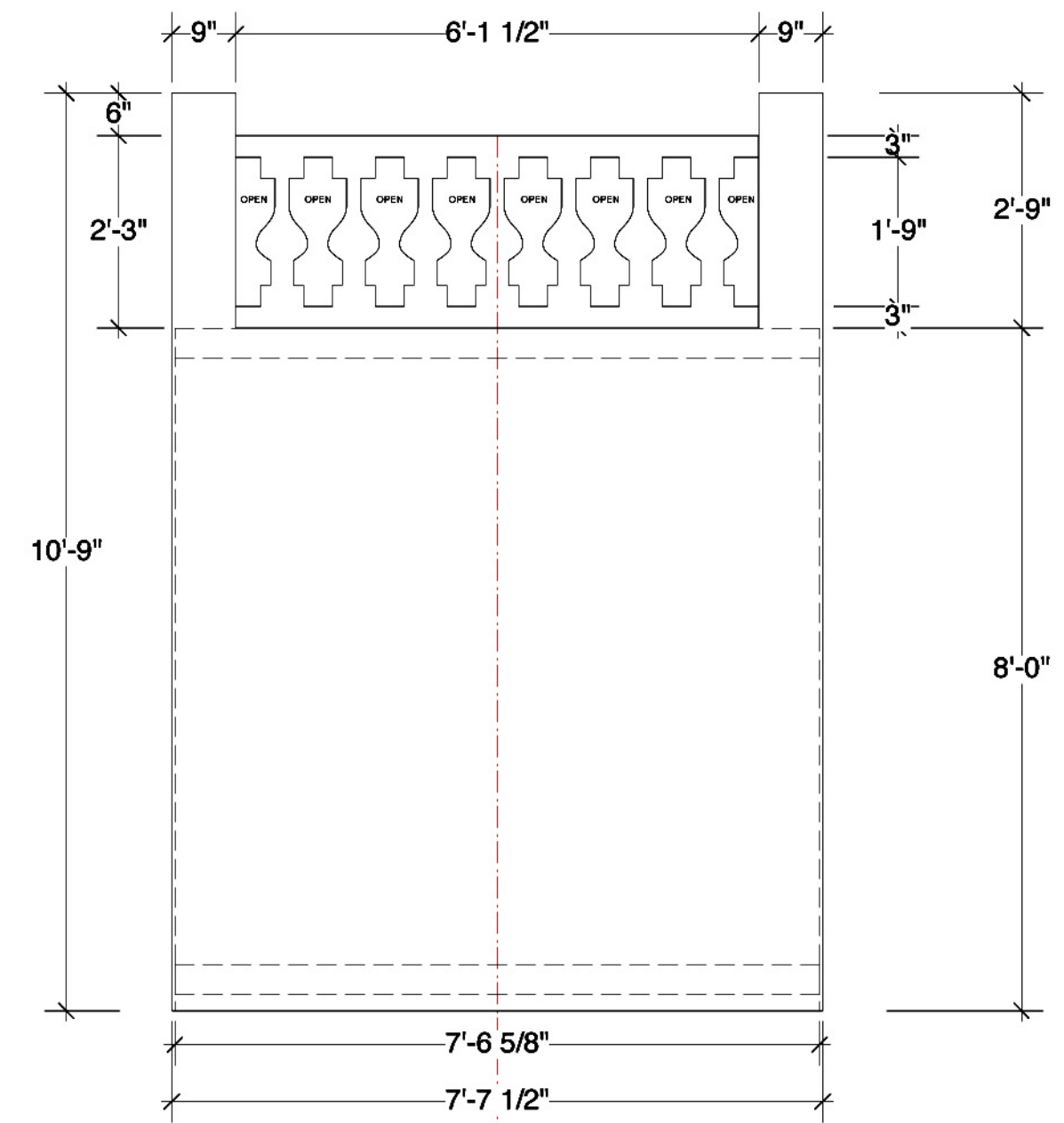


TOWER BASE 2 COVER ELEVATION

TB2B



1 TOWER BASE 1 SECTION

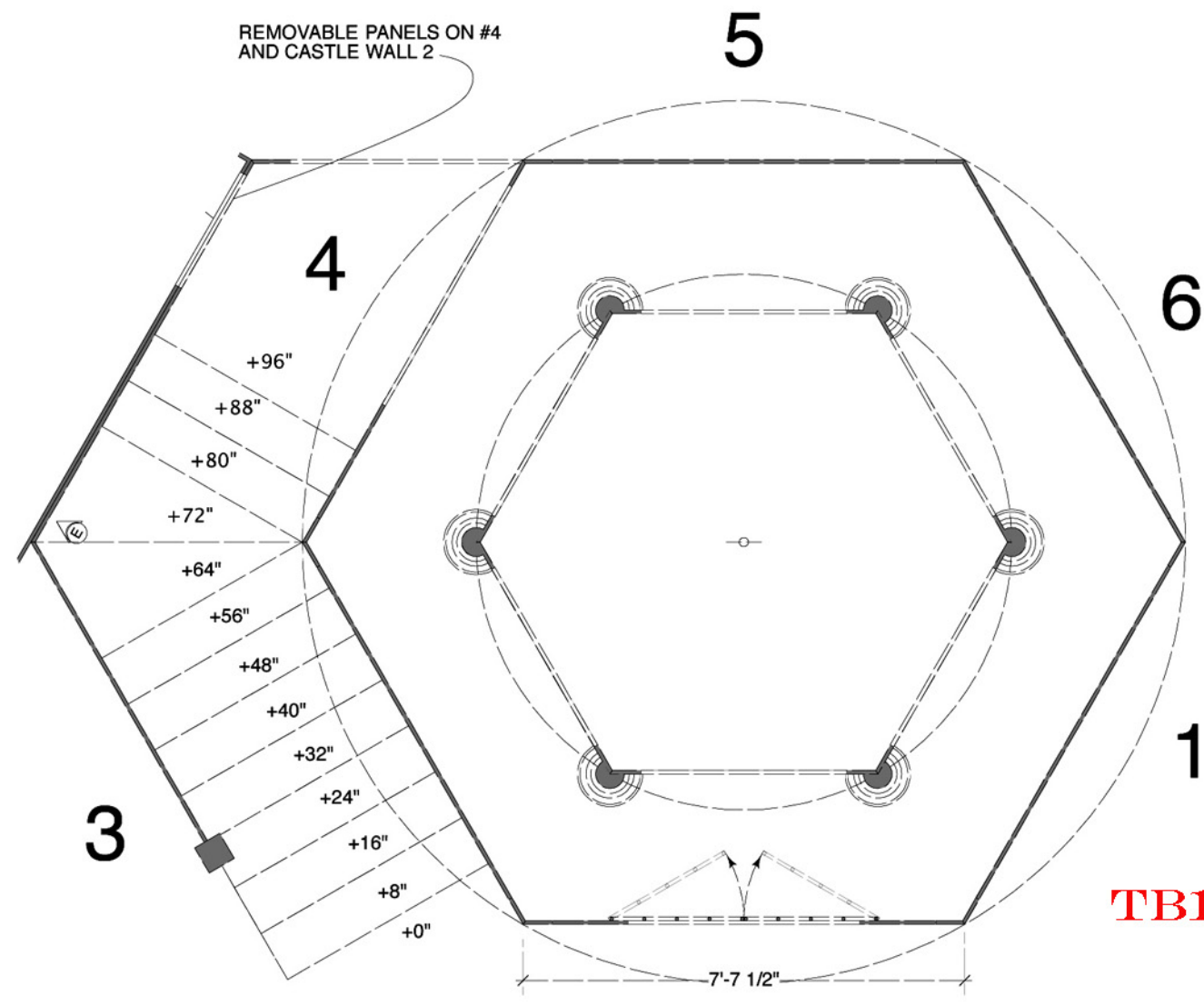


TOWER BASE 1 ELEVATION

TB1

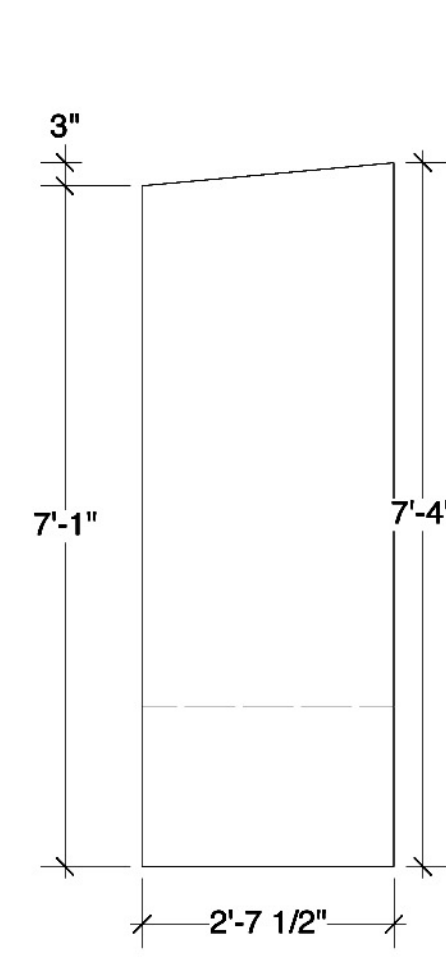


TOWER BASE 1 PLAN



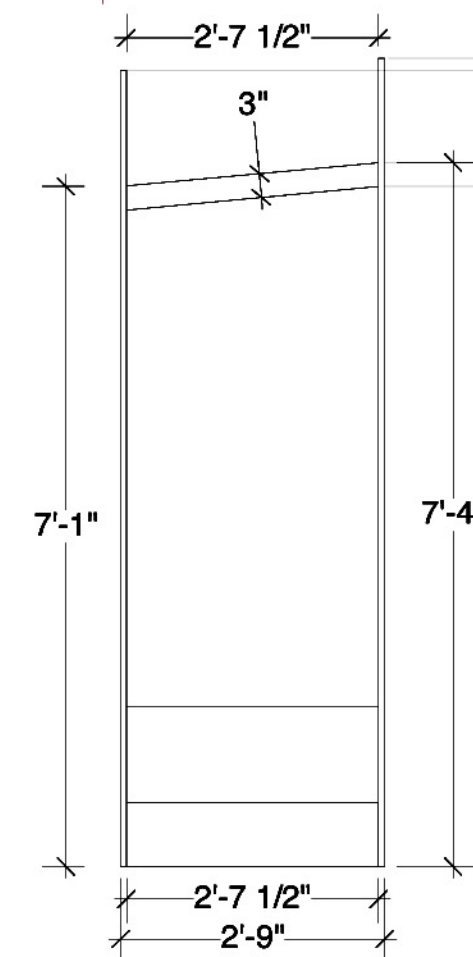
TB2A & 2B 2

NOT IN SCALE
KEY ONLY

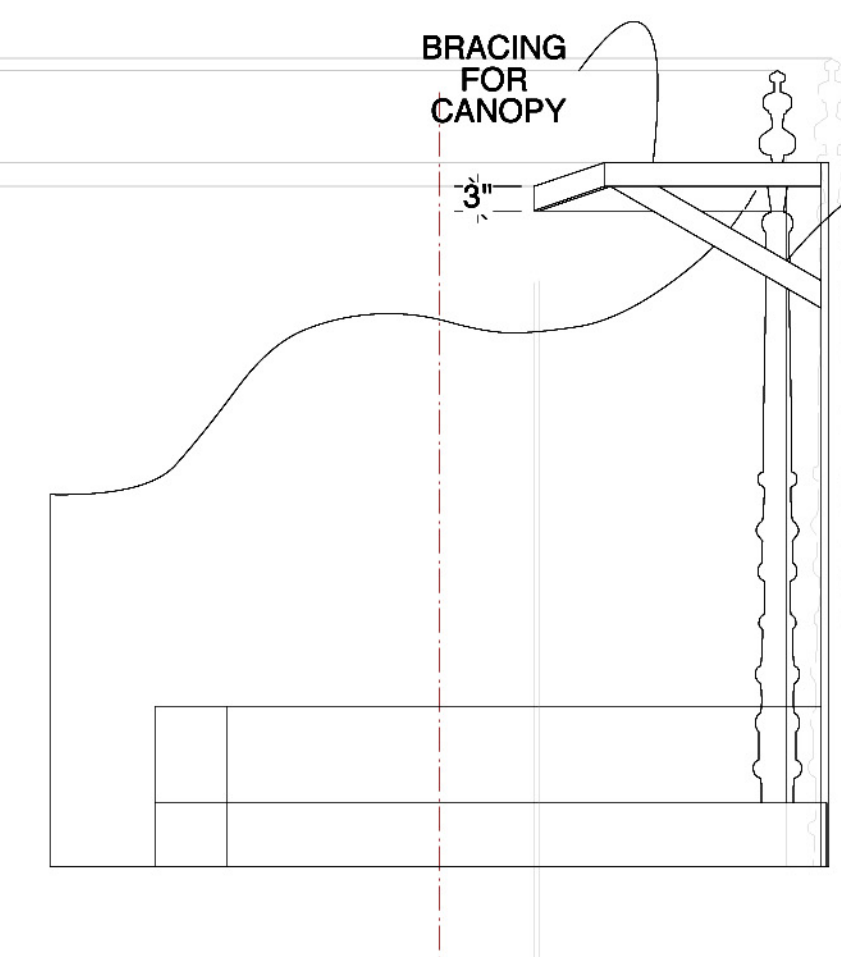


BED HEADBOARD ELEVATION

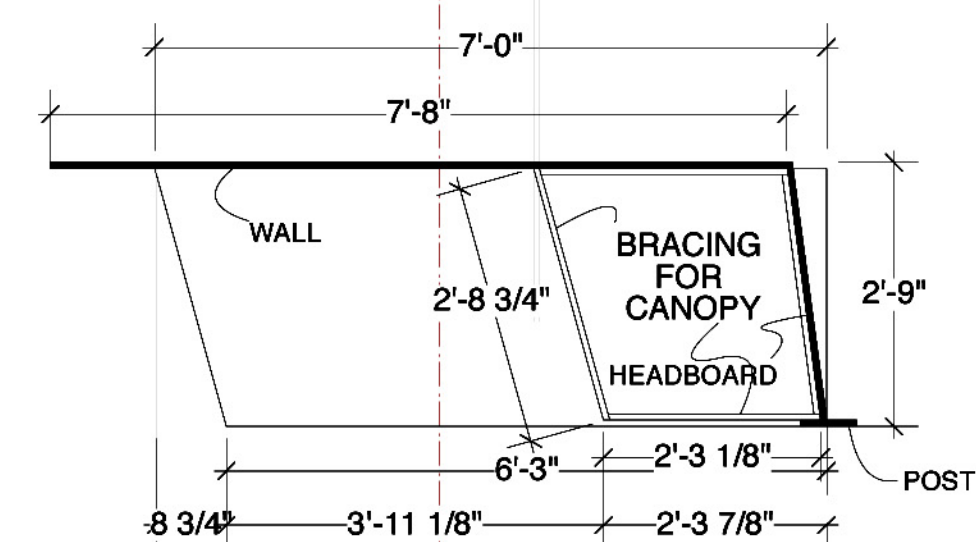
B1
DOUBLE COVERED



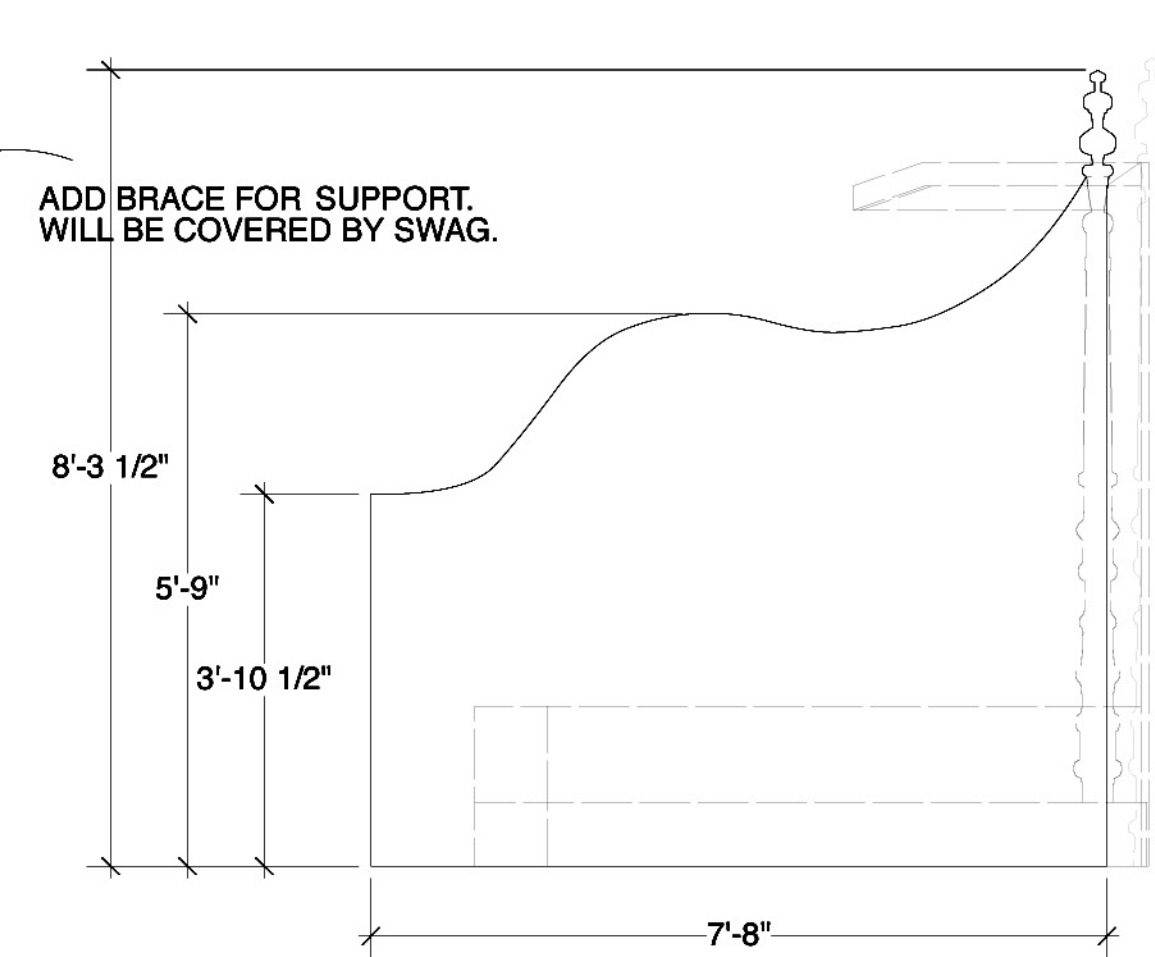
BED UNIT PLAN



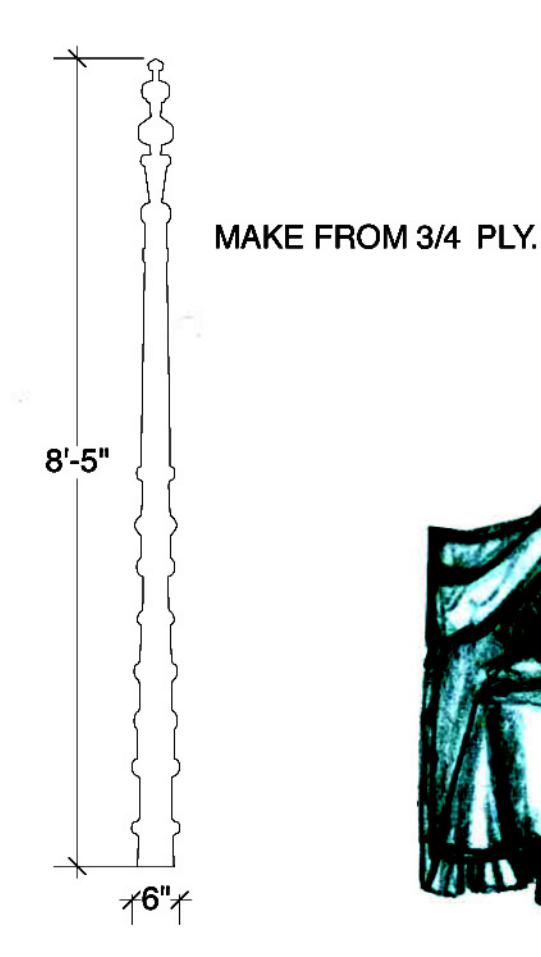
BED UNIT PLAN



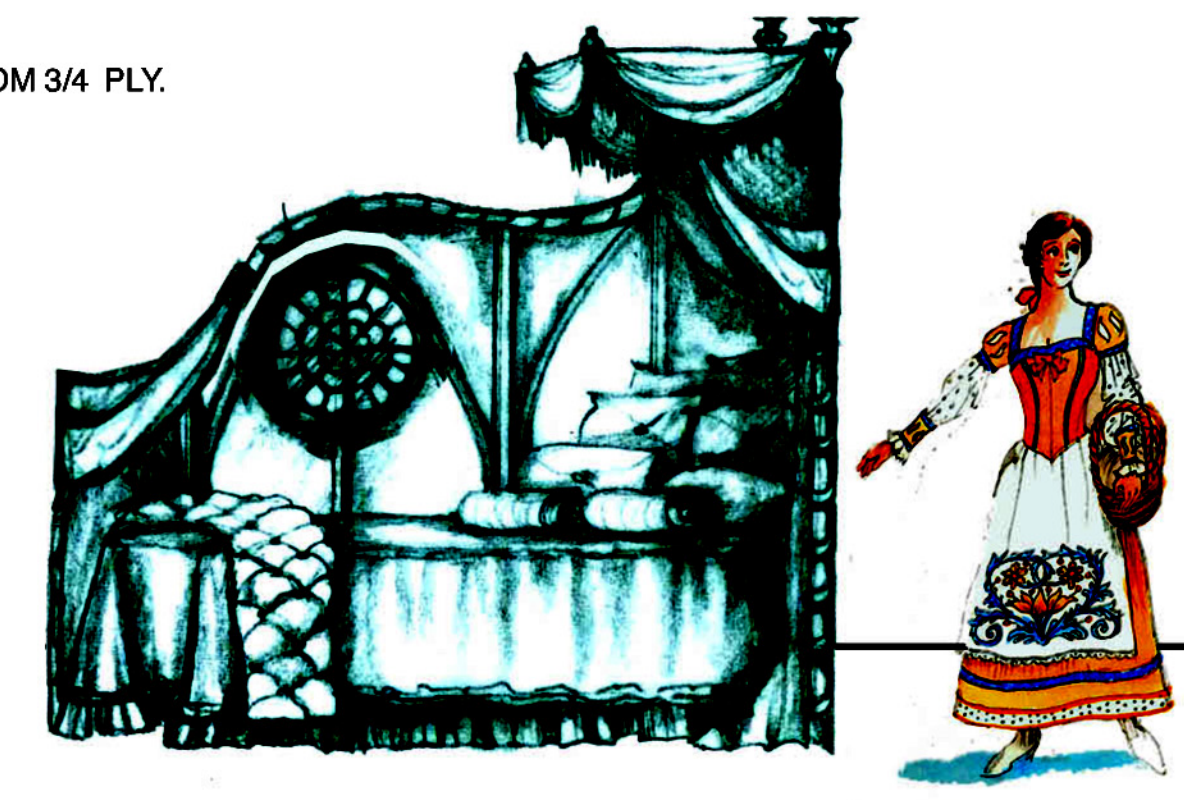
BED UNIT PLAN



B2
BED WALL ELEVATION



BED POST ELEVATION



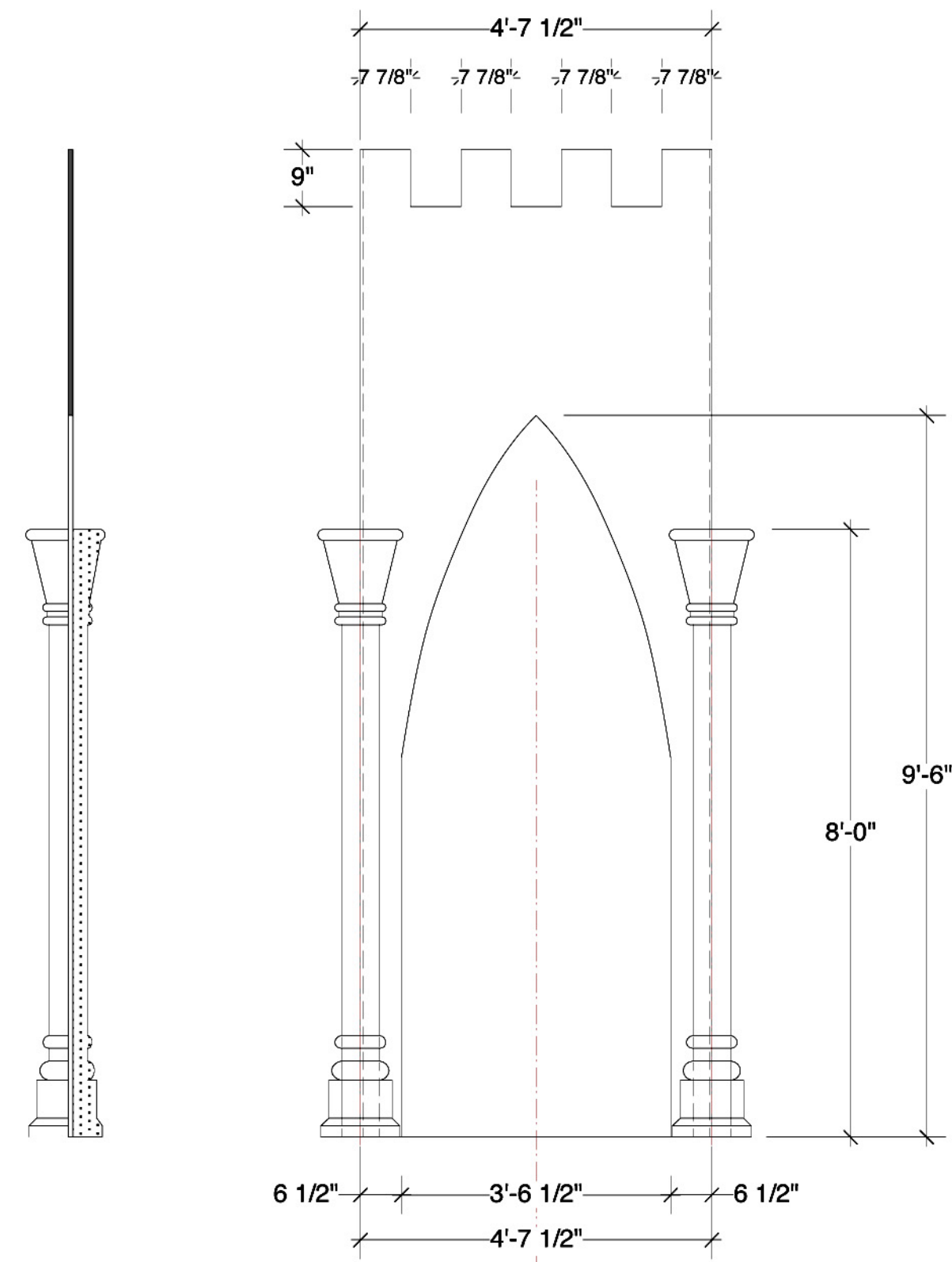
DESIGNERS SKETCH

| | | |
|--|---|-------------------|
