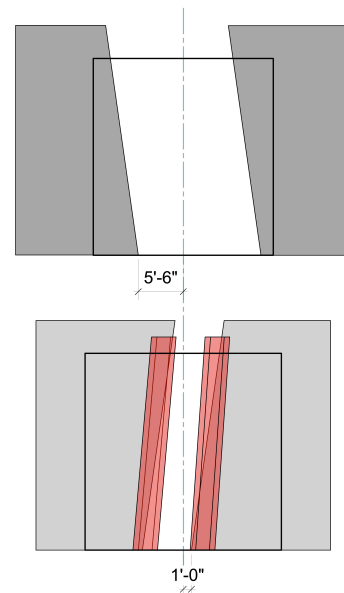# 1.1 - Funeral Service

MODEL PICTURE

FURNITURE

- Coffin on coffin cart
- Small folding table
- Yarzheit candle
- Prayer shawl (tallit)

NOTES

- Scene is preset before house opens.
- Coffin is preset at the beginning of the scene. Coffin is wheeled off by actors at the end of the scene.
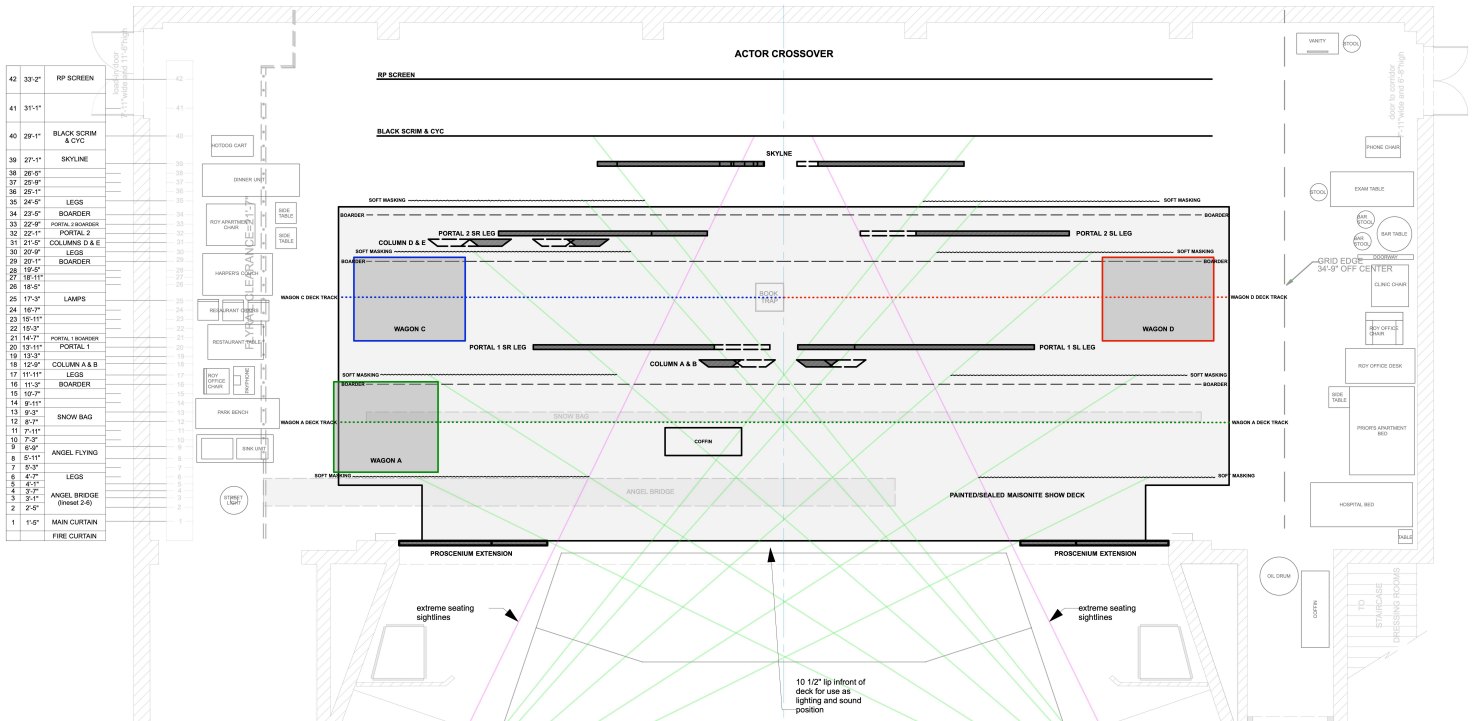
PORTAL LOCATIONS

5'-6"

1'-0"

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1	▨						
HEADER 1							
PORTAL 2	▨						
HEADER 2							
COLUMN A&B	▨						
COLUMN D&E							
WAGON A							
WAGON C							
WAGON D							
SKYLINE	▨						
LAMP							

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister
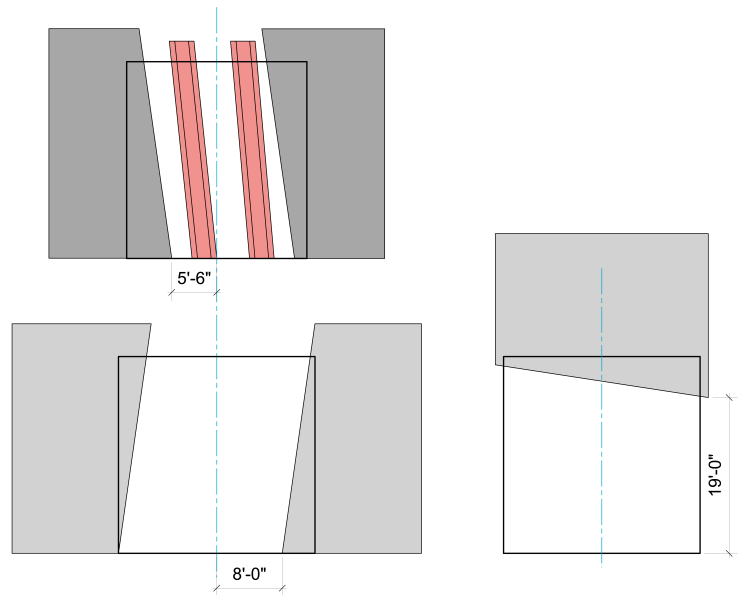
1

