BOOM 1 … FOREST/SWAMP/JOURNEY BOOM Multiple Journey Location Drop … Neutral “On the Road” Drop

1.3 Signposts Unit with Swamp and Duloc and other destinations. Stores IN-One SL or SR. Must be narrow enough (3’-0”) to strike through the wings.

1.5B … Journey? Quick Change … need to discuss.

1.7 Sunflower Units … SR and SL In One 3 x 10 wagons. Each serves as puppet stage. 4 total IA will bring onstage and stand behind hinged masking. 6 FEET HIGH. ROLLED ON SUNFLOWER FIELD CUTOUT INSTEAD OF THE GRASS THAT COULD ACT AS BOTH A PUPPET STAGE AND A BACKGROUND BEHIND SHREK AND DONKEY BUT IN FRONT OF BOOM 1. THIS WOULD ALLOW FOR BOTH HIDING PUPPETEERS BEHIND IT, BUT TO ALSO PROVIDE SOME MOVEMENT. IDEALLY IT WOULD BE GREAT TO HAVE IT BE ABLE TO TRAVEL STAG LEFT TO RIGHT. JUST ANOTHER OPTION....IF THIS IS IMPOSSIBLE, THEN I’M THINKING OF DOING ALL OF THE PUPPETS BUNRAKU AND EXPOSED IN FRONT OF THE AUDIENCE ALA AVE Q. SO, PUSS’S PUPPETEERS, THE BIRDS, ETC WOULD BE SEEN.....REGARDLESS, I KNOW THAT WHATEVER WE DO HERE HAS TO LIVE IN FRONT OF BOOM 2 SO WE HAVE PLENTY OF TIME TO SET THE BEHEMOTH DRAGON!

Butterflies, birds puppets

Sun, Moon, Cow Jump, Dish and Spoon, Lion King Spinning Antelope

WHO IS designing and building the puppets? DISCUSS NEEDS

1.9C … Forest Journey to Cliff. Covers scene change from Dragon / Tower to Cliff.

2.1 B Boom closes to clear Cliff and set up Torture Chamber. “I Got You Beat”