| The Munny presents BEAUTY & THE BEAST | | PLATE # |
| DIRECTOR: Matt Lenz | SCALE: 1/2" = 1' - 0" | DATE: 5/25/10 |
| DESIGNER: Steve Gilliam | Assistant Designer/Drafter: Tony Andrea | |
| TOWER, BASE, DUGEON 2&1 BED | | |
| | | 7 of 15 |

NOTE:
BACK PAINT TOWERS.

2

TOWER 2
SECTION



T2

TOWER 2
ELEVATION

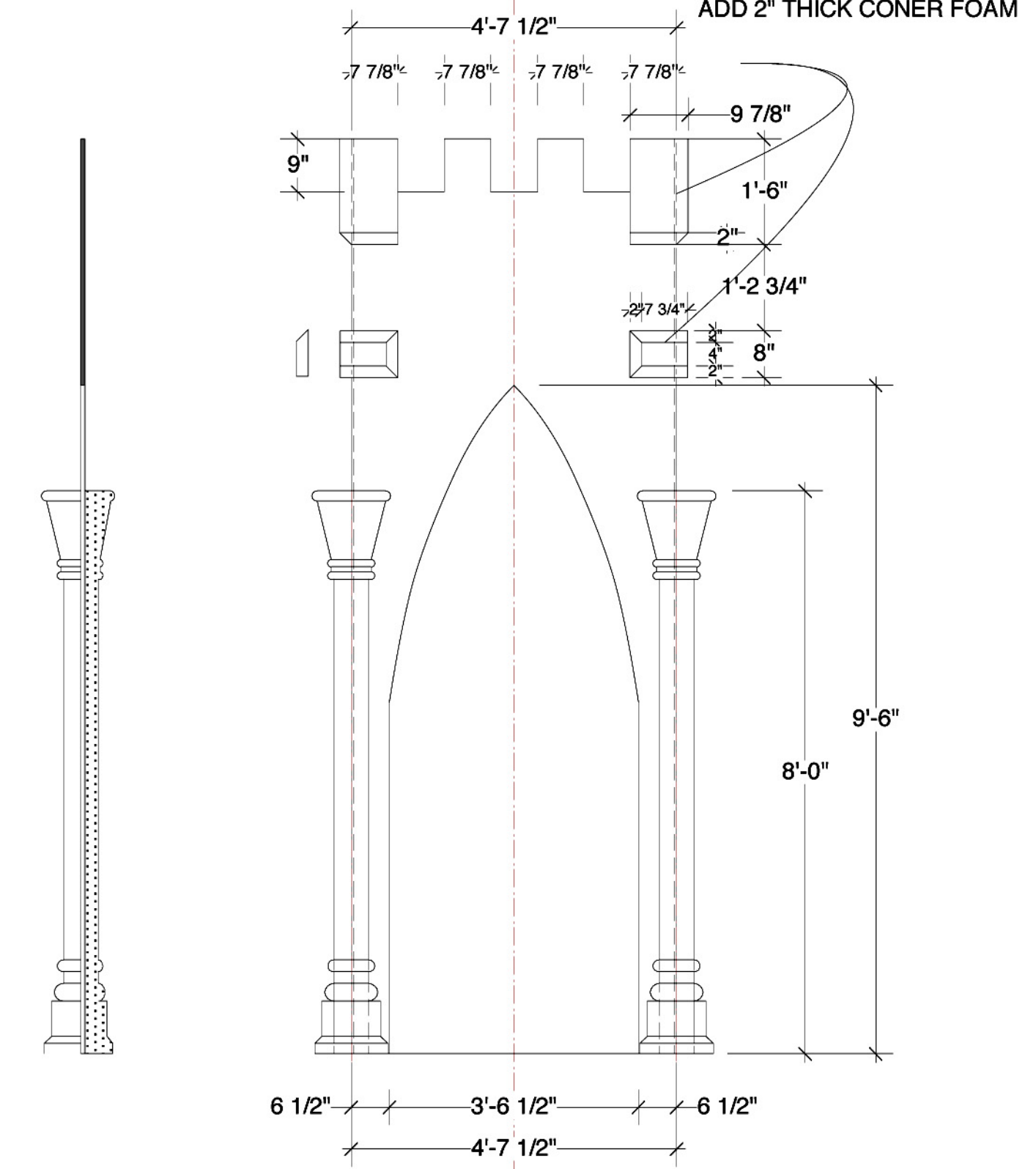


TOWER 2
PLAN

5

1

TOWER 1
SECTION



T1

TOWER 1
ELEVATION

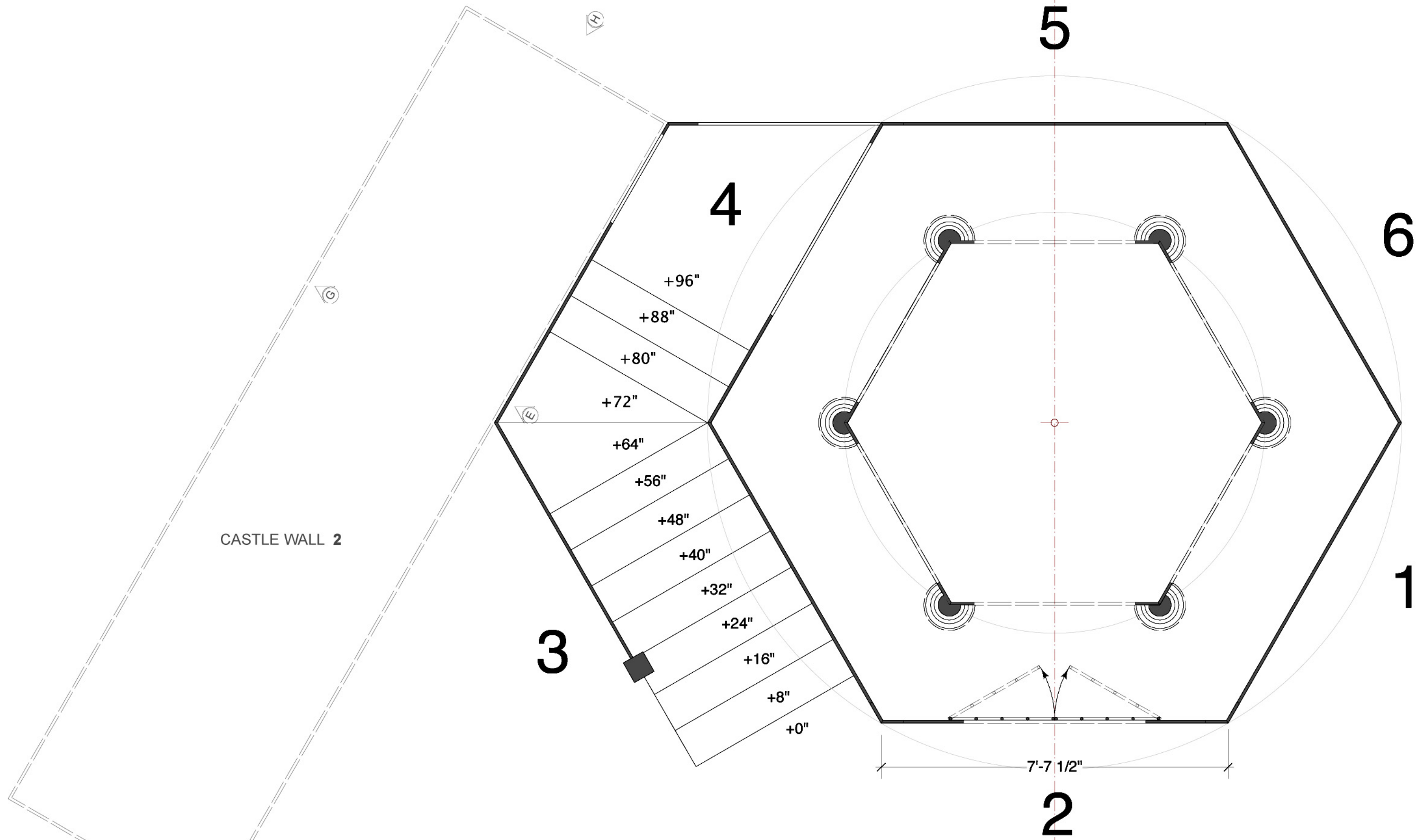


TOWER 1
PLAN

ADD 2\"/>

6

1



NOTE:
DUNGEON BARS OPEN IN.
WE NEED TO DISCUSS BAR PLACEMENT WITH DIRECTOR.
ACTOR'S HEAD MAY BE TOO CLOSE TO THE TOP OF THE ARCH.
MAYBE WE CAN HAVE ACTOR SIT ON A STOOL.

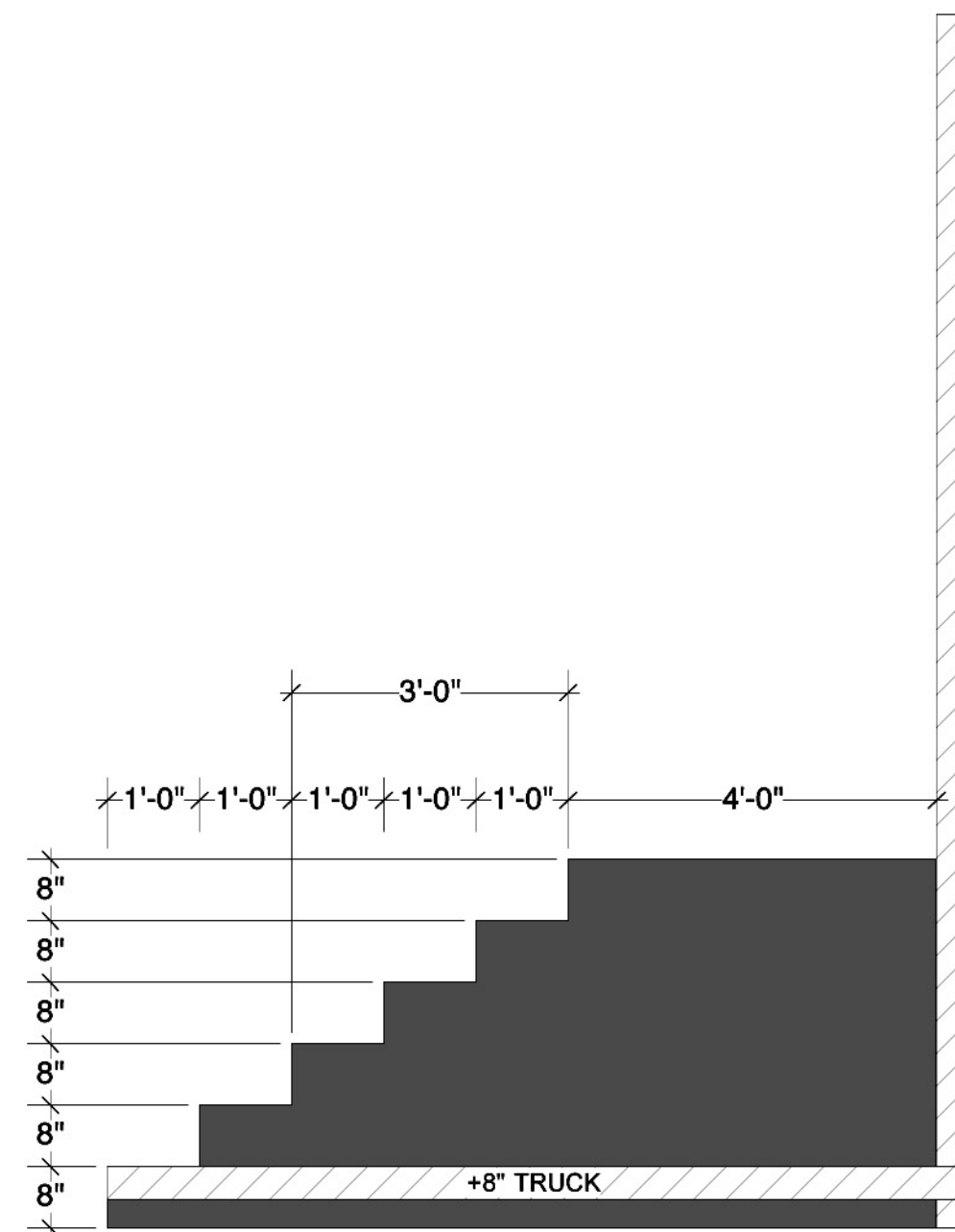
INSIDE MUST ALLOW FOR ACTOR IN DUNGEON.
MASK INTERIOR WITH BLACK.