1.2 - Roy's Office

MODEL PICTURE

FURNITURE

- Roy's desk
- Roy's desk chair
- Chair for Joe
- Elaborate phone system
- Plate of sandwiches

NOTES

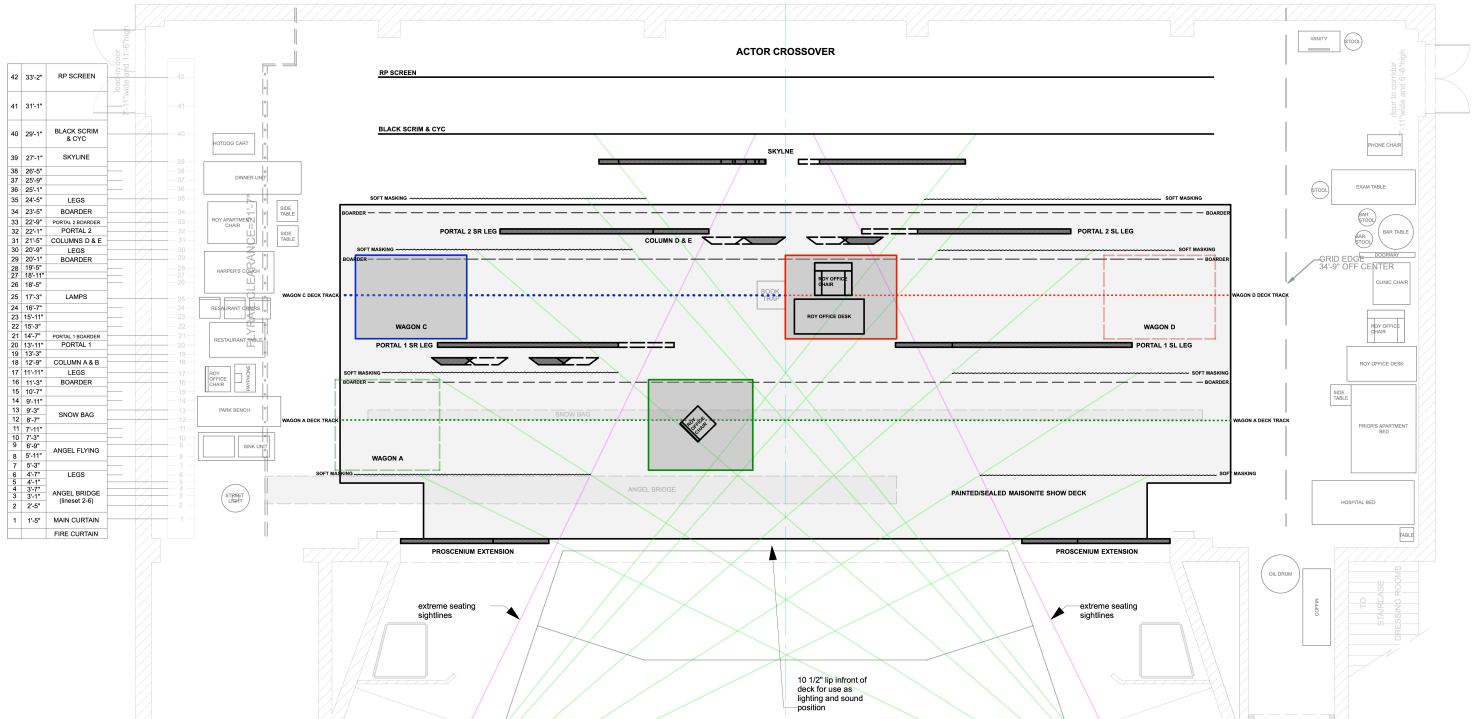- Desk and Roy's chair (Wagon D)
- Chair for Joe (Wagon A)

PORTAL LOCATIONS

5'-6"

8'-0"

19'-0"

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1	■						
HEADER 1	■				■		
PORTAL 2	■						■
HEADER 2							
COLUMN A&B	■	■					
COLUMN D&E	■						
WAGON A	■						
WAGON C							
WAGON D	■	■					
SKYLINE	■	■					■
LAMP							

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister
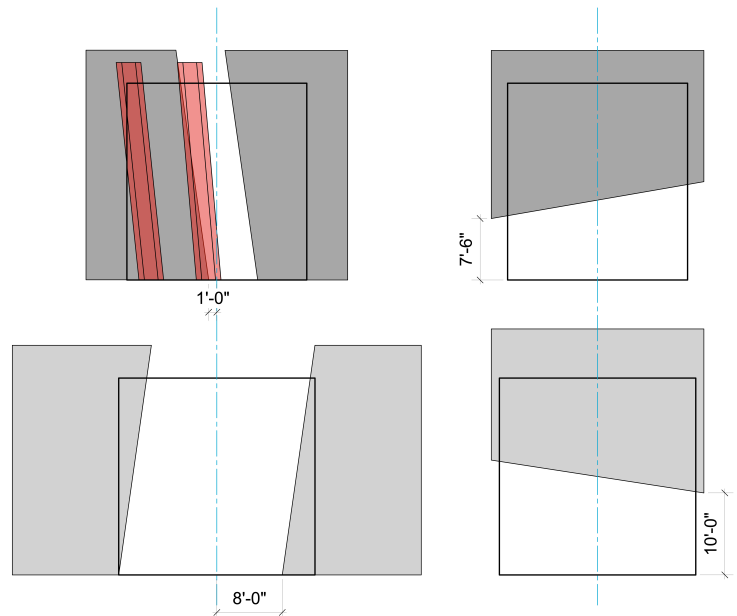
2

1.3 - Harper's Apartment

MODEL PICTURE

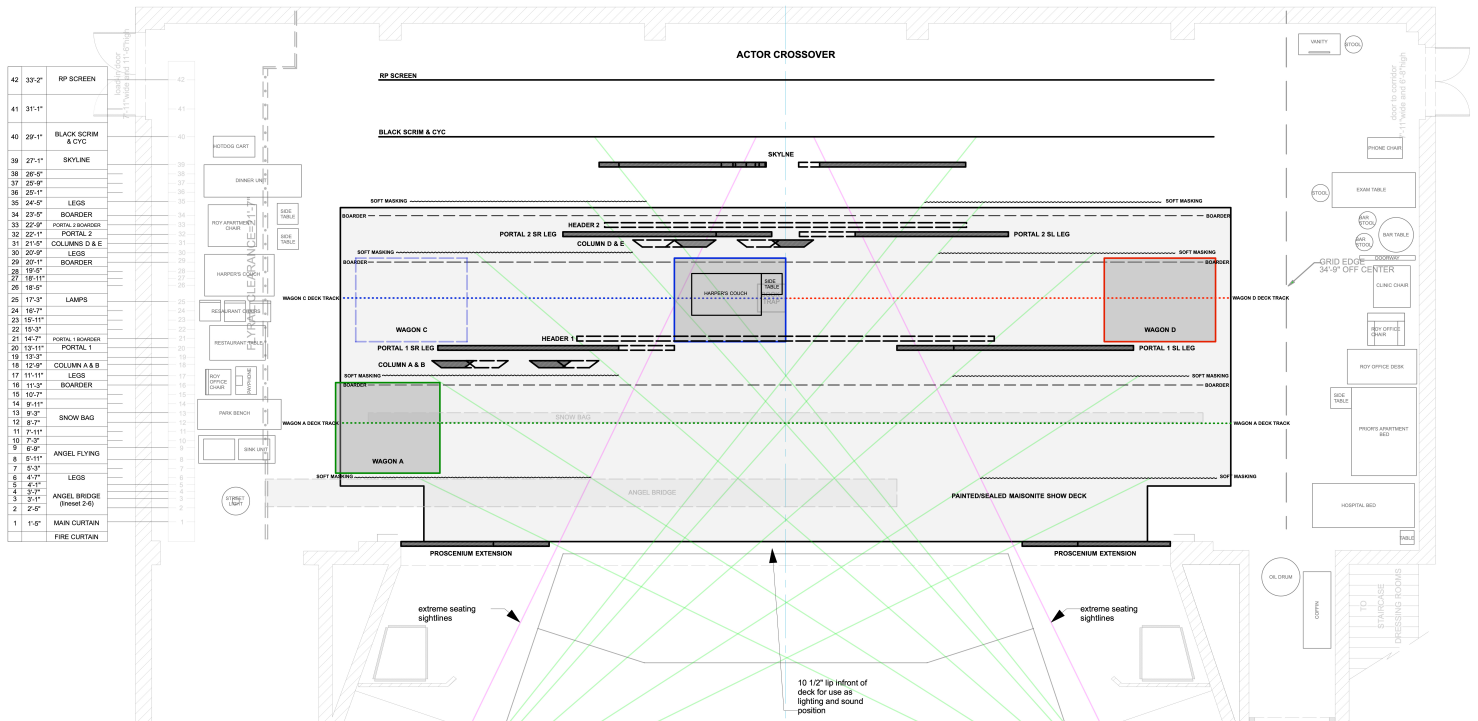## FURNITURE

- Harper's couch
- side table
- practical lamp

NOTES

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1	X						X
HEADER 1	X	X			X		
PORTAL 2	X			X			
HEADER 2	X	X			X		
COLUMN A&B	X						
COLUMN D&E	X						
WAGON A	X	X					
WAGON C	X	X					
WAGON D	X	X					
SKYLINE	X						X
LAMP							

PORTAL LOCATIONS

1'-0"

7'-6"

8'-0"

10'-0"

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister
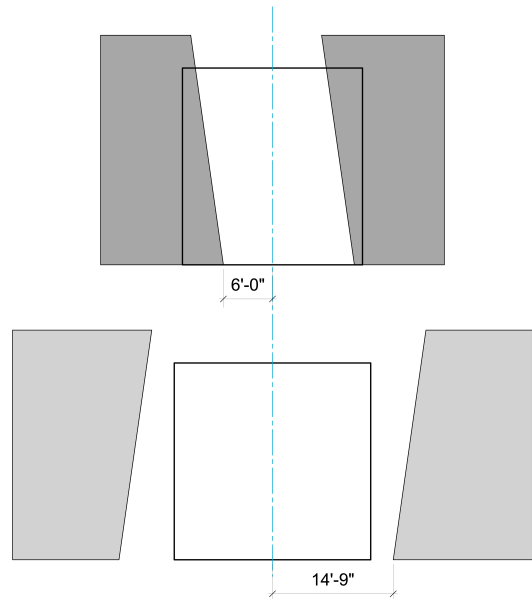
1.4 - Outside Funeral Home
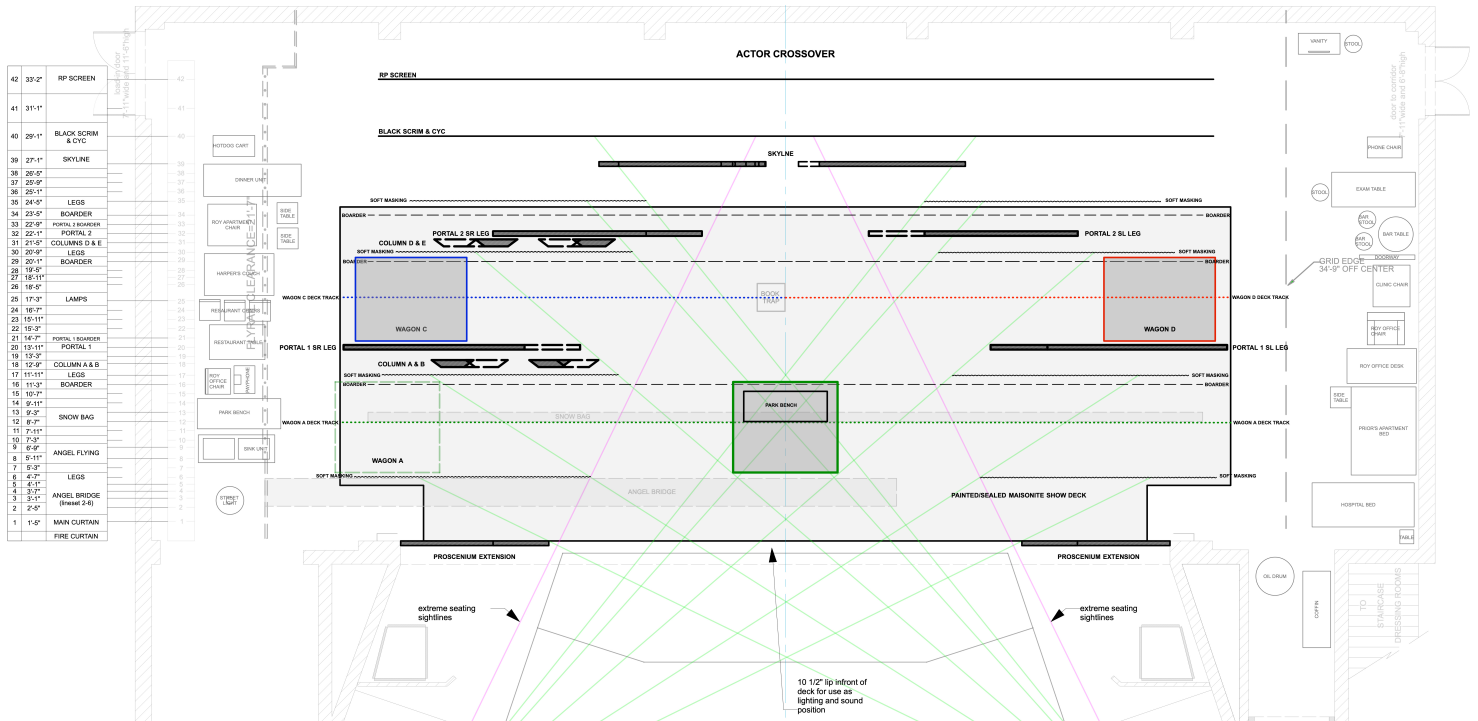
MODEL PICTURE