| | | |
|---|---|---------------|
| The Munny <i>presents</i> BEAUTY & THE BEAST | | PLATE # |
| DIRECTOR: Matt Lenz | SCALE: 1/2"=1' - 0" | DATE: 5/25/10 |
| DESIGNER: Steve Gilliam | Assistant Designer/Drafter: Tony Andrea | |

TOWER 2 & 1, TOWER GP

8

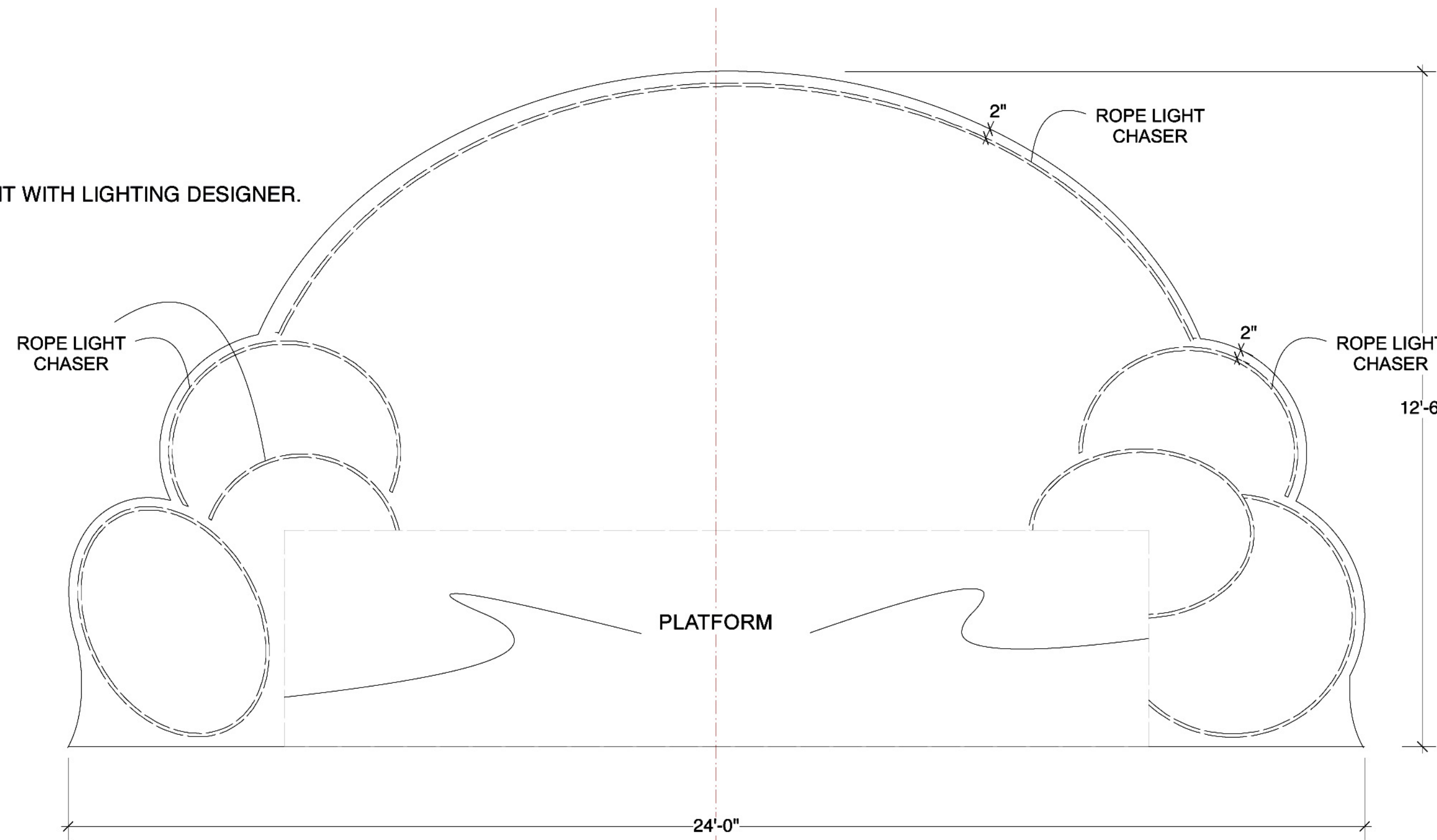
of 15



CABARET CENTER UNIT SECTION

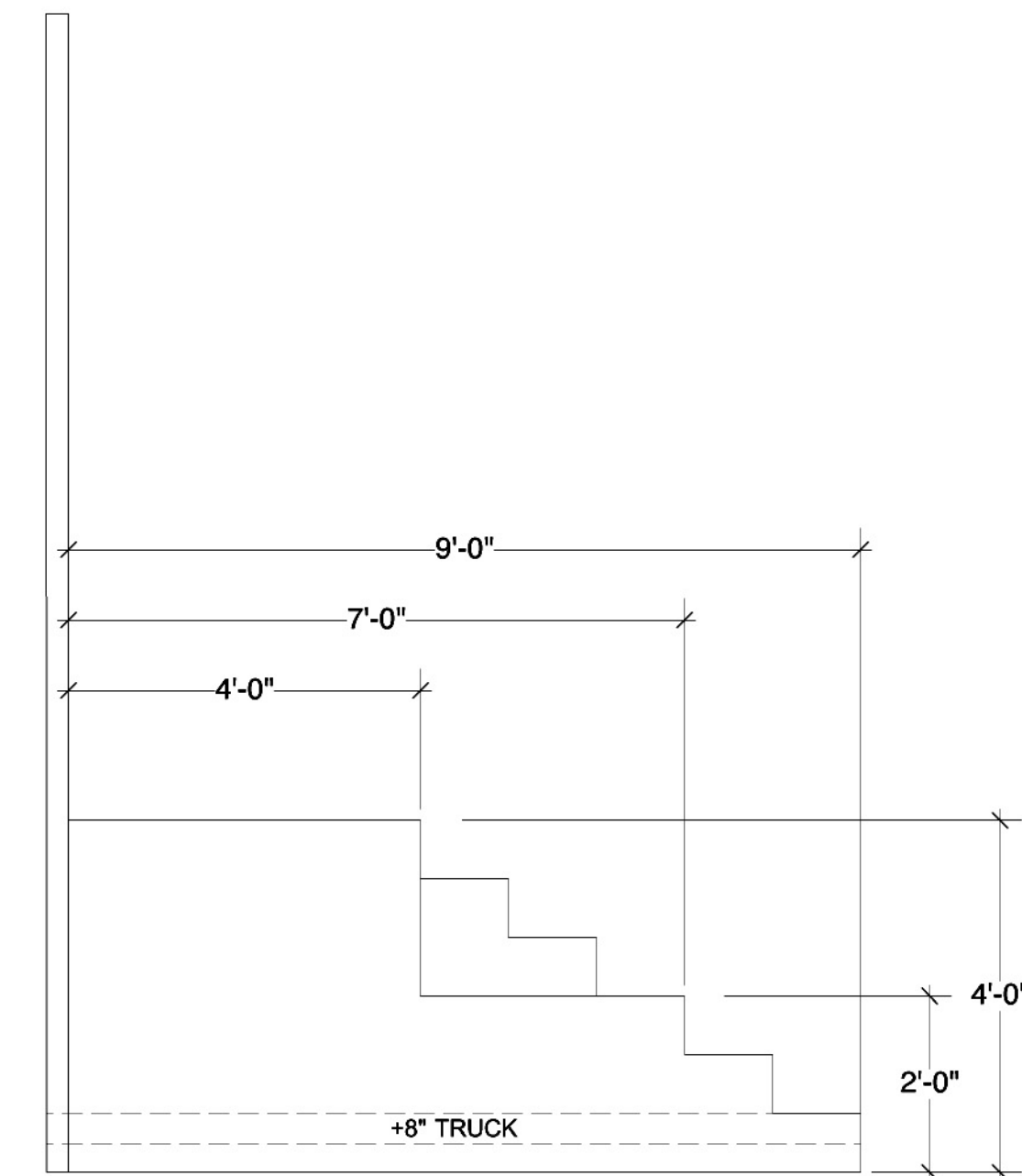
DECK

NOTE:
DISCUSS ROPE LIGHT WITH LIGHTING DESIGNER.

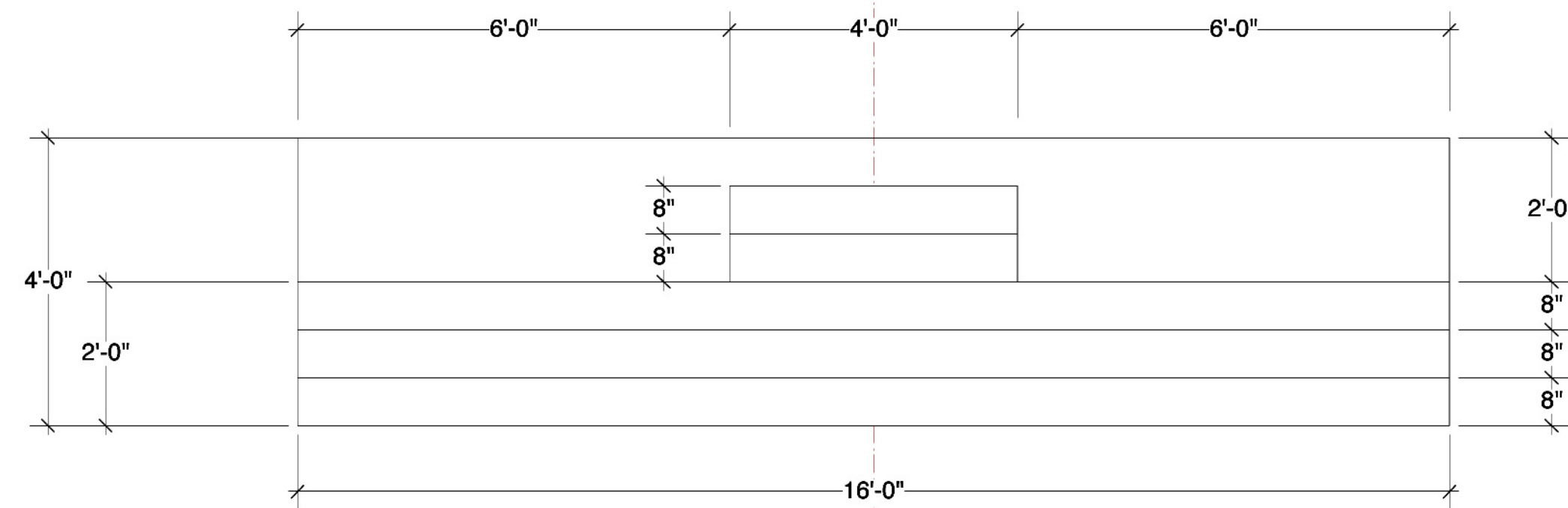


CABARET CENTER UNIT ELEVATION

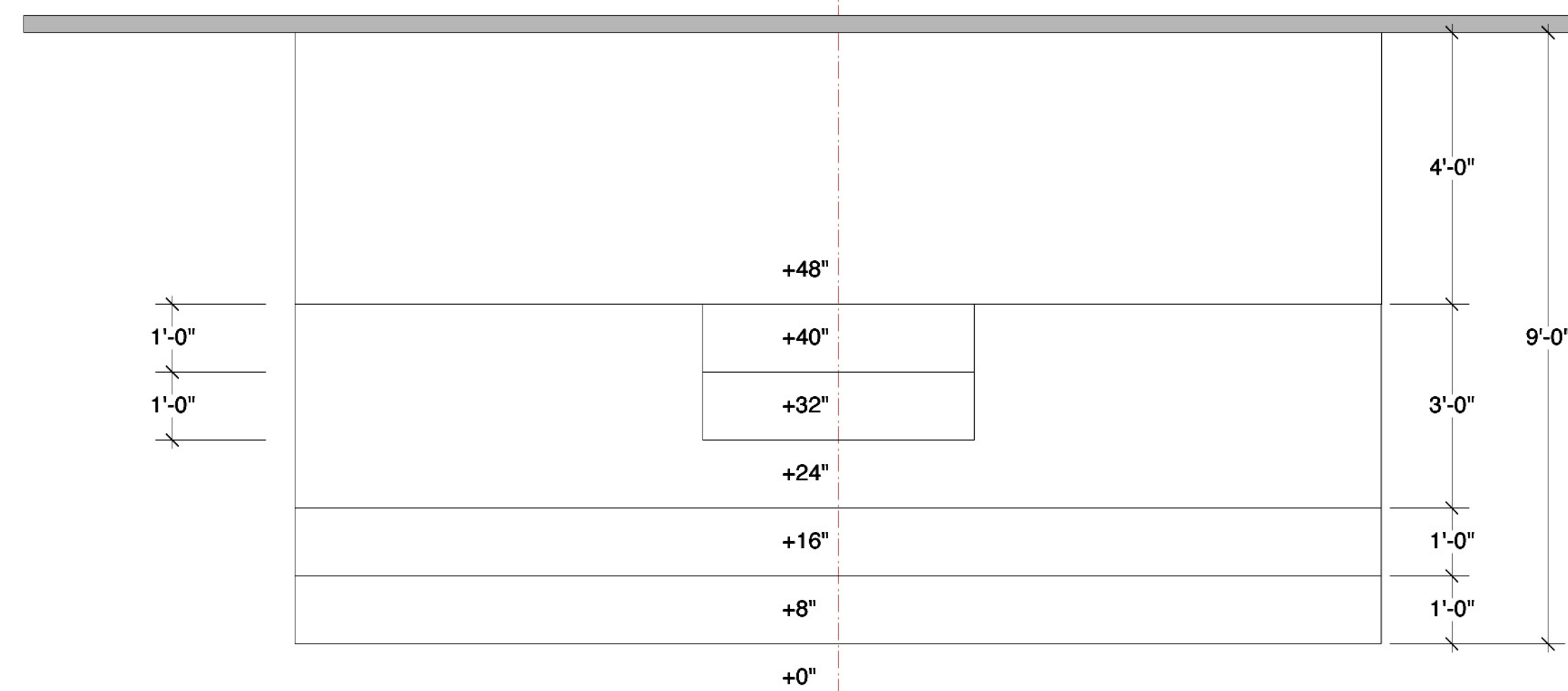
C CL



CABARET CENTER UNIT SR VIEW



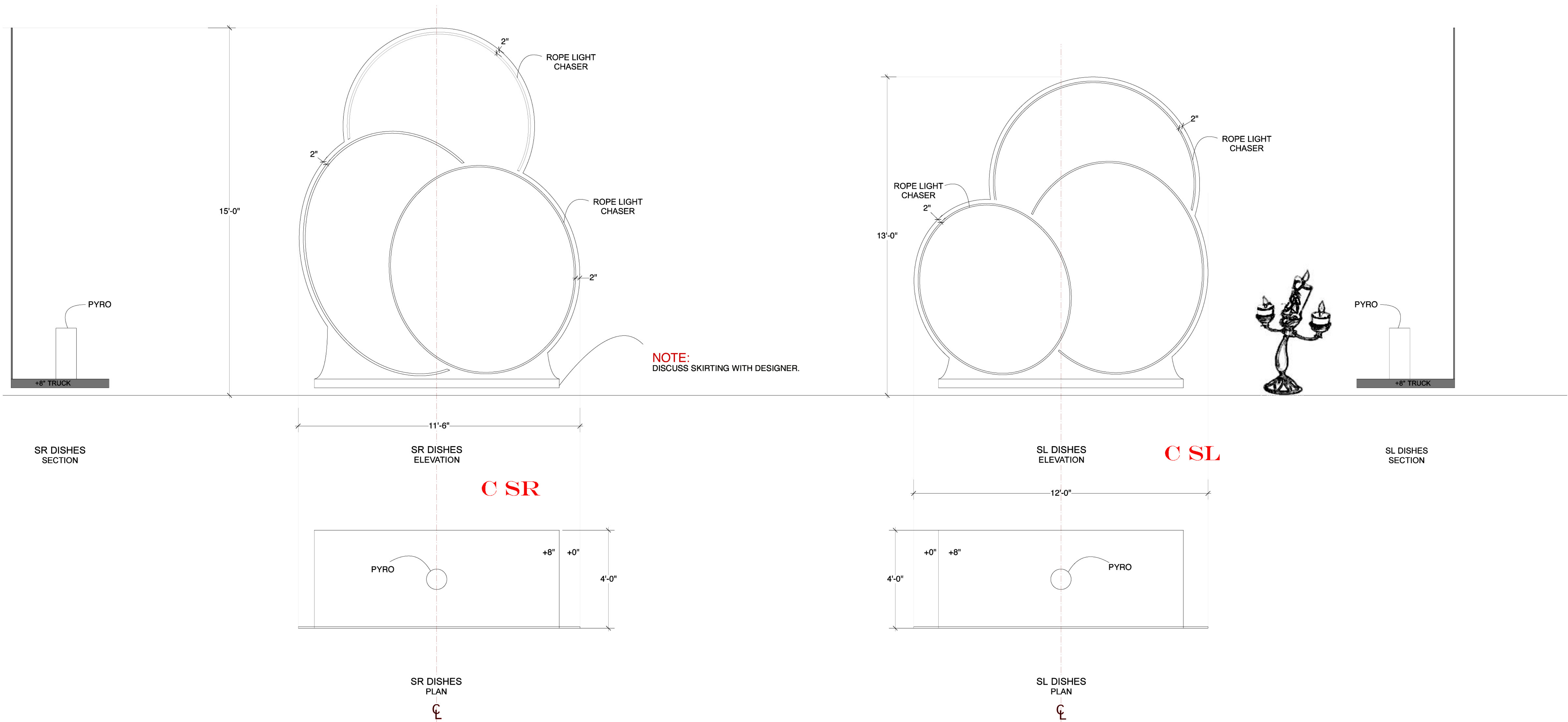
CABARET CENTER UNIT PLATFORM PLAN



CABARET CENTER UNIT PLATFORM PLAN

C CL

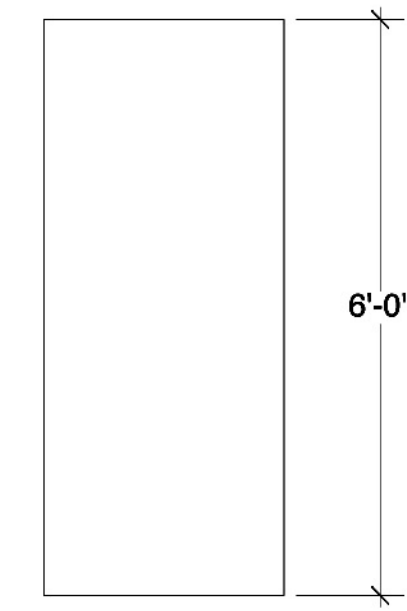
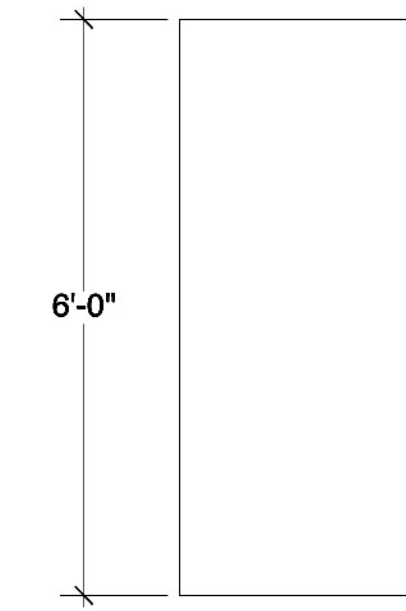
| | | |
|---|---|---------------|
| The Munny <i>presents</i> BEAUTY & THE BEAST | | PLATE # |
| DIRECTOR: Matt Lenz | SCALE: 1/2" = 1' - 0" | DATE: 5/25/10 |
| DESIGNER: Steve Gilliam | Assistant Designer/Drafter: Tony Andrea | |
| CABARET | | 9 |
| | | of 15 |



| | | |
|---|---|--------------------|
| The Munny <i>presents</i> BEAUTY & THE BEAST | | PLATE # |
| DIRECTOR: Matt Lenz | SCALE: 1/2" = 1' - 0" | DATE: 5/25/10 |
| DESIGNER: Steve Gilliam | Assistant Designer/Drafter: Tony Andrea | |
| DISHES SR & SL | | |
| | | 10 of 15 |