FURNITURE
- Park bench

NOTES

PORTAL LOCATIONS

6'-0"

14'-9"

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1		▨	▨				
HEADER 1		▨				▨	
PORTAL 2	▨		▨				
HEADER 2		▨				▨	
COLUMN A&B							
COLUMN D&E		▨					
WAGON A							
WAGON C	▨	▨					
WAGON D							
SKYLINE	▨						▨
LAMP							

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister

1.5 - Harper's Apartment/Cemetery

12/28/19

MODEL PICTURE

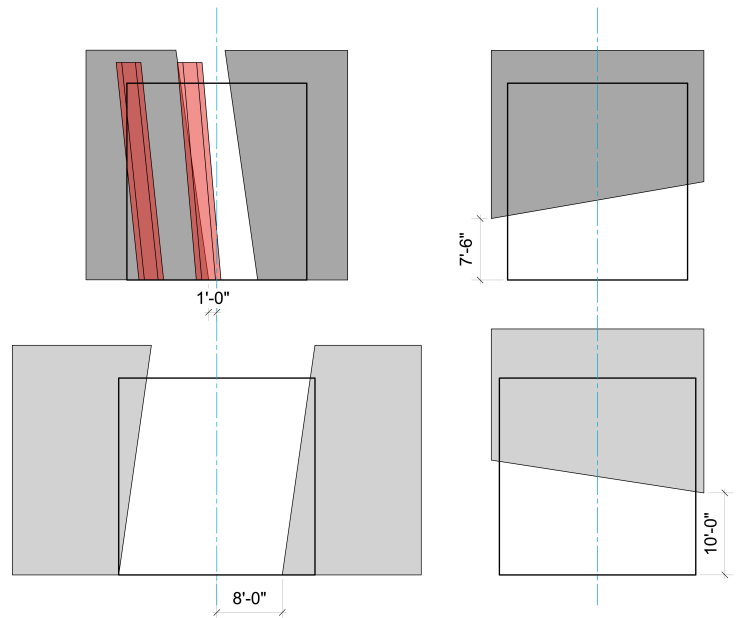## FURNITURE

- Harper's couch
- side table
- practical lamp
- Coffin on cart
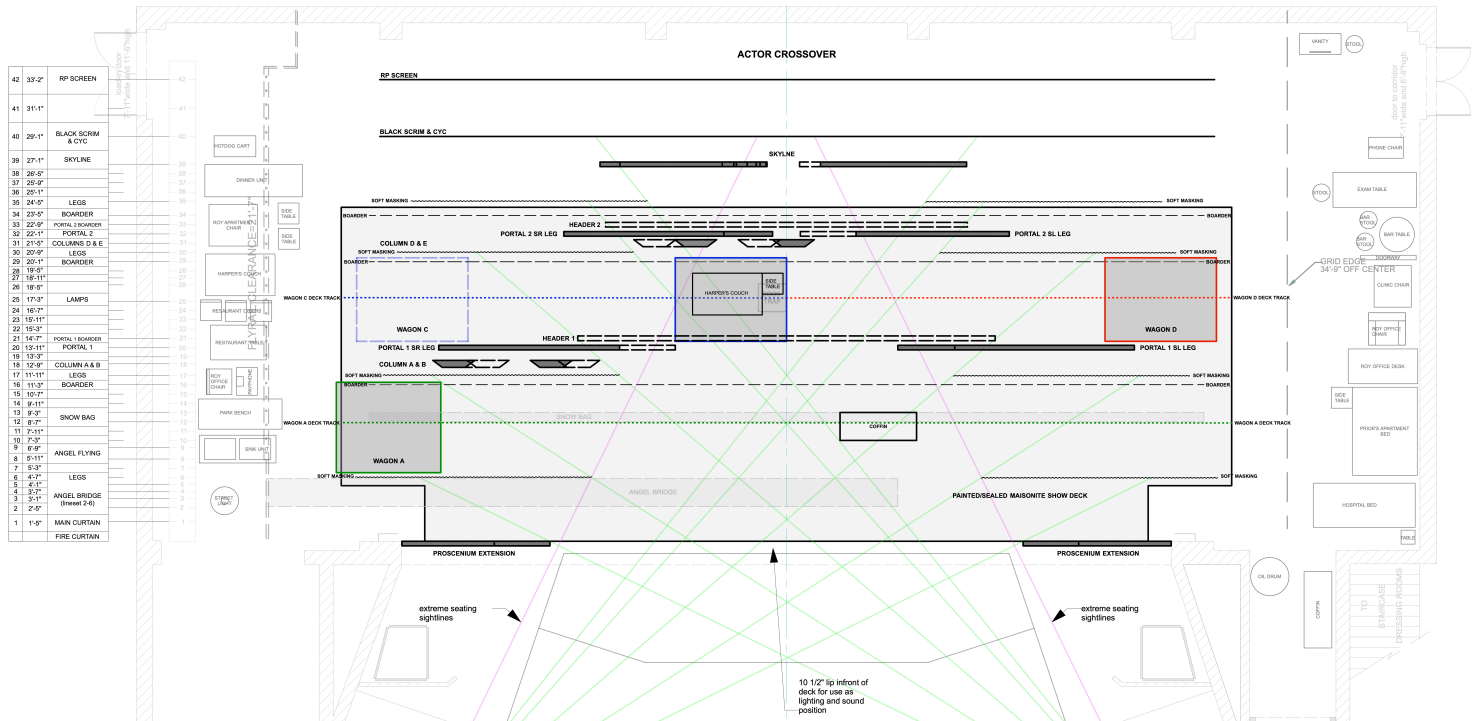
NOTES

- Coffin is wheeled on on coffin car.

PORTAL LOCATIONS

1'-0"

7'-6"

8'-0"

10'-0"

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1	▓			▓			
HEADER 1	▓				▓		
PORTAL 2	▓			▓			
HEADER 2	▓				▓		
COLUMN A&B	▓						
COLUMN D&E	▓						
WAGON A		▓					
WAGON C	▓						
WAGON D							
SKYLINE	▓						▓
LAMP							

GROUND PLAN

![Angels in America logo]

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister

5

1.6 - Men's Bathroom
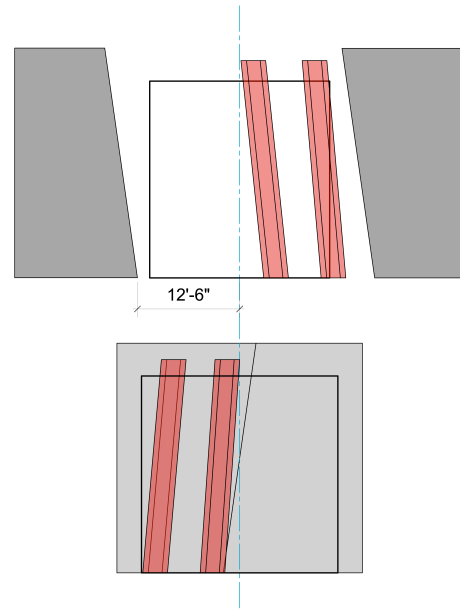
MODEL PICTURE

FURNITURE
• Sink Unit

NOTES
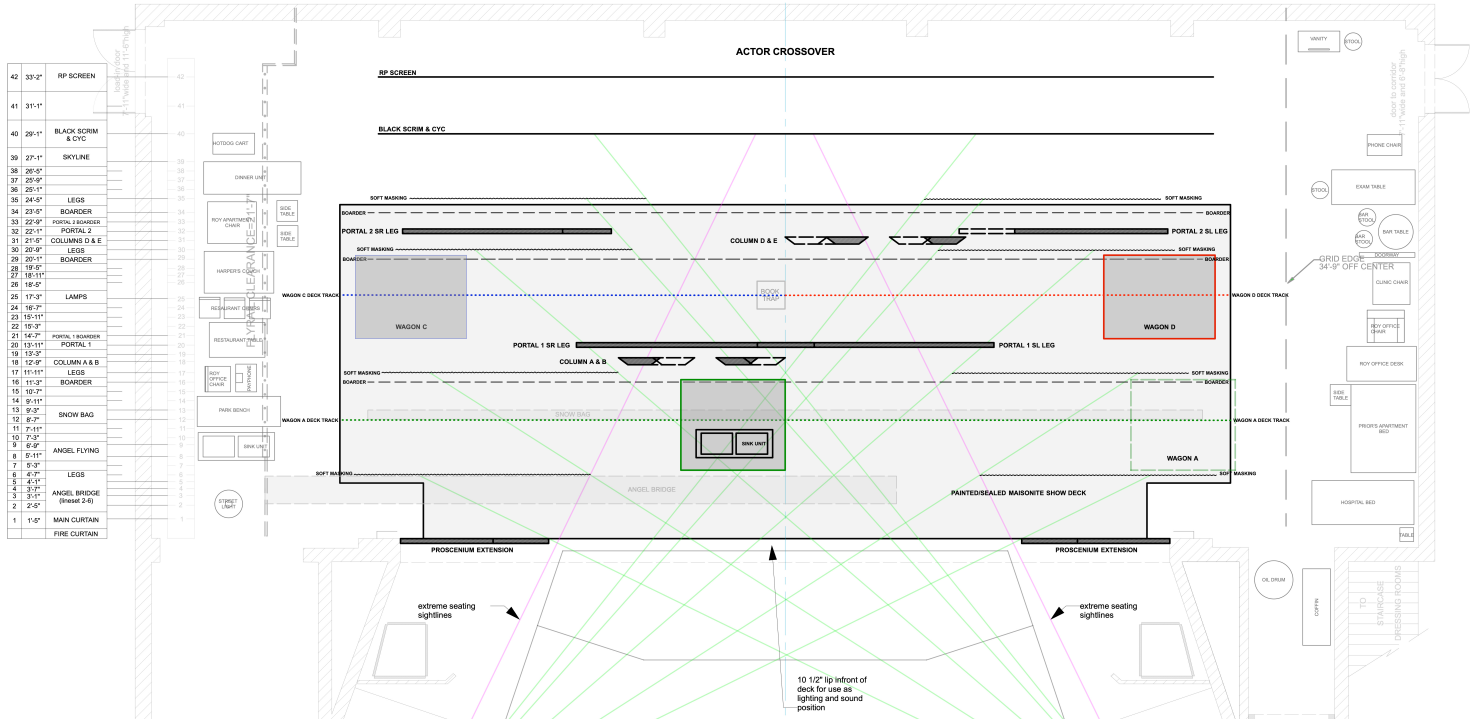• Dream scene is set up behind portal 1