GH3D A

GH3D B

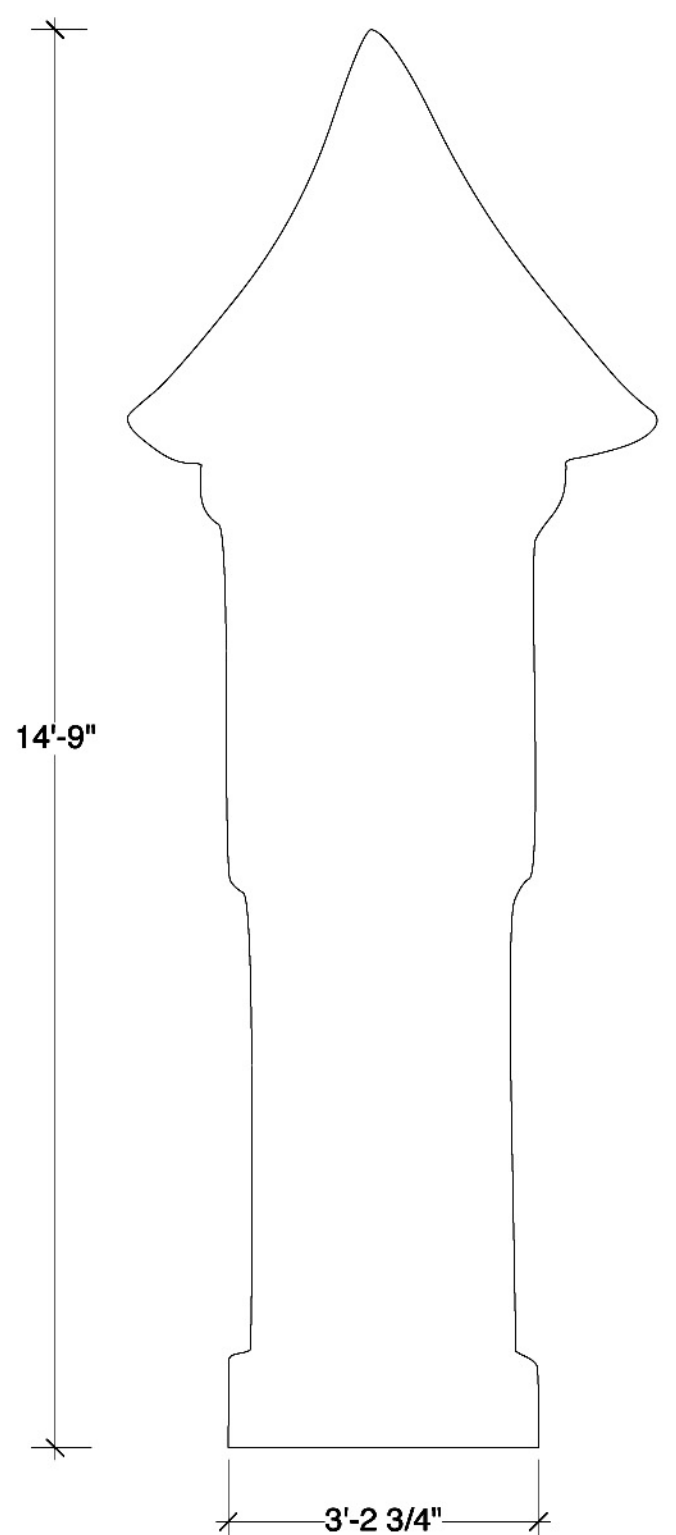


SECRET DOOR 1

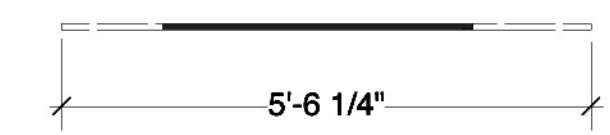
SECRET DOOR 2

NOTE:
THE DOORS ARE SECRET DOORS THEY MUST BE TIGHT AS POSSIBLE.

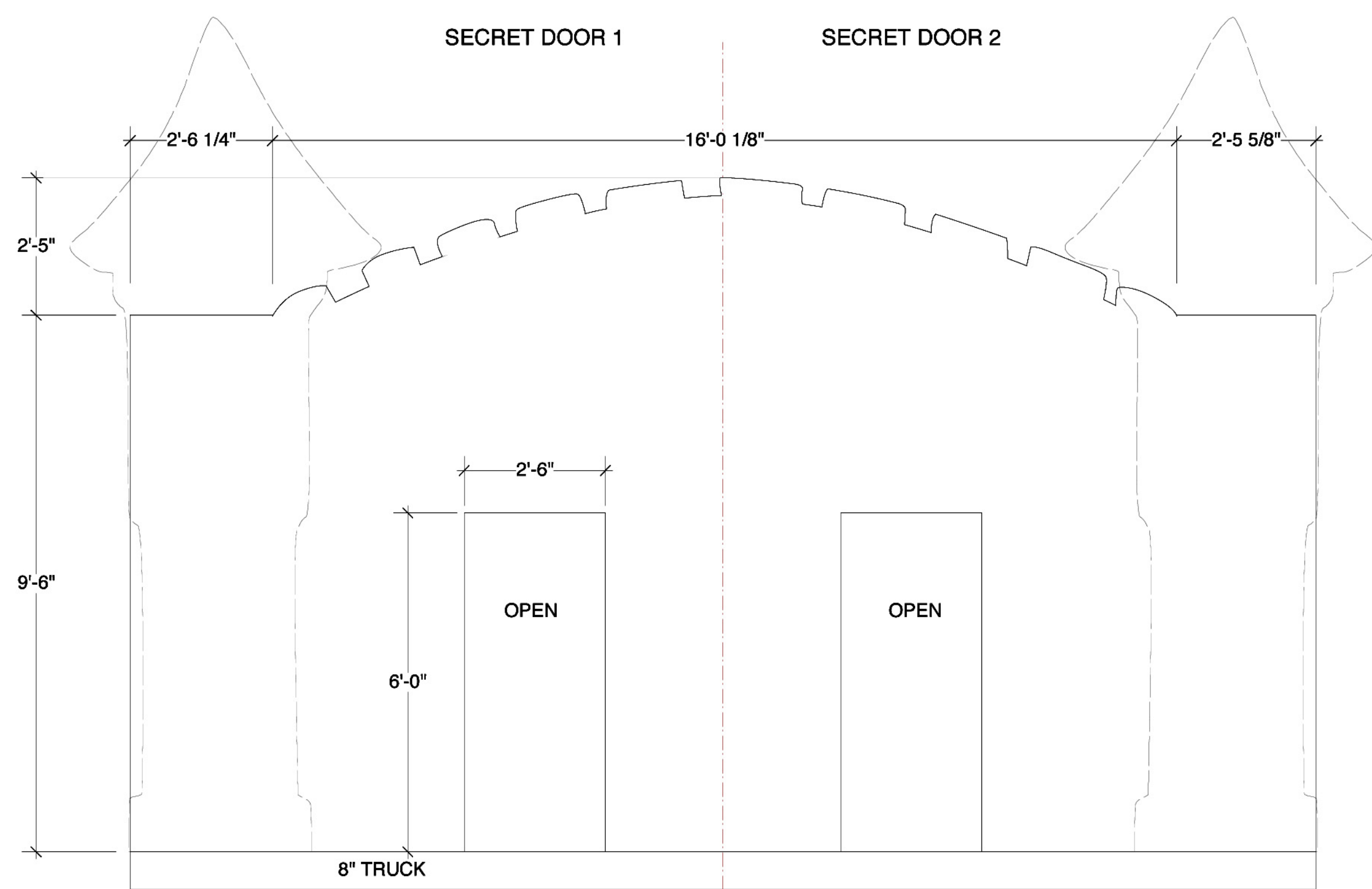
THIS UNIT IS TO FIT BETWEEN THE BOOMS WHEN CLOSED.
CHECK TO SEE IF THIS WILL HAPPEN.



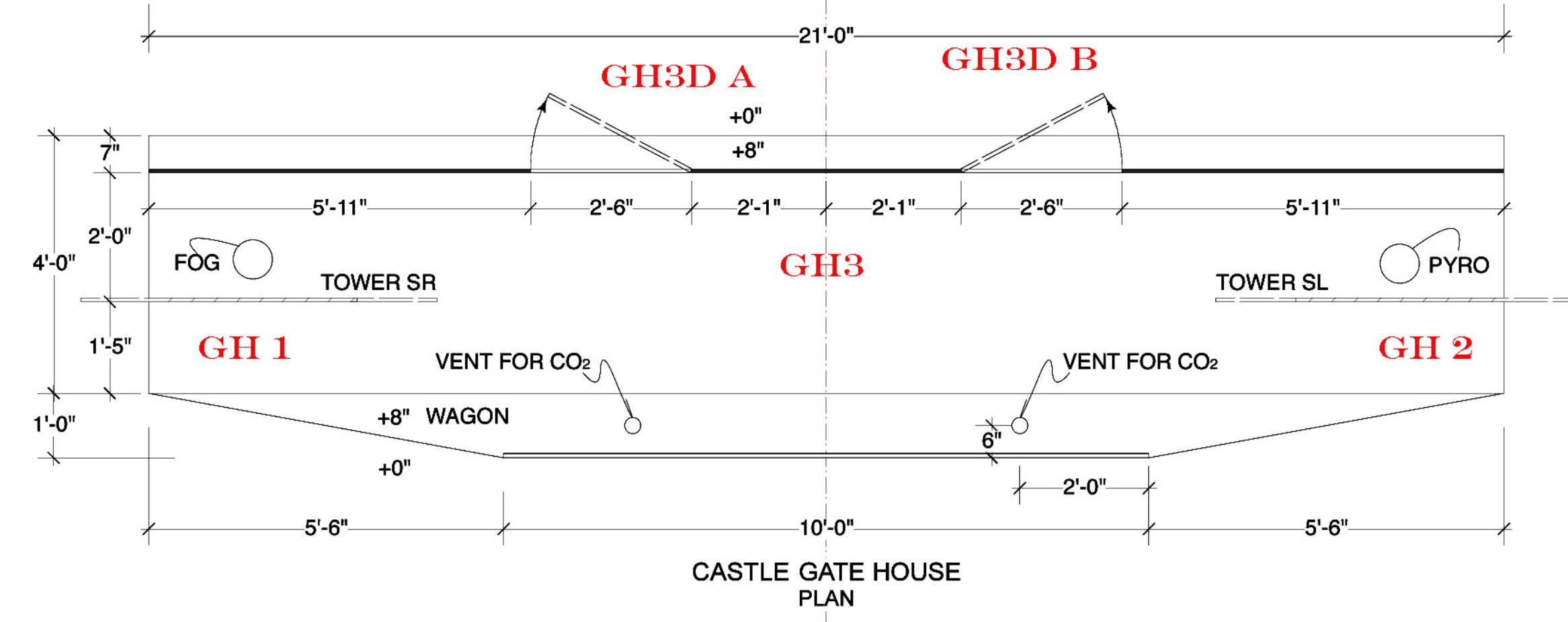
CASTLE GATE HOUSE TOWER SR ELEVATION
GH 2



CASTLE GATE HOUSE TOWER SR PLAN



CASTLE GATE HOUSE ELEVATION
GH3

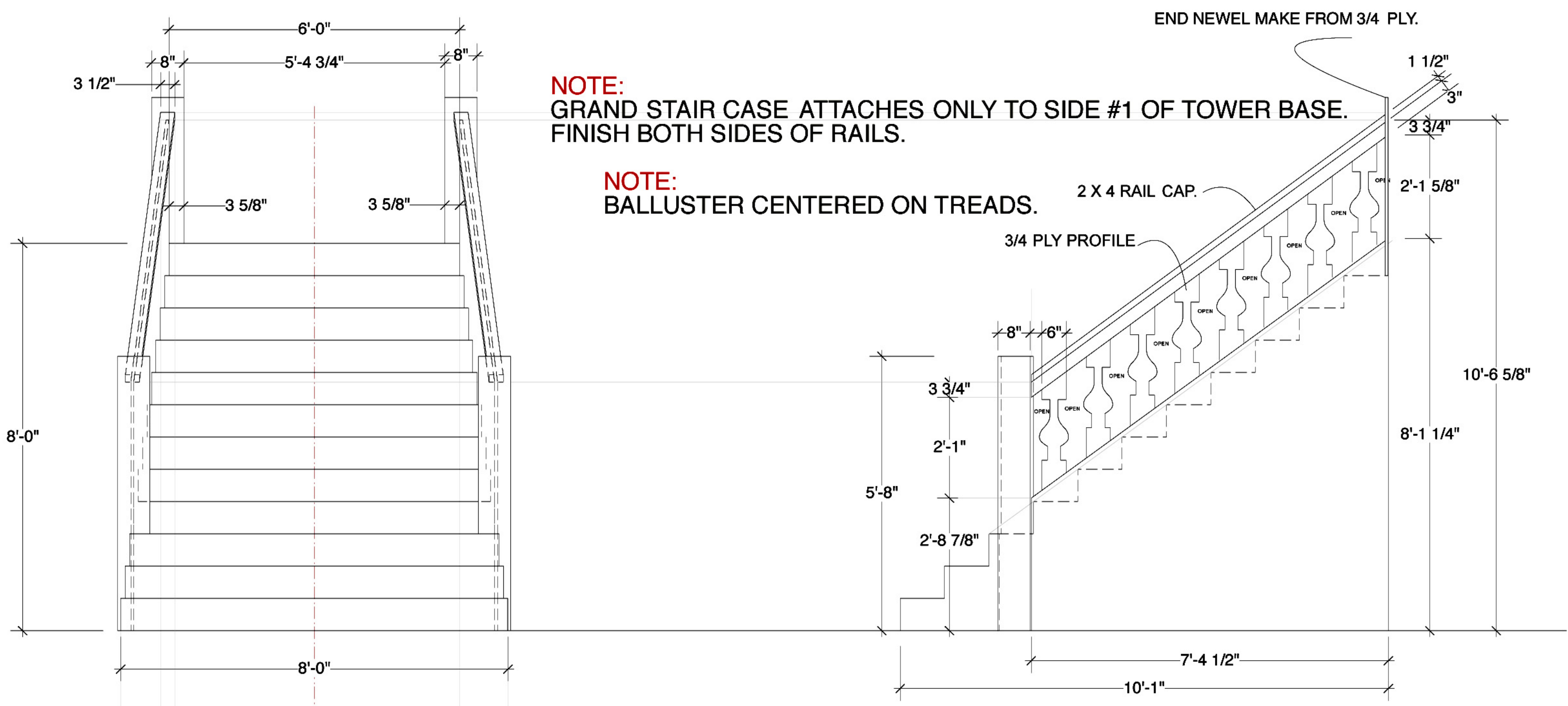


CASTLE GATE HOUSE PLAN

END NEWEL MAKE FROM 3/4 PLY.

NOTE:
GRAND STAIR CASE ATTACHES ONLY TO SIDE #1 OF TOWER BASE.
FINISH BOTH SIDES OF RAILS.

NOTE:
BALLUSTER CENTERED ON TREADS.

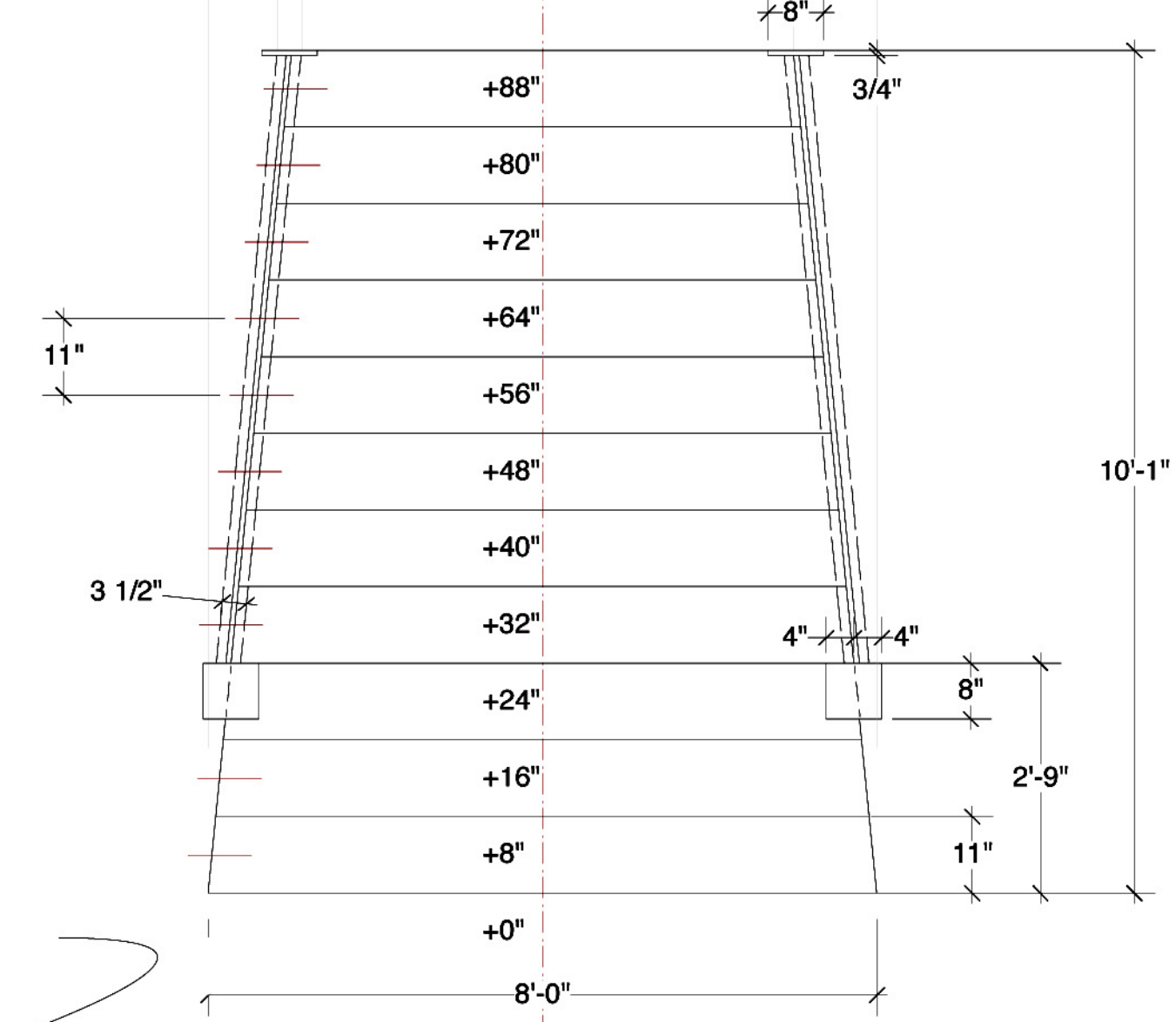


GRAND STAIR CASE ELEVATION

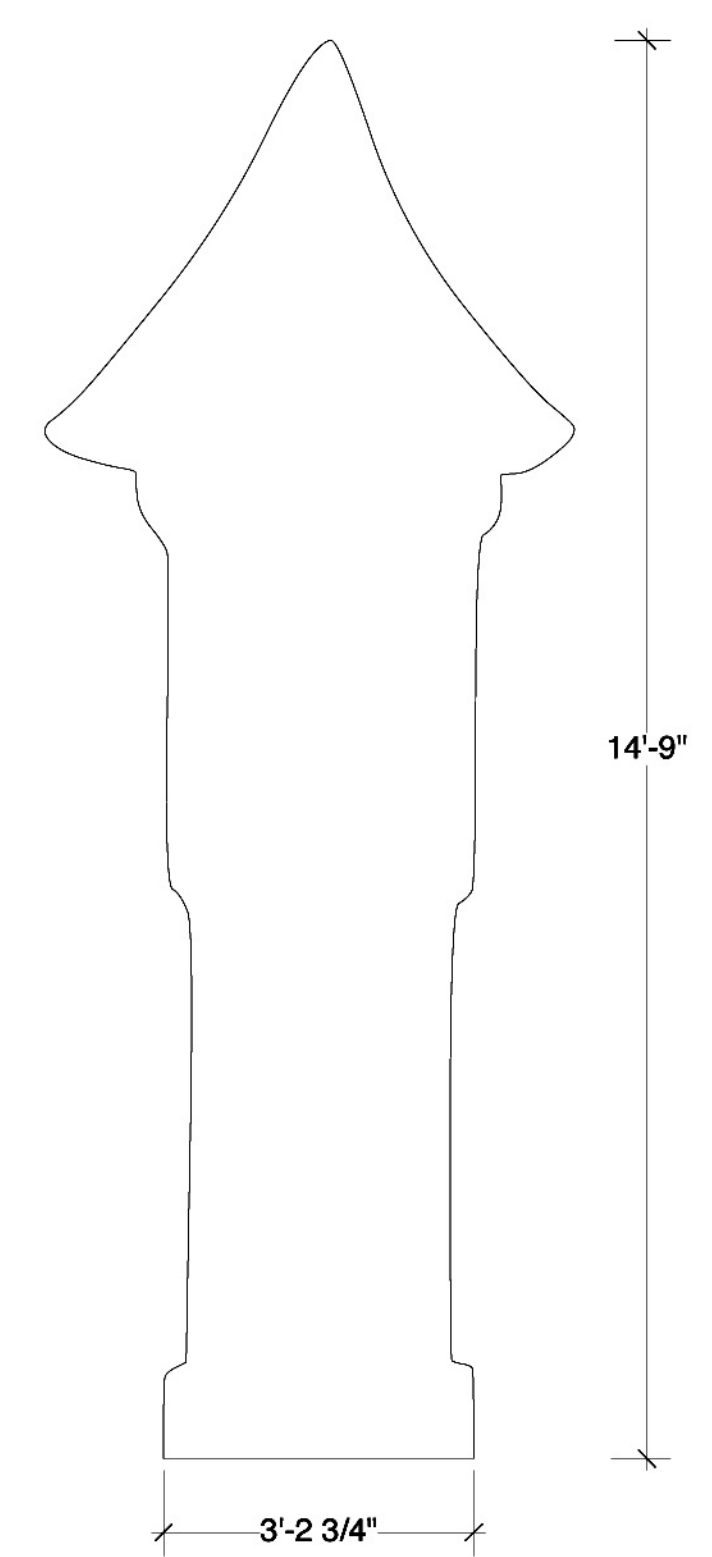
GRAND STAIR CASE TRUE VIEW

GST 2

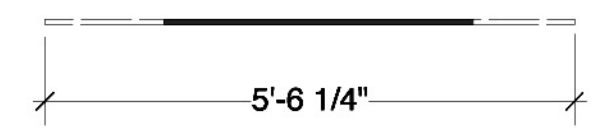
NOTE:
BALLUSTER CENTERED ON TREADS.



GRAND STAIR CASE PLAN

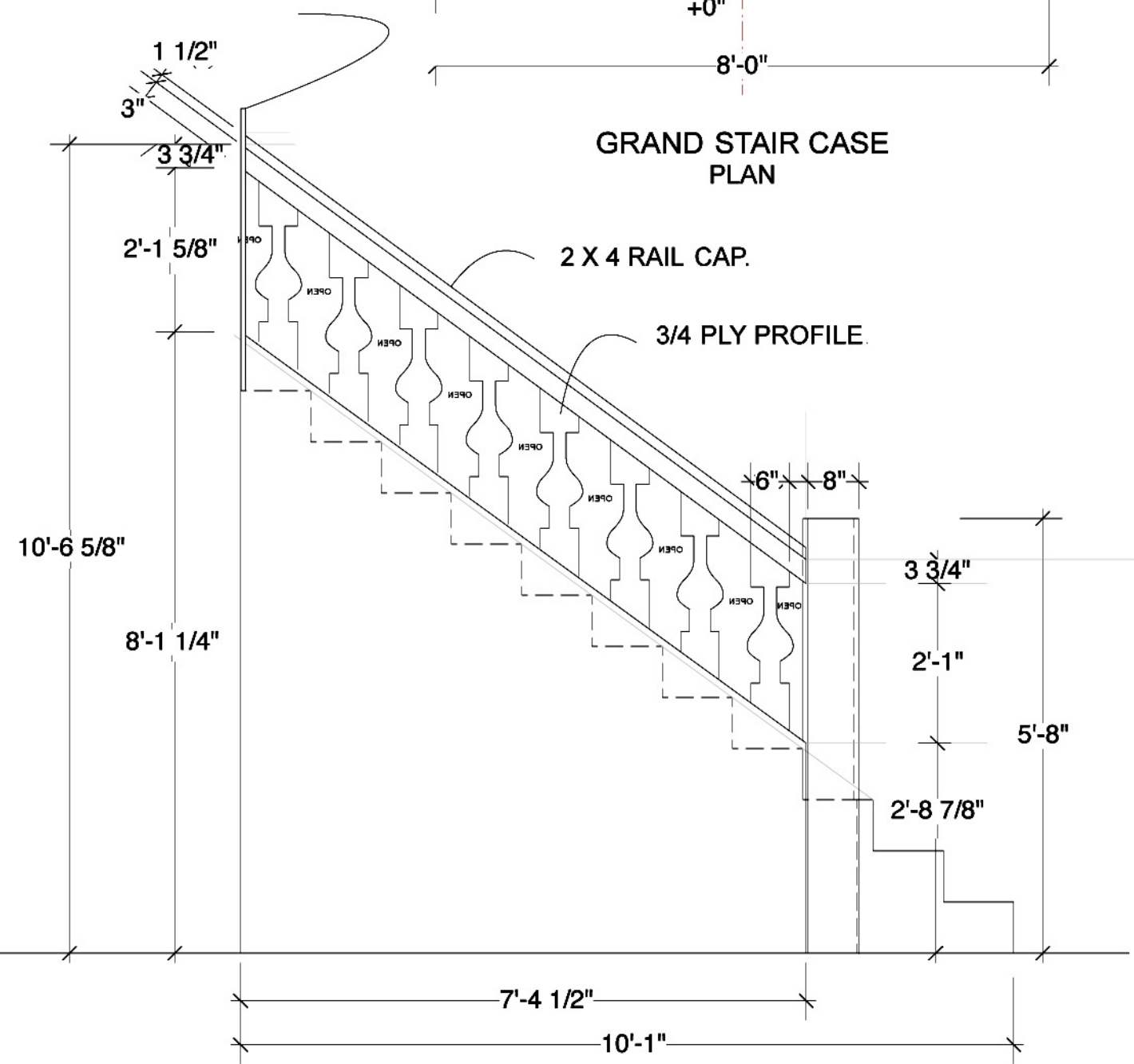


CASTLE GATE HOUSE TOWER SL ELEVATION



CASTLE GATE HOUSE TOWER SL PLAN

GH 1



GRAND STAIR CASE TRUE VIEW

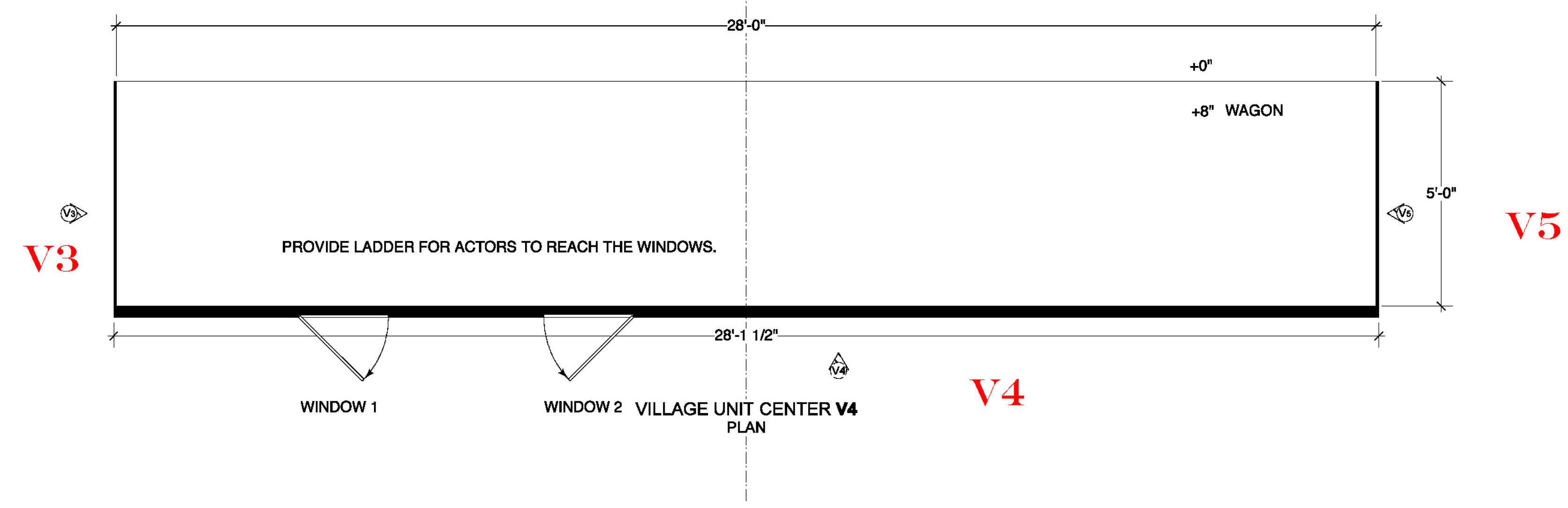
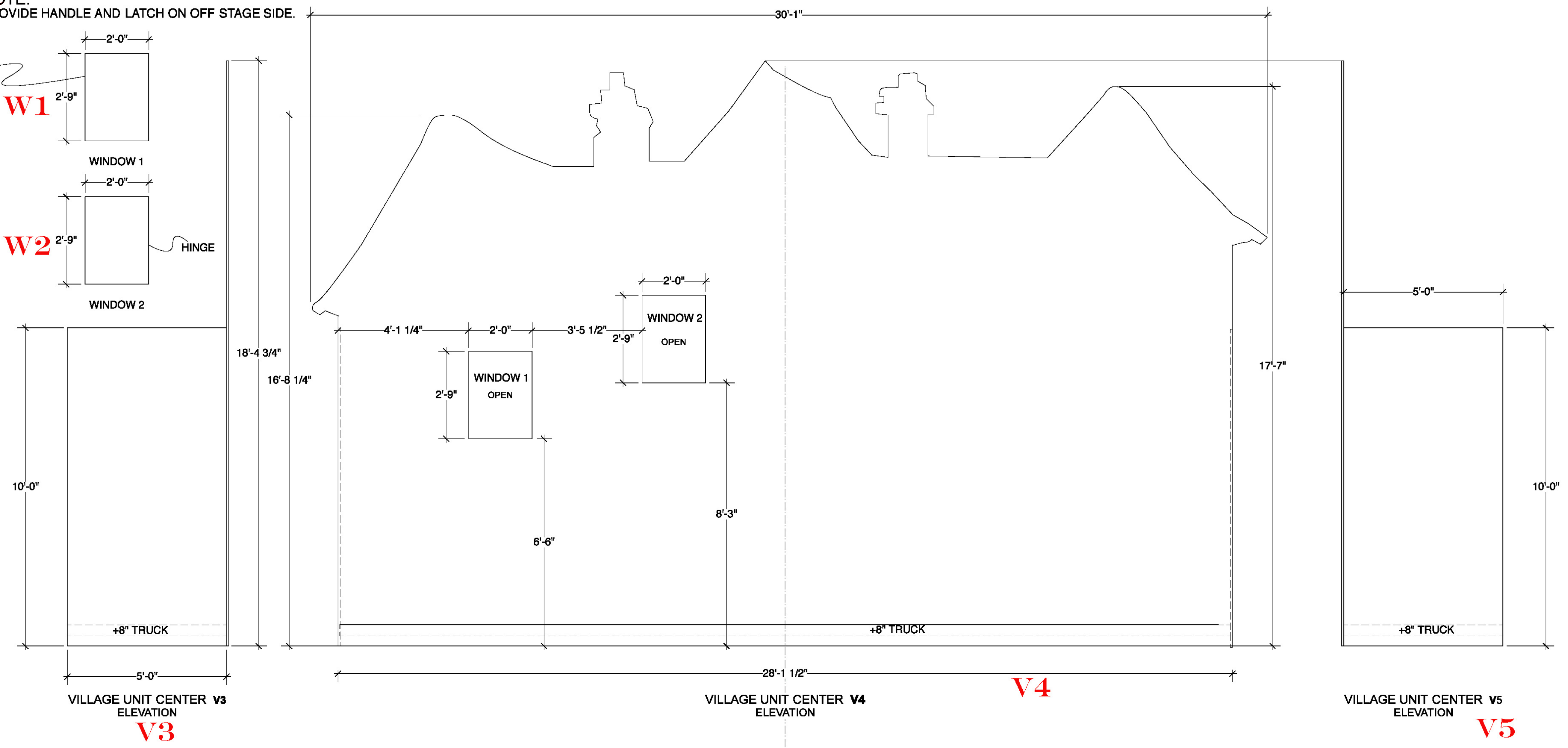
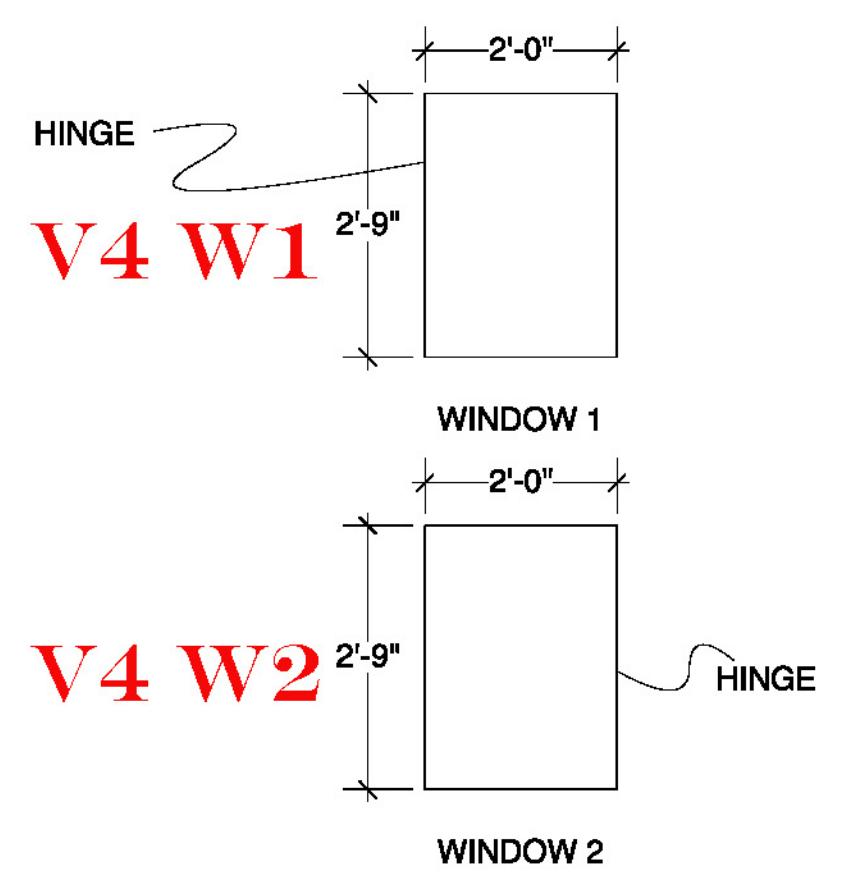
GSC 1

| | | |
|--|---|--------------------|
| The Munny presents BEAUTY & THE BEAST | | PLATE # |
| DIRECTOR: Matt Lenz | SCALE: 1/2" = 1' - 0" | DATE: 5/25/10 |
| DESIGNER: Steve Gilliam | Assistant Designer/Drafter: Tony Andrea | |
| GRAND STAIR CASE, CASTLE GATES | | |
| | | 11 of 15 |

2'-6"

2'-6"

NOTE:
PROVIDE HANDLE AND LATCH ON OFF STAGE SIDE.