PORTAL LOCATIONS

12'-6"

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1	�			▩			
HEADER 1		▩				▩	
PORTAL 2	▩		▩				
HEADER 2		▩				▩	
COLUMN A&B		▩					
COLUMN D&E		▩					
WAGON A	▩						
WAGON C		▩					
WAGON D							
SKYLINE	▩						
LAMP							

GROUND PLAN

Angels in America
Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister

1.7 - Dream Scene

MODEL PICTURE

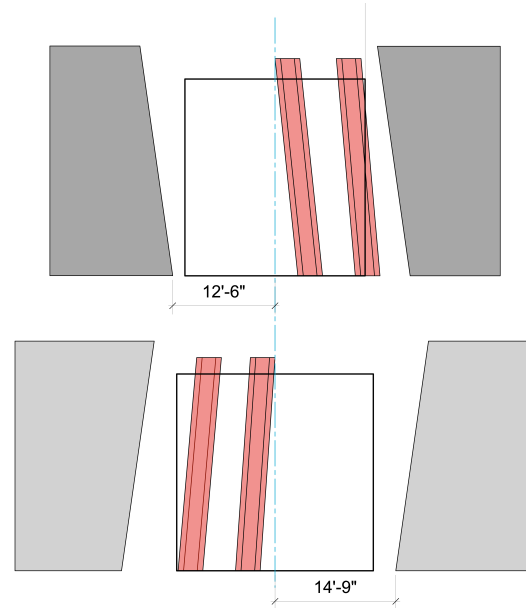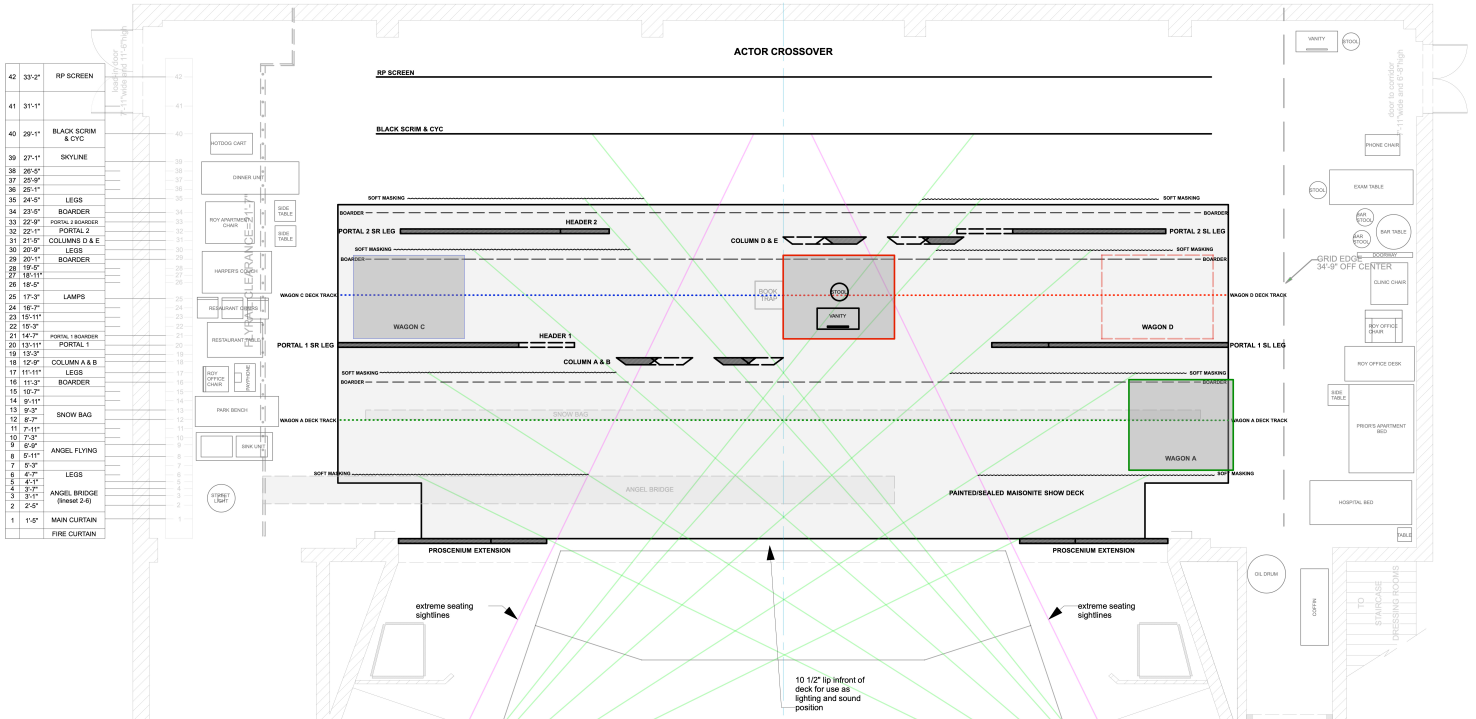## FURNITURE

- Vanity (practical lights)
- swivel stool

NOTES

PORTAL LOCATIONS

12'-6"

14'-9"

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1		▓	▓				
HEADER 1							
PORTAL 2							▓
HEADER 2							
COLUMN A&B	▓						▓
COLUMN D&E	▓						▓
WAGON A		▓					
WAGON C							
WAGON D	▓						
SKYLINE	▓	▓				▓	
LAMP							

GROUND PLAN

![Armory logo] **Angels in America**

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister

1.8 - Harper's Apartment/Prior's Apartment 12/28/19
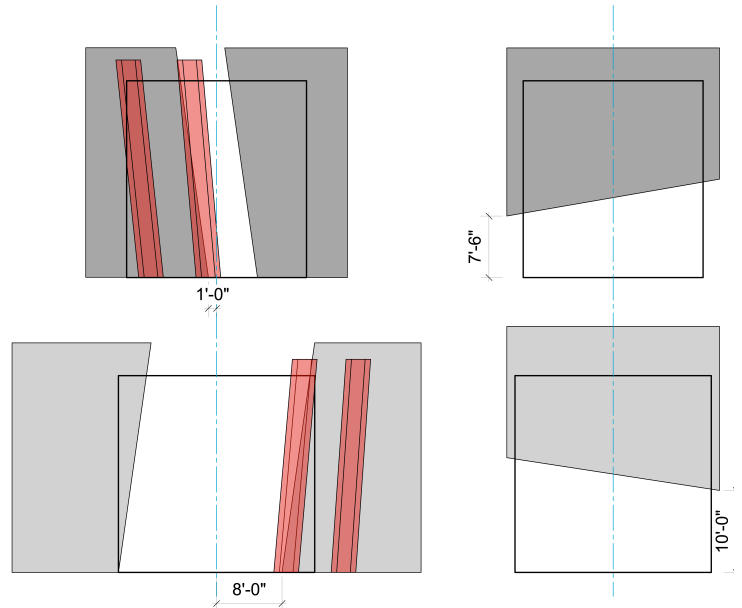
MODEL PICTURE

FURNITURE

- Harper's couch
- side table
- practical lamp
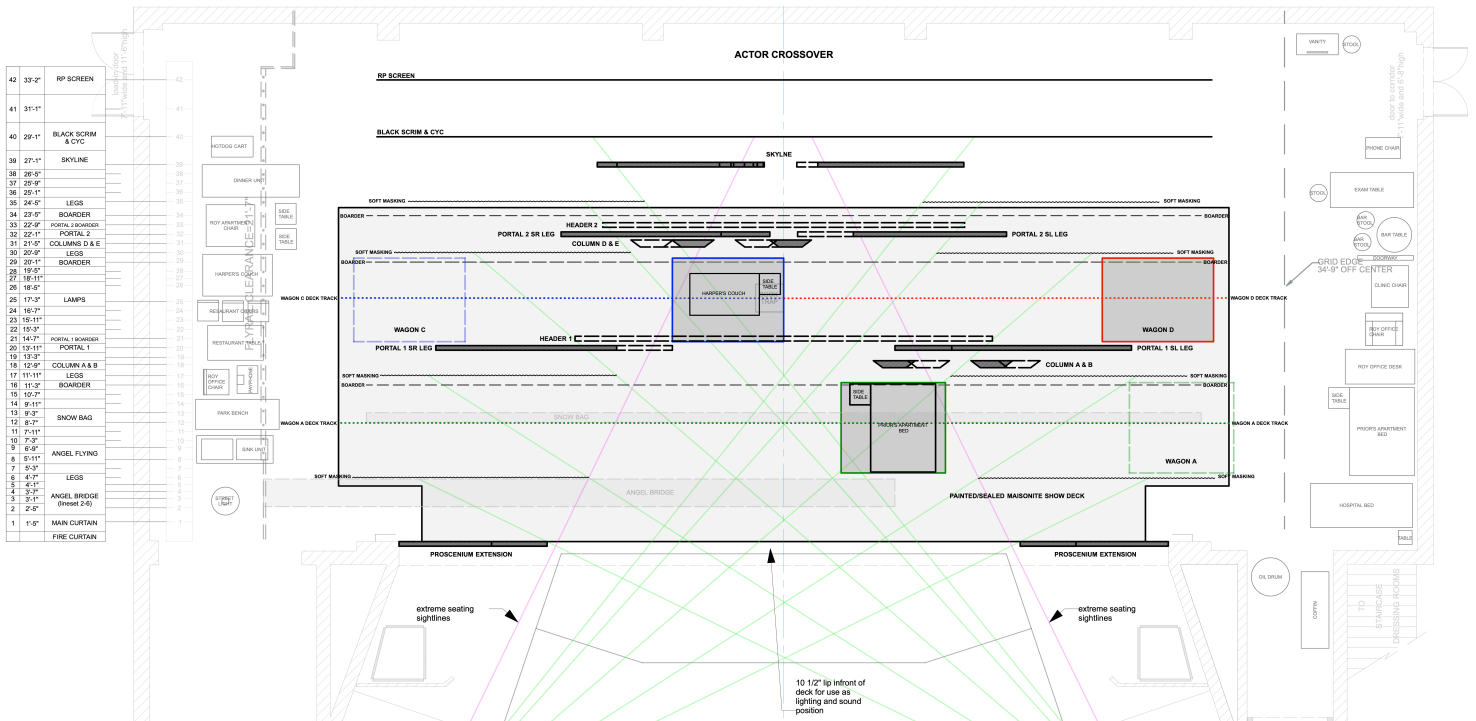- Prior's bed
- side table
- practical lamp

NOTES

PORTAL LOCATIONS

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1	■			■			
HEADER 1					■		
PORTAL 2	■			■			
HEADER 2					■		
COLUMN A&B							
COLUMN D&E							
WAGON A	■						
WAGON C	■						
WAGON D		■					
SKYLINE	■				■		
LAMP							

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister
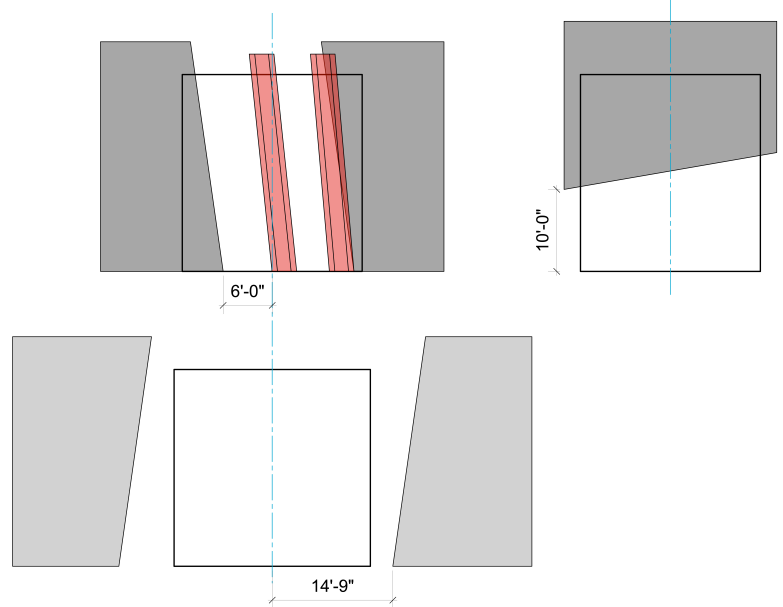
1.9 - Roy's Doctor's Office