The Munny presents **BEAUTY & THE BEAST**

DIRECTOR: Matt Lenz
DESIGNER: Steve Gilliam

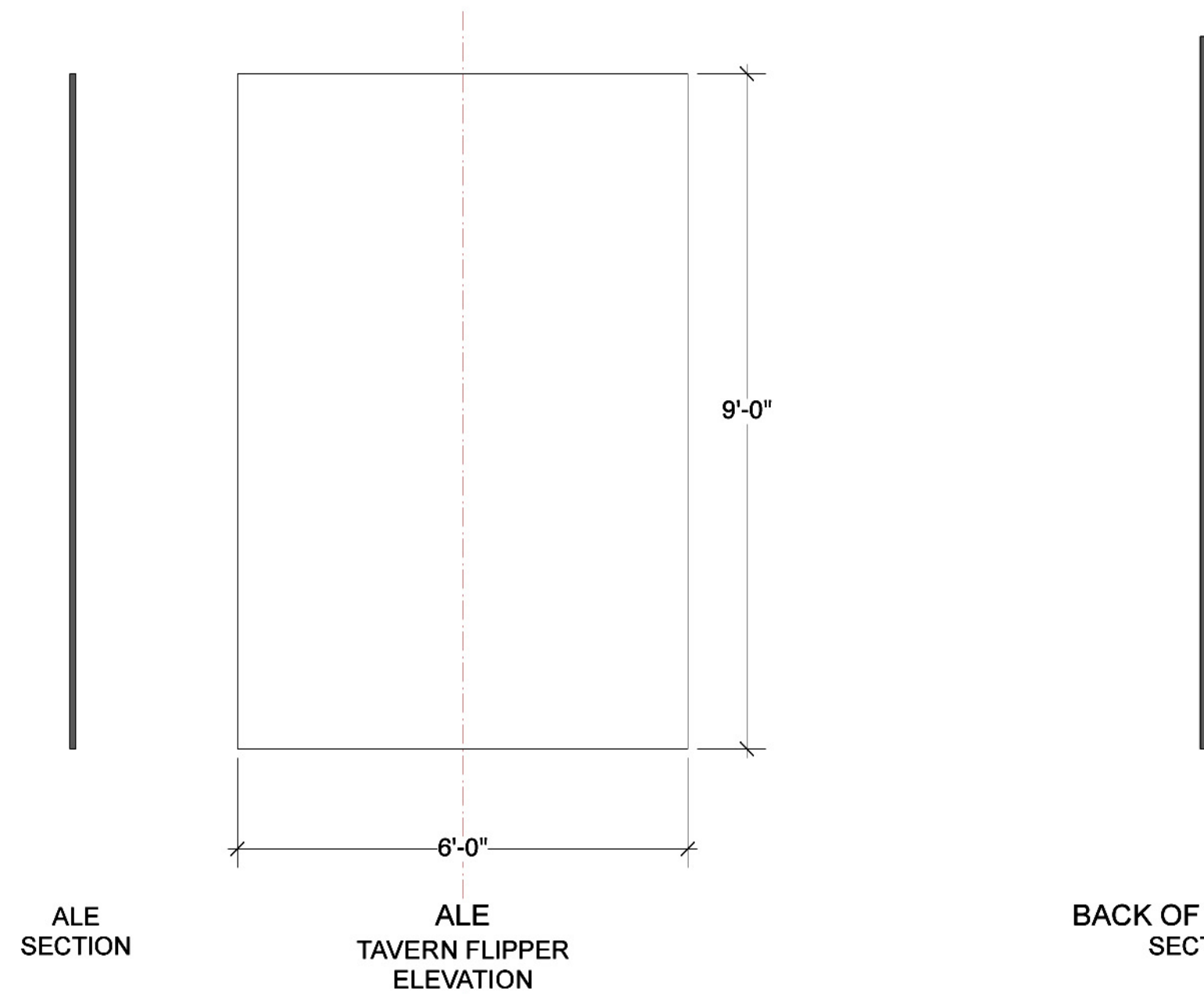
SCALE: 1/2" = 1' - 0"
DATE: 5/25/10
Assistant Designer/Drafter: Tony Andrea

PLATE #
12
of 15

VILLAGE CENTER UNIT

T1

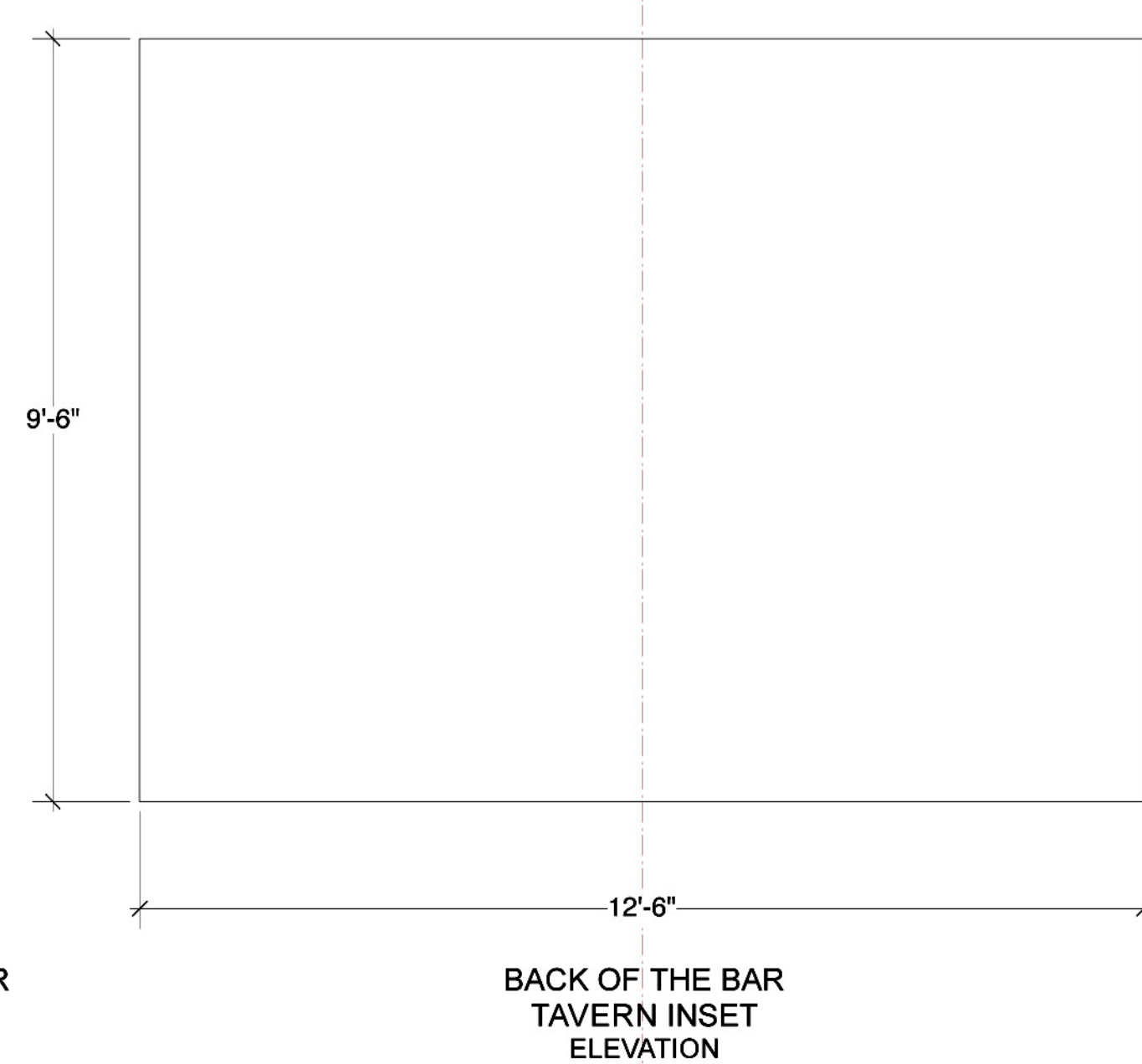
**DOUBLE COVER
FOREST ON ONE SIDE
TAVERN ON OTHER**



ALE PLAN

TAVERN

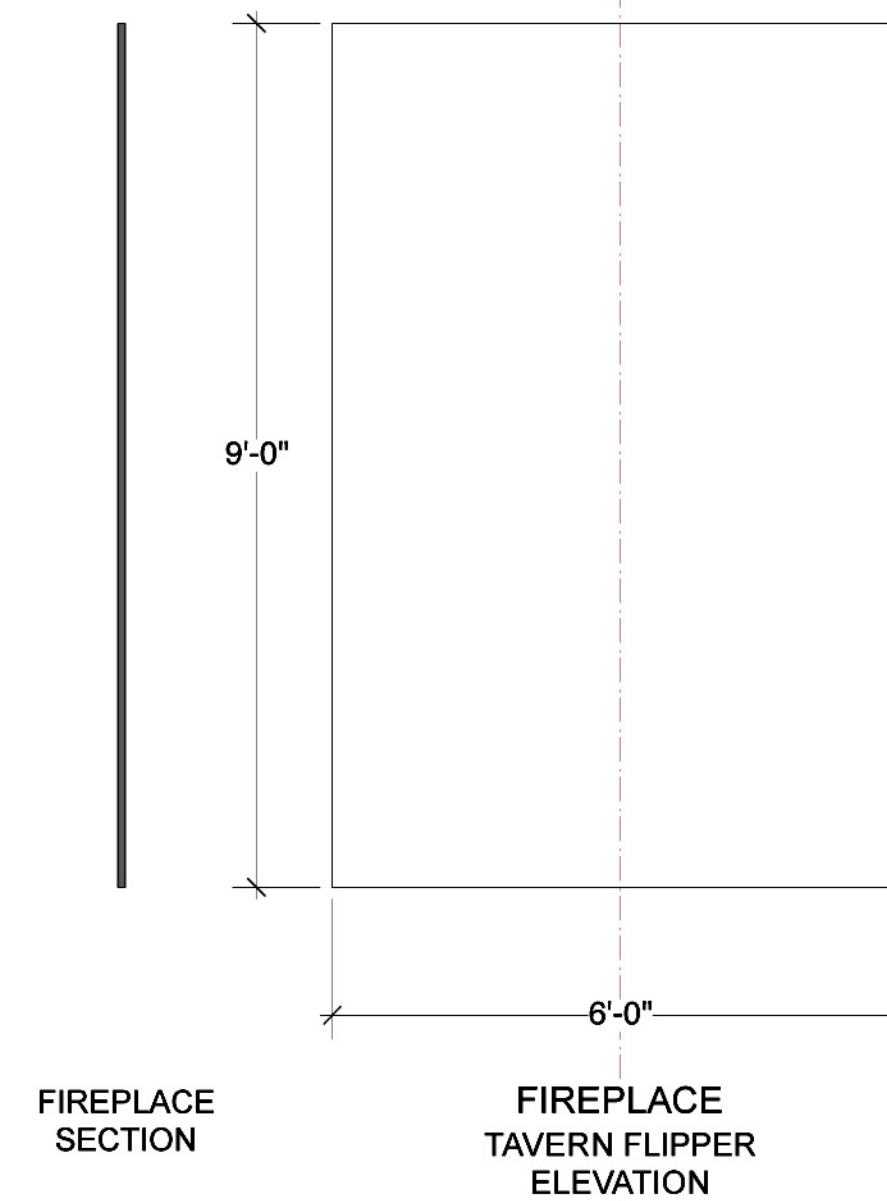
T3



BACK OF THE BAR ELEVATION

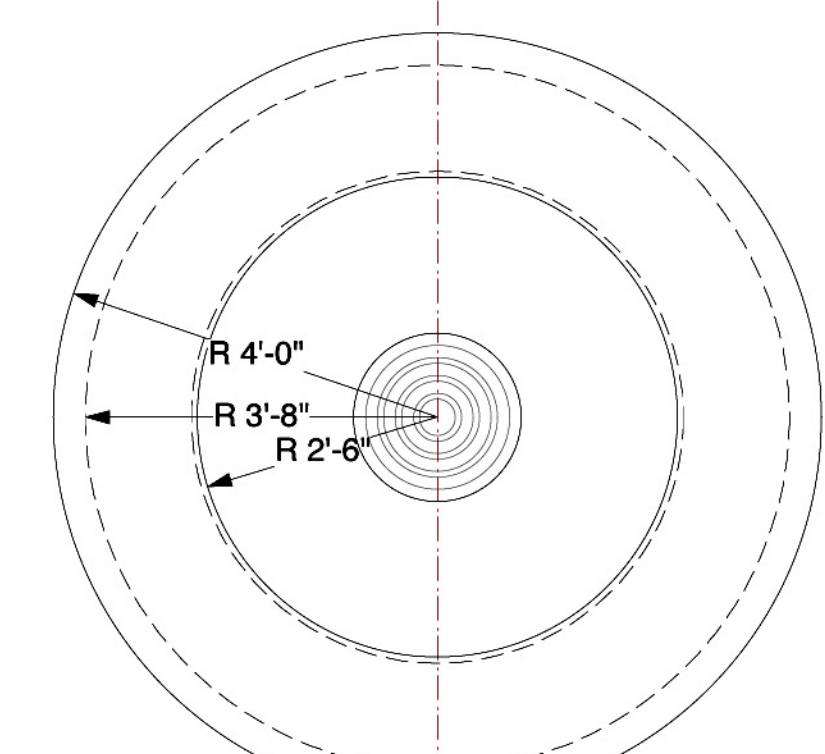
T2

**DOUBLE COVER
FOREST ON ONE SIDE
TAVERN ON OTHER**



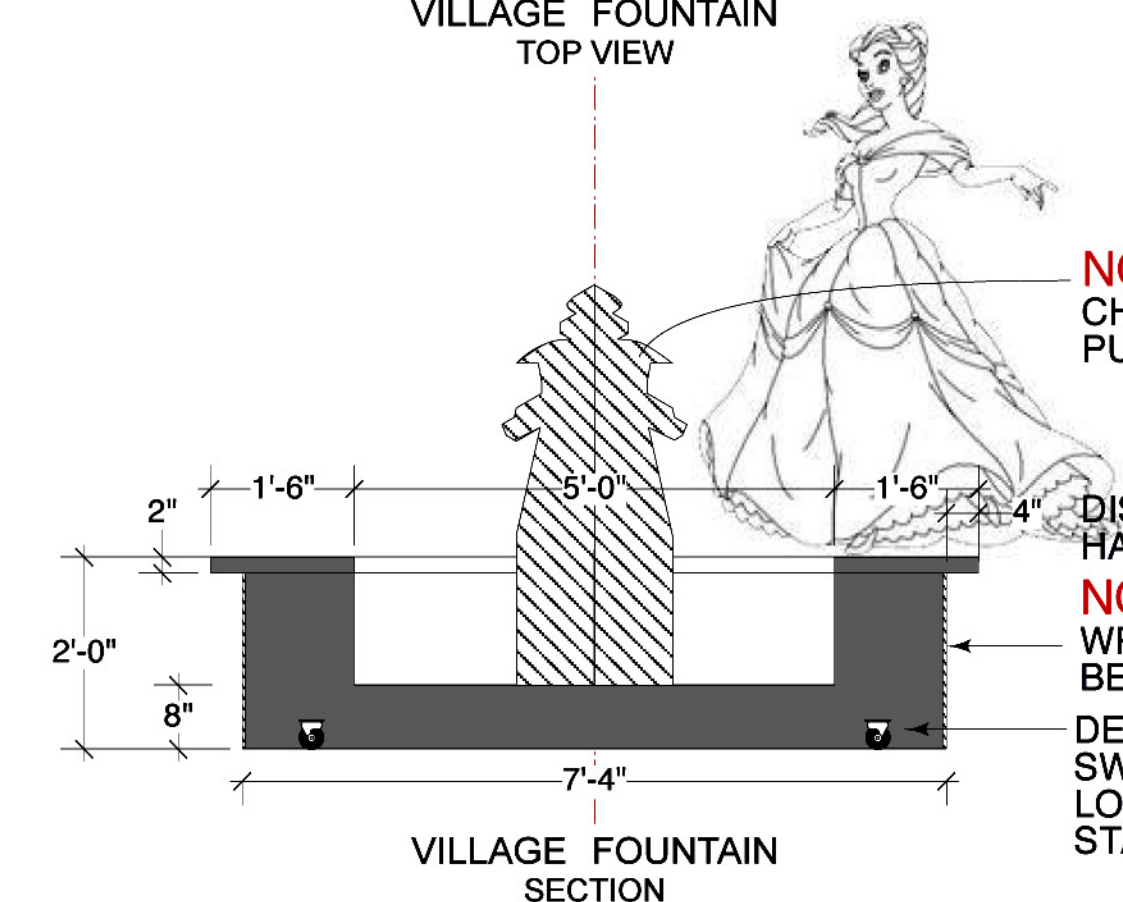
FIREPLACE PLAN

NOTE:
FROM STAGE TO FOUNTAIN SEAT INCLUDING CASTERS, 24"... ADJUST FOR CASTERS.
MAKE STURDY FOUNTAIN WILL BE DANCED ON.



FOUNTAIN

VILLAGE FOUNTAIN TOP VIEW



NOTE:
CHECK MUNY STOCK FOR WOODEN PUMP TO USE AND BE ALTARED.

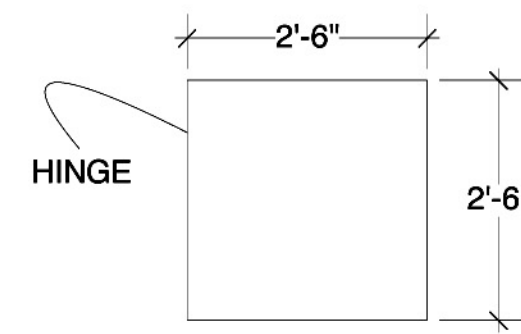
NOTE:
DISCUSS STABILITY OF THE 4" OVER HANG WITH DESIGNER .

NOTE:
WRAP WITH (3/8") BENDABLE BOARD.

NOTE:
DETERMINE BEST POSITION FOR SWIVEL CASTERS. PROVIDE LOCKING DEVICE ON THE UP STAGE SIDE OF AUDIENCE.

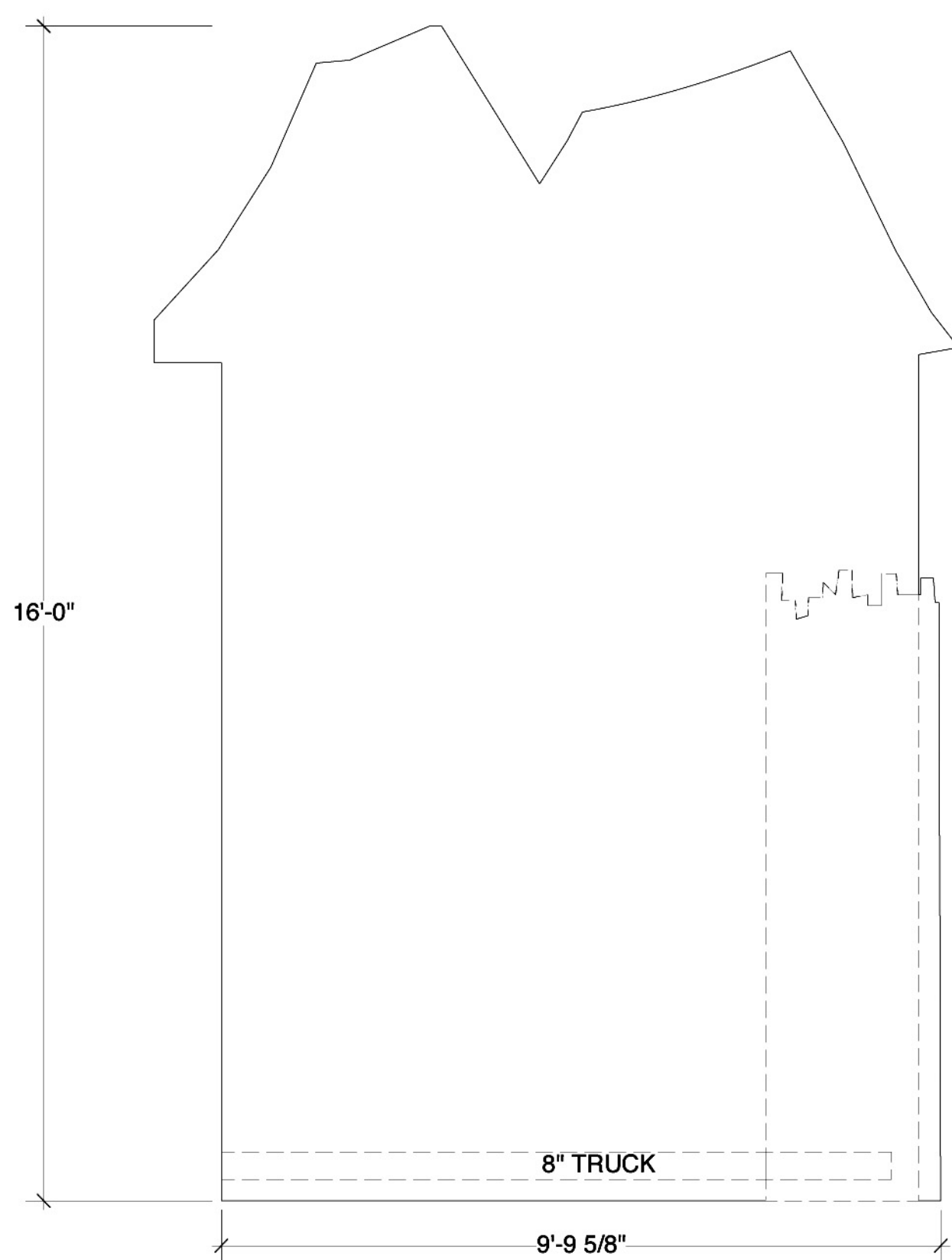
VILLAGE FOUNTAIN SECTION

NOTE:
PROVIDE HANDLE AND LATCH ON OFF STAGE SIDE.



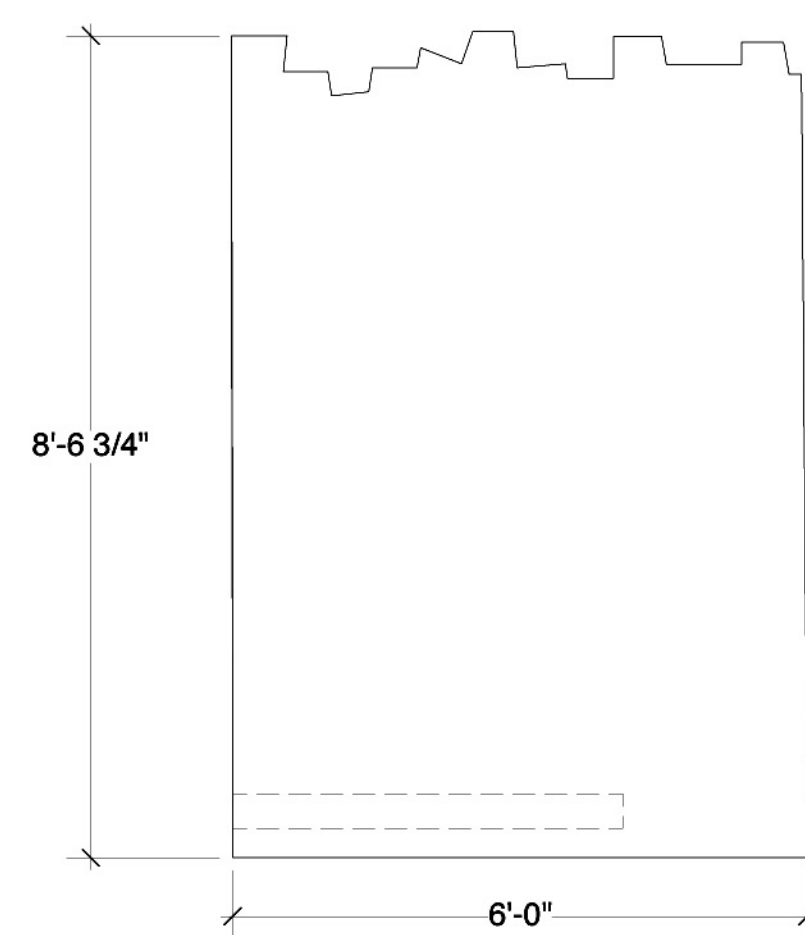
V7 W3

WINDOW 3



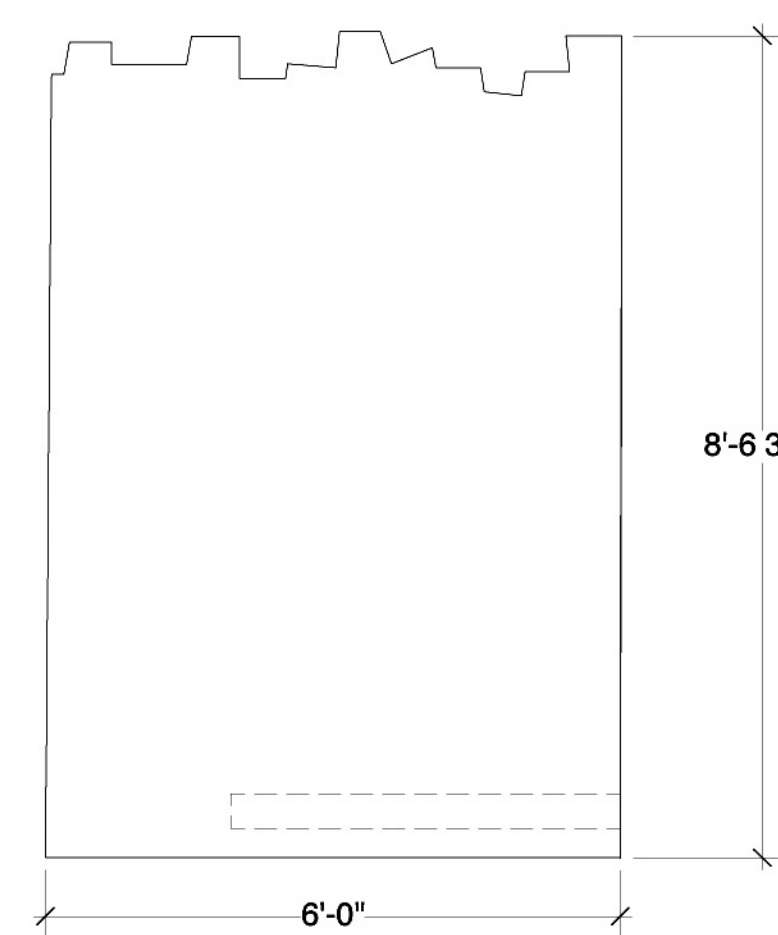
SR VILLAGE UNIT V1 ELEVATION

V1



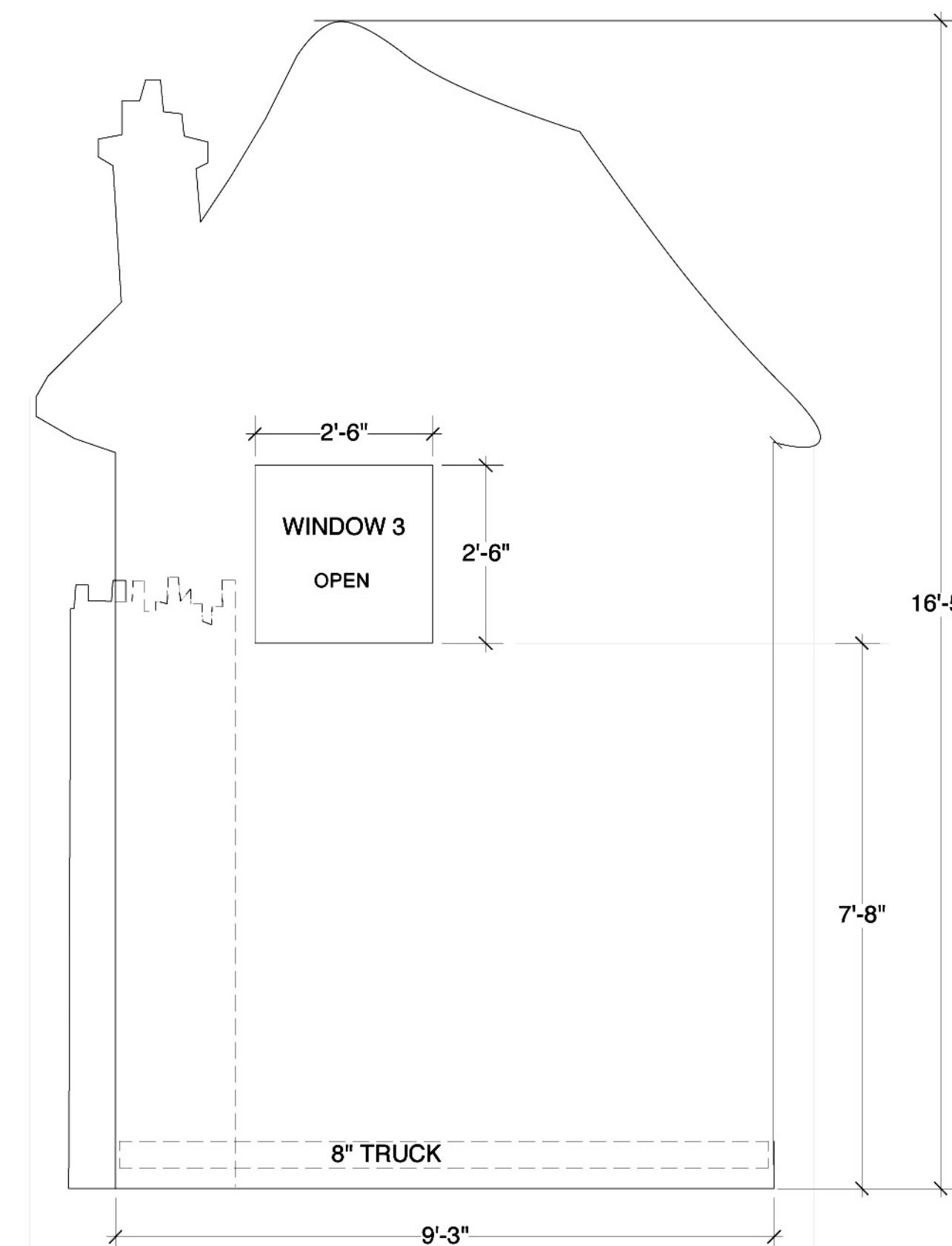
SR VILLAGE UNIT V2 ELEVATION

V2



SL VILLAGE UNIT V6 ELEVATION

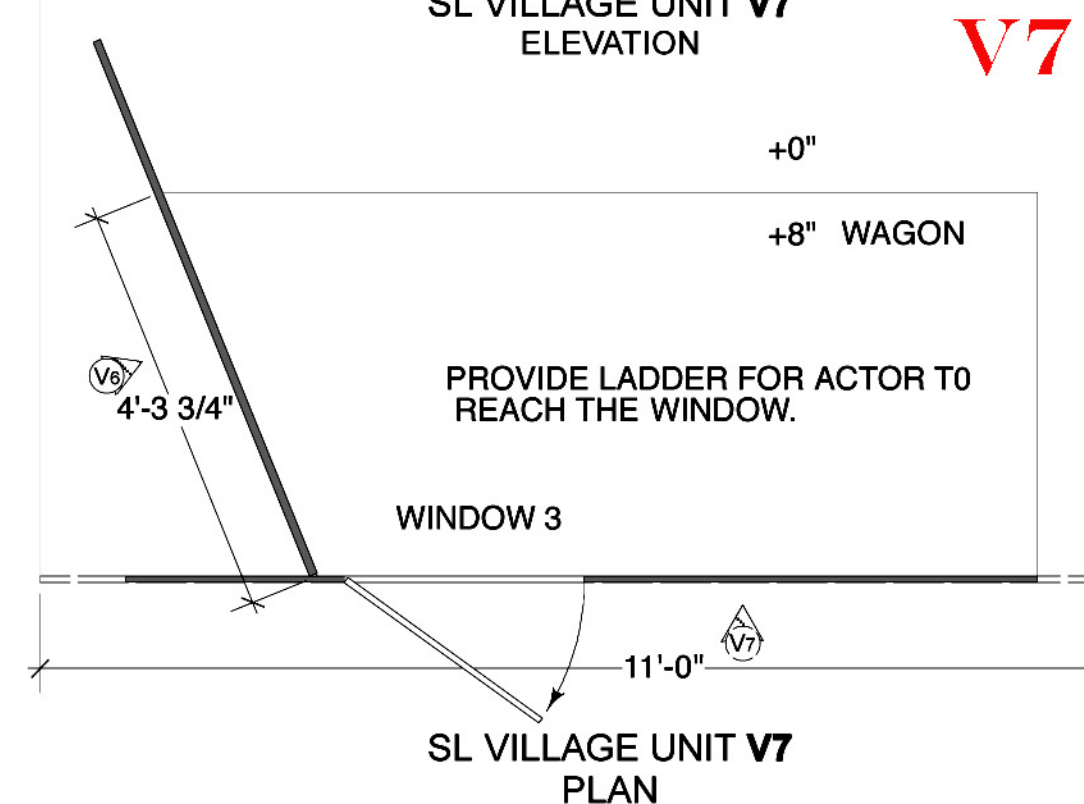
V6



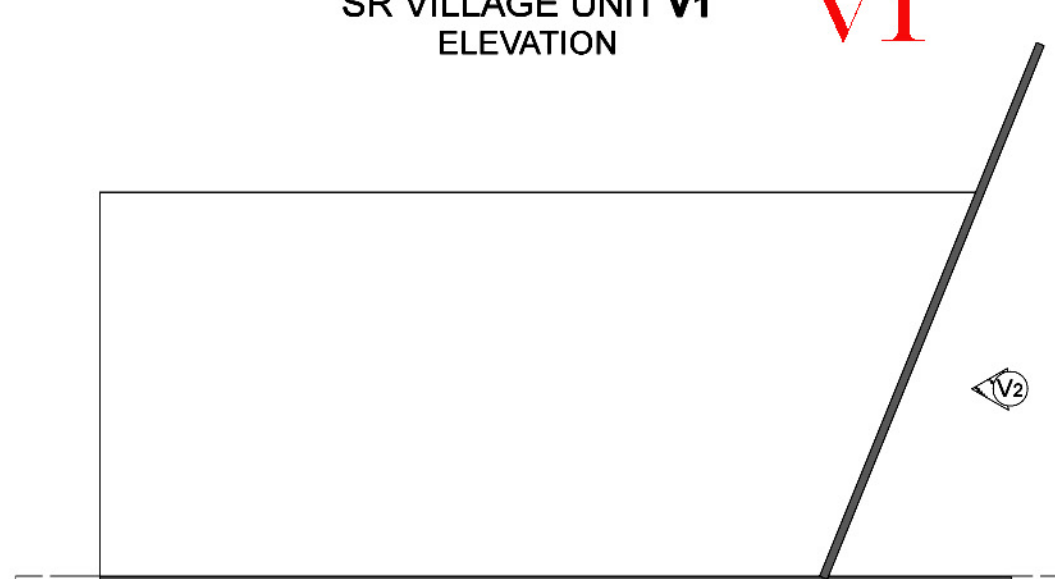
SL VILLAGE UNIT V7 ELEVATION

V7

VILLAGE



SL VILLAGE UNIT V7 PLAN



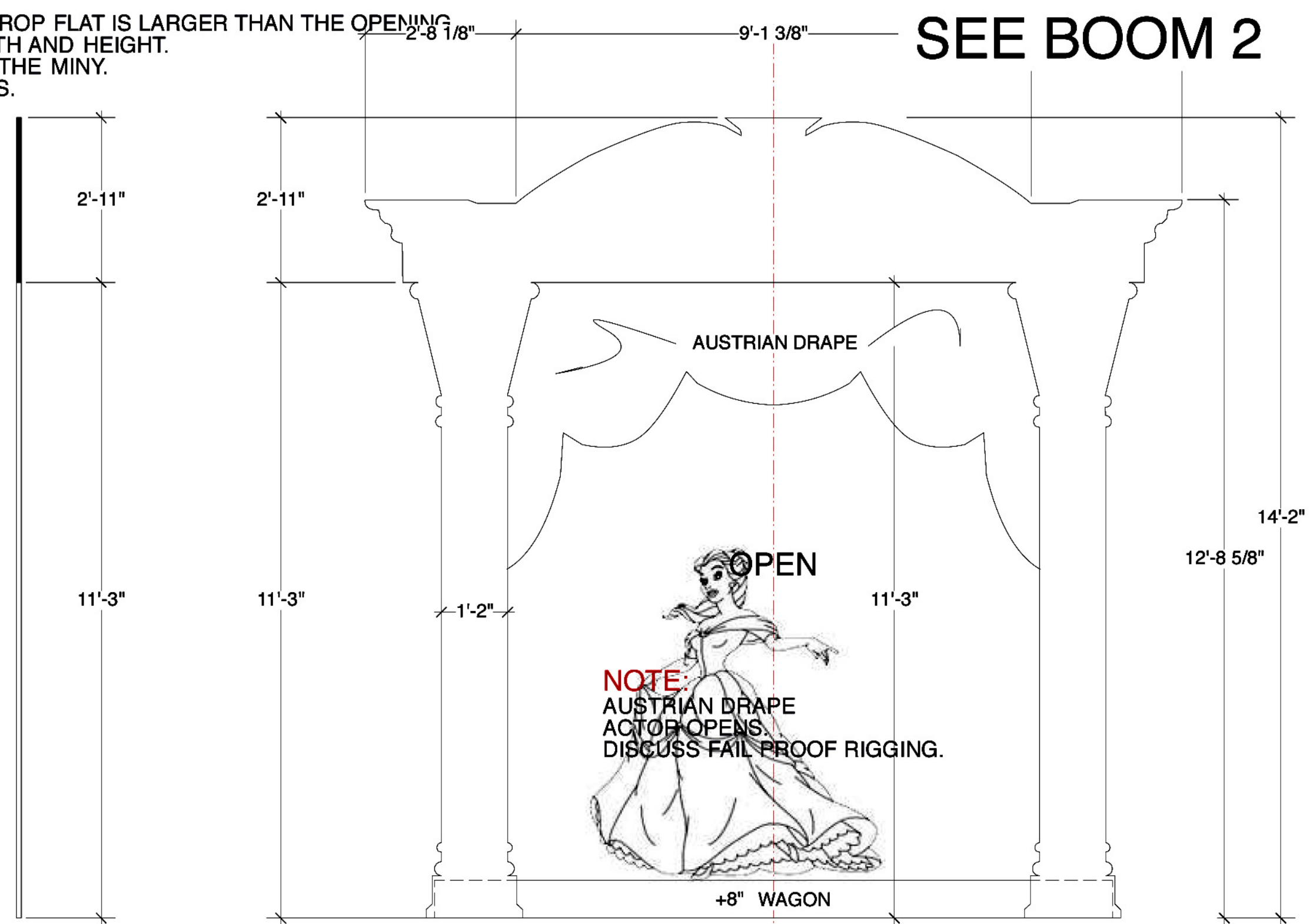
SL VILLAGE UNIT V1 PLAN

| | | |
|--|---|---------------|
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| DESIGNER: Steve Gilliam | Assistant Designer/Drafter: Tony Andrea | |
| TAVERN PANELS AND INSET VILLAGE SR & SL, FOUNTAIN | | |
| | | 13 |
| | | of 15 |

NOTE:
NOTE THE BACK DROP FLAT IS LARGER THAN THE OPENING
IN THE BOOM WIDTH AND HEIGHT.
CONFIRM THIS AT THE MINY.
FINISH BOTH SIDES.
BOOM 2

SEE BOOM 2

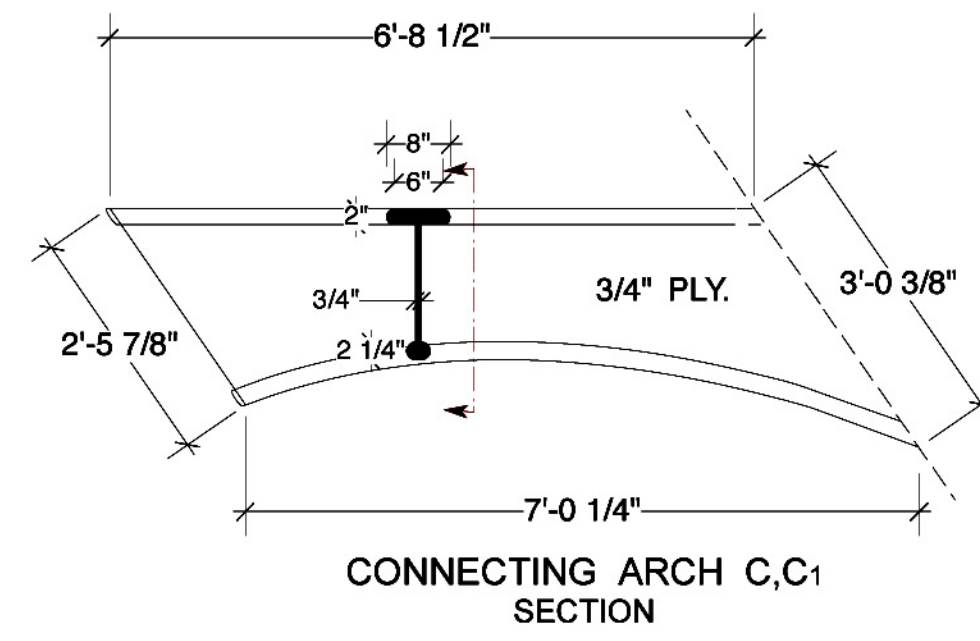
LIBRARY



LIBRARY ARCH SECTION

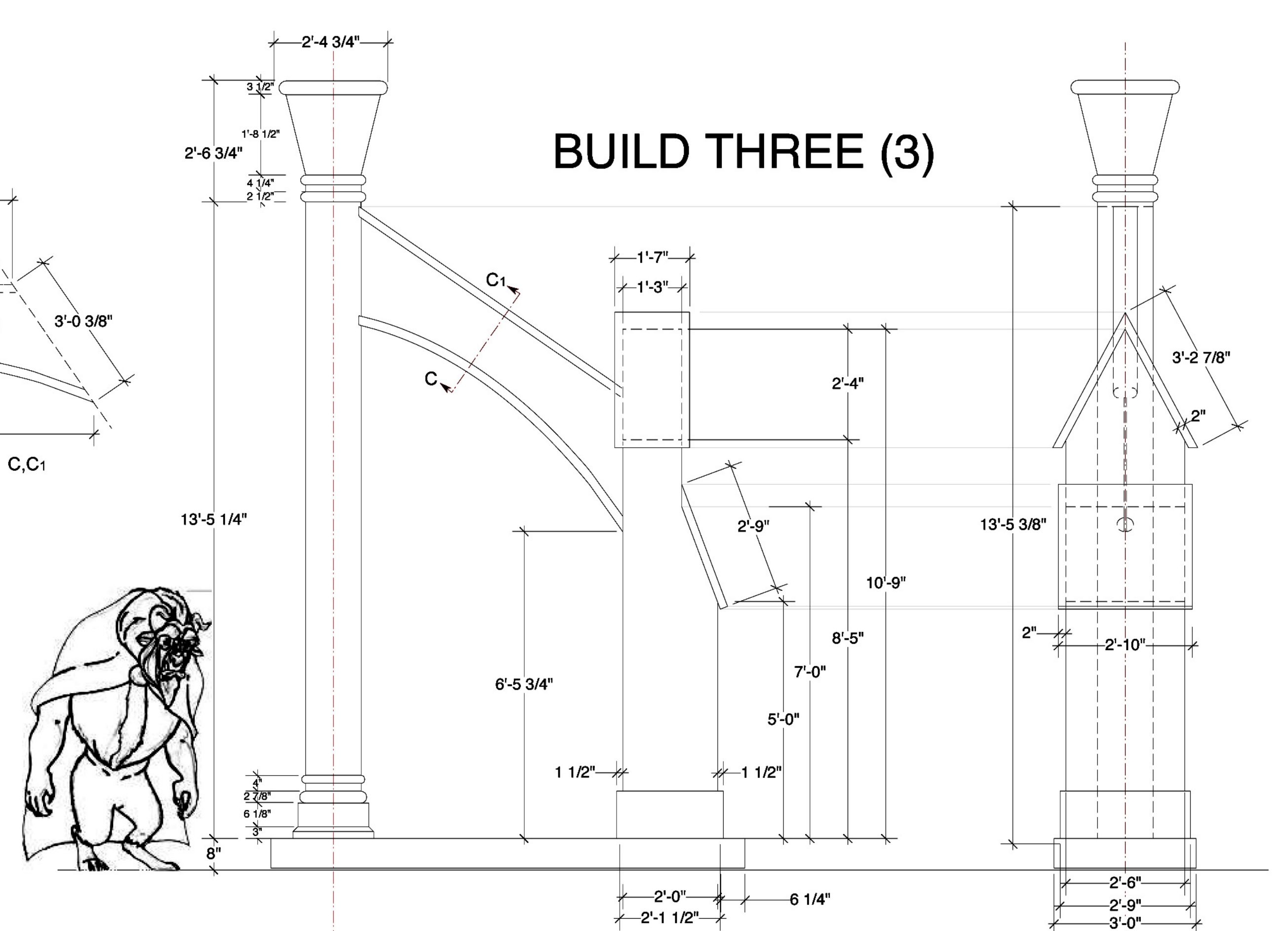
LIBRARY ARCH ELEVATION

L4



CONNECTING ARCH C,C1 SECTION

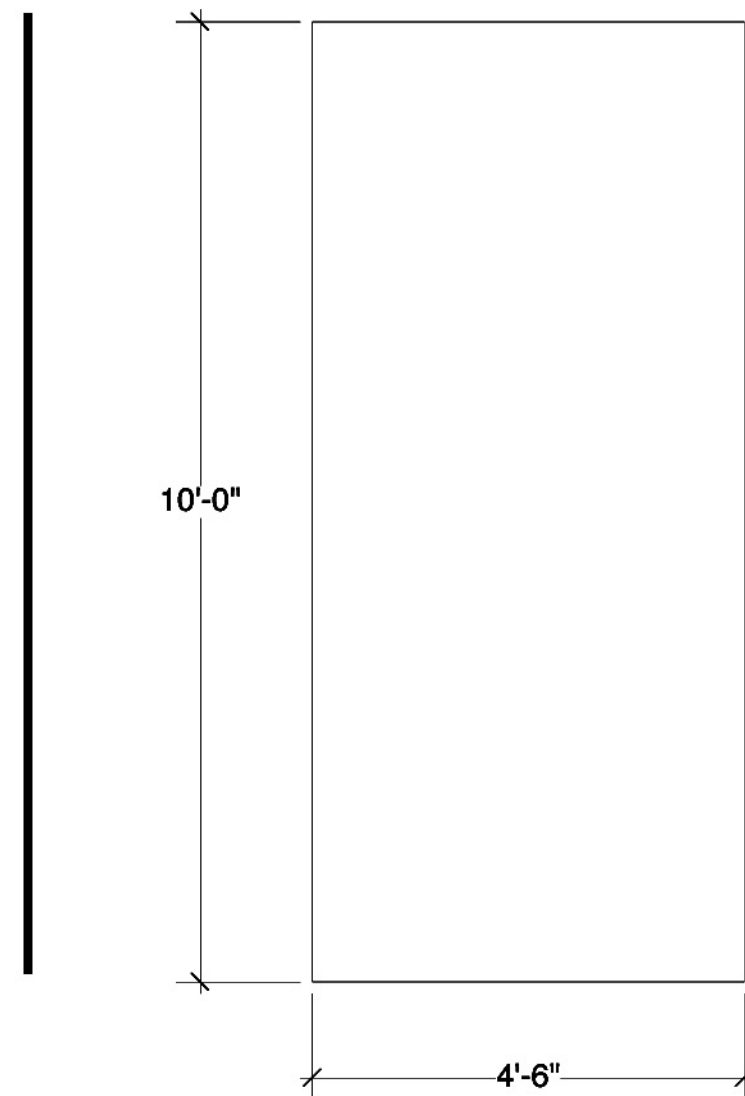
BUILD THREE (3)



FLYING BUTTRESS & COLUMN ELEVATION

FLYING BUTTRESS & COLUMN RIGHT END VIEW

NOTE:
DOUBLE COVER

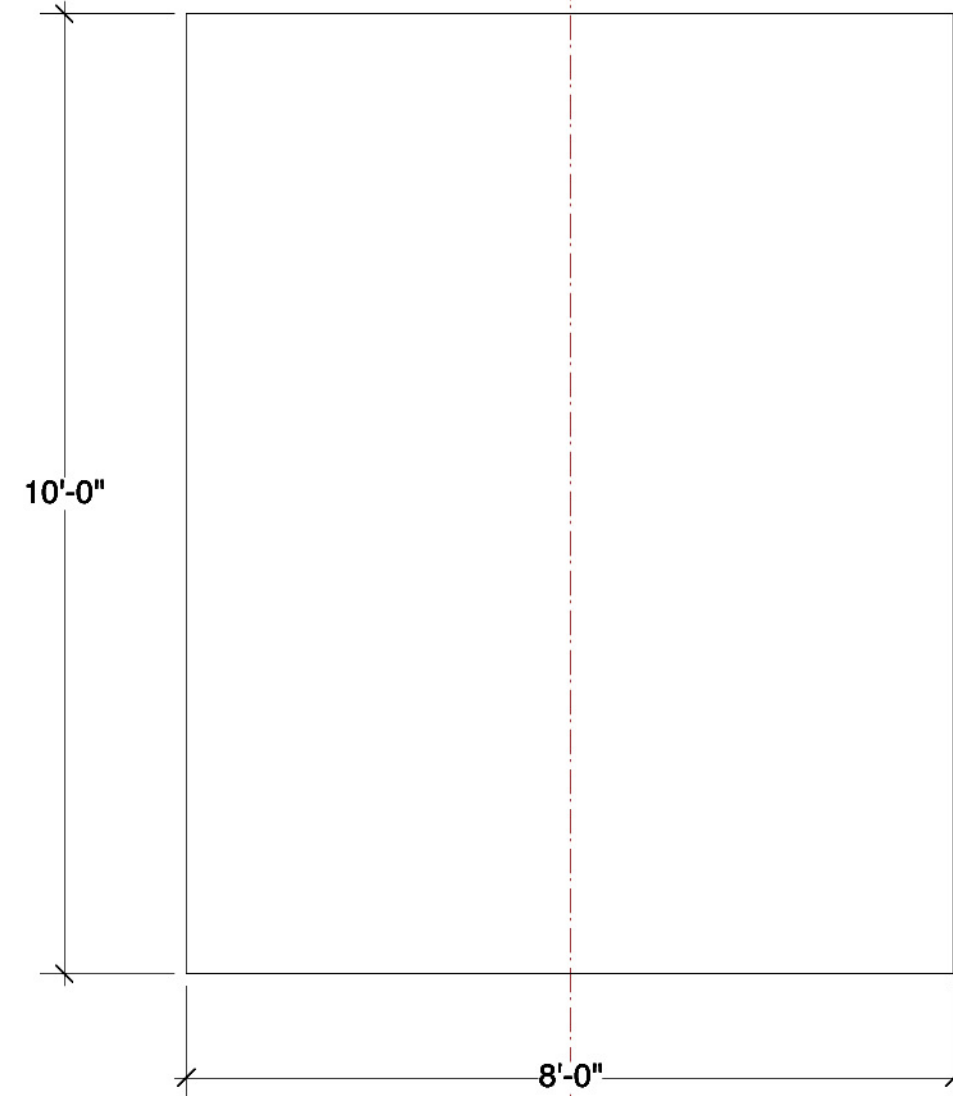


LIBRARY WALL L1 SECTION

LIBRARY WALL L1 ELEVATION

L1

LIBRARY WALL L1 PLAN



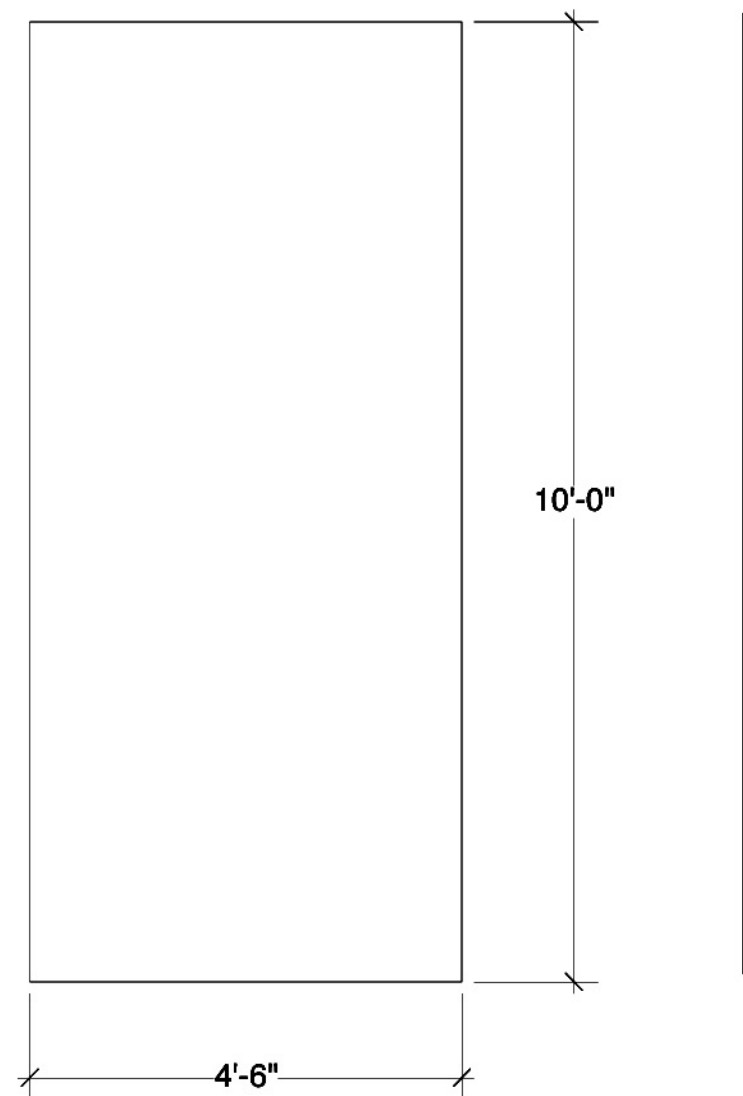
LIBRARY WALL L2 SECTION

LIBRARY WALL L2 ELEVATION

L2

LIBRARY WALL L2 PLAN

NOTE:
DOUBLE COVER

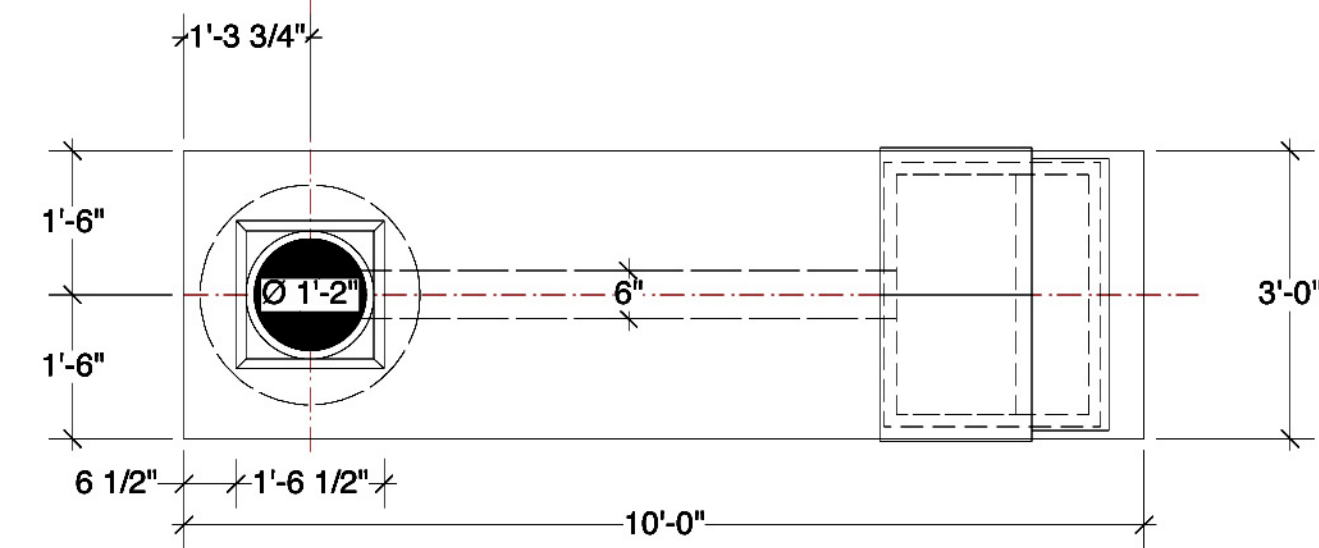


LIBRARY WALL L3 SECTION

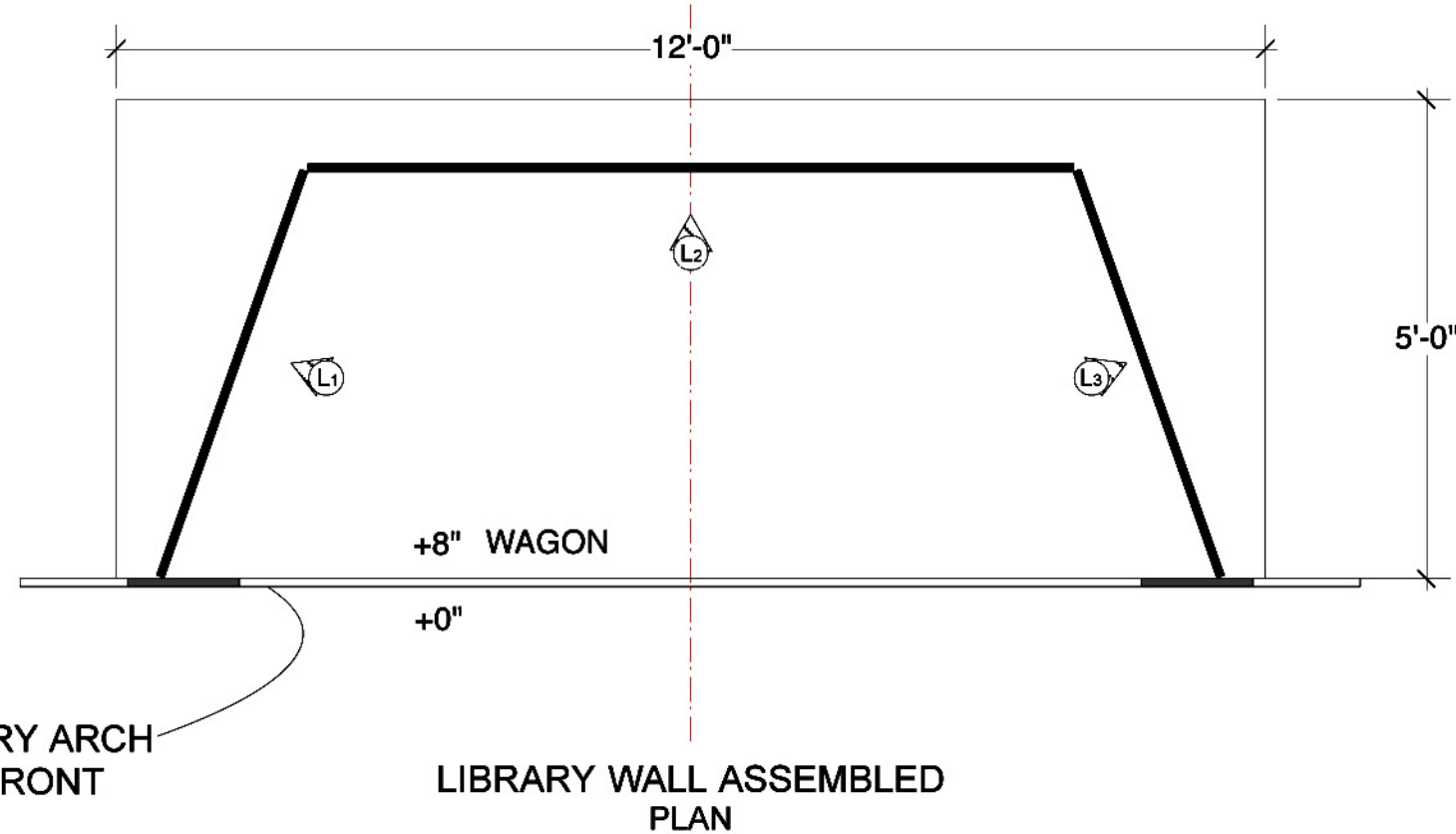
LIBRARY WALL L3 ELEVATION

L3

LIBRARY WALL L3 PLAN



FLYING BUTTRESS & COLUMN PLAN



LIBRARY ARCH IN FRONT

LIBRARY WALL ASSEMBLED PLAN

| | | |
|--|---|---------------|
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| LIBRARY, FLYING BUTTRESS/ COLUMNS | | |
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| | | of 15 |