MODEL PICTURE

FURNITURE

- Exam table
- swivel stool

NOTES

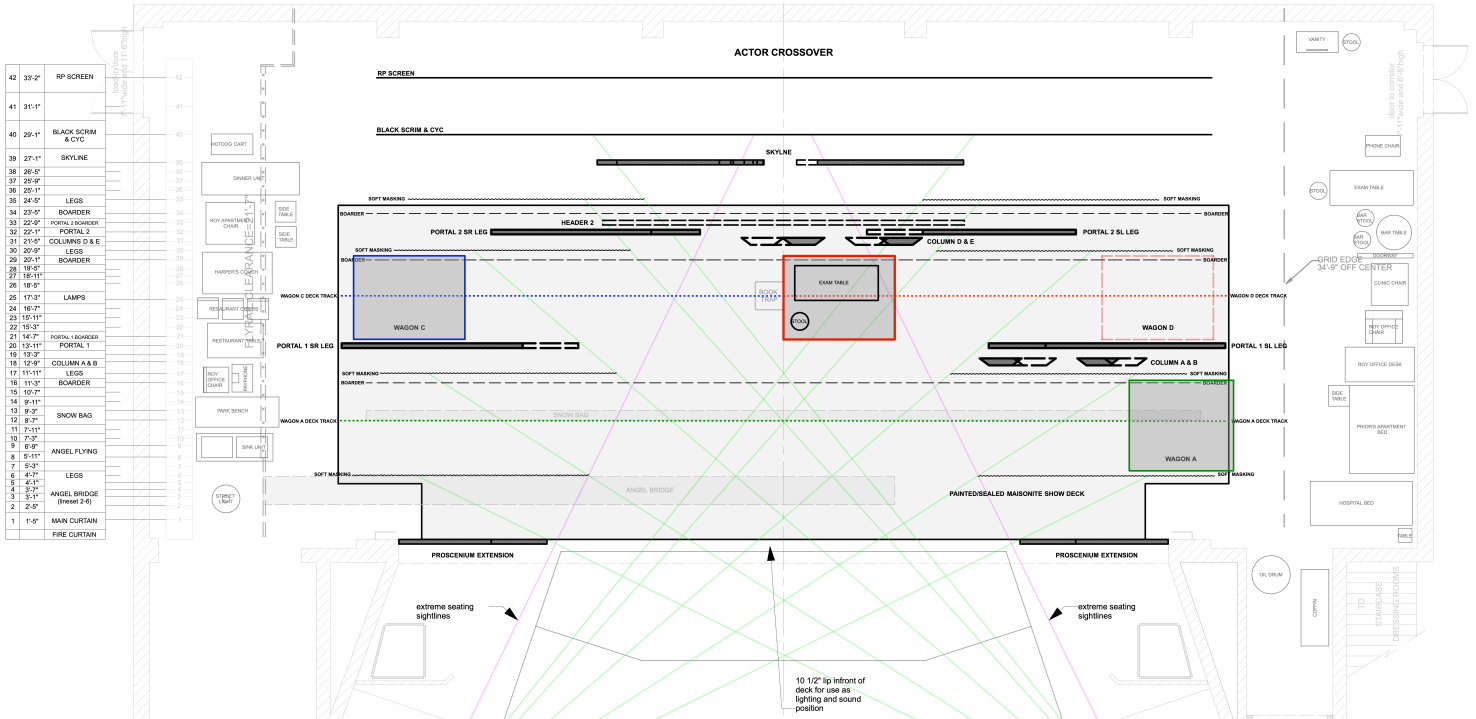- ramp needed to get exam table onto Wagon D.

PORTAL LOCATIONS

6'-0"

10'-0"

14'-9"

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1							
HEADER 1		▓				▓	
PORTAL 2	▓		▓				
HEADER 2	▓					▓	
COLUMN A&B		▓					
COLUMN D&E		▓					
WAGON A							
WAGON C		▓					
WAGON D	▓						
SKYLINE	▓						▓
LAMP							

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister

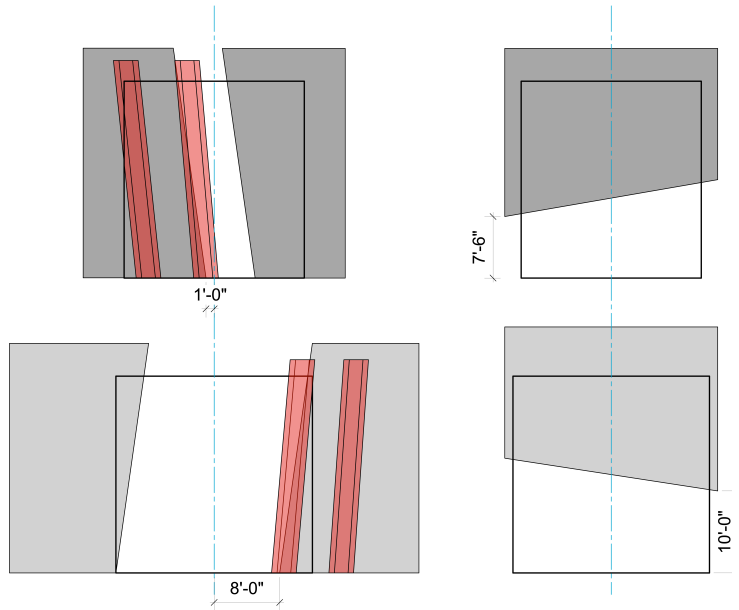# 2.1 - Prior's Apartment

MODEL PICTURE

FURNITURE

- Harper's couch
- side table
- practical light
- Prior's bed
- side table
- practical light

NOTES

- Harper's Apartment is set up during this scene so that the transition to 2.2 is faster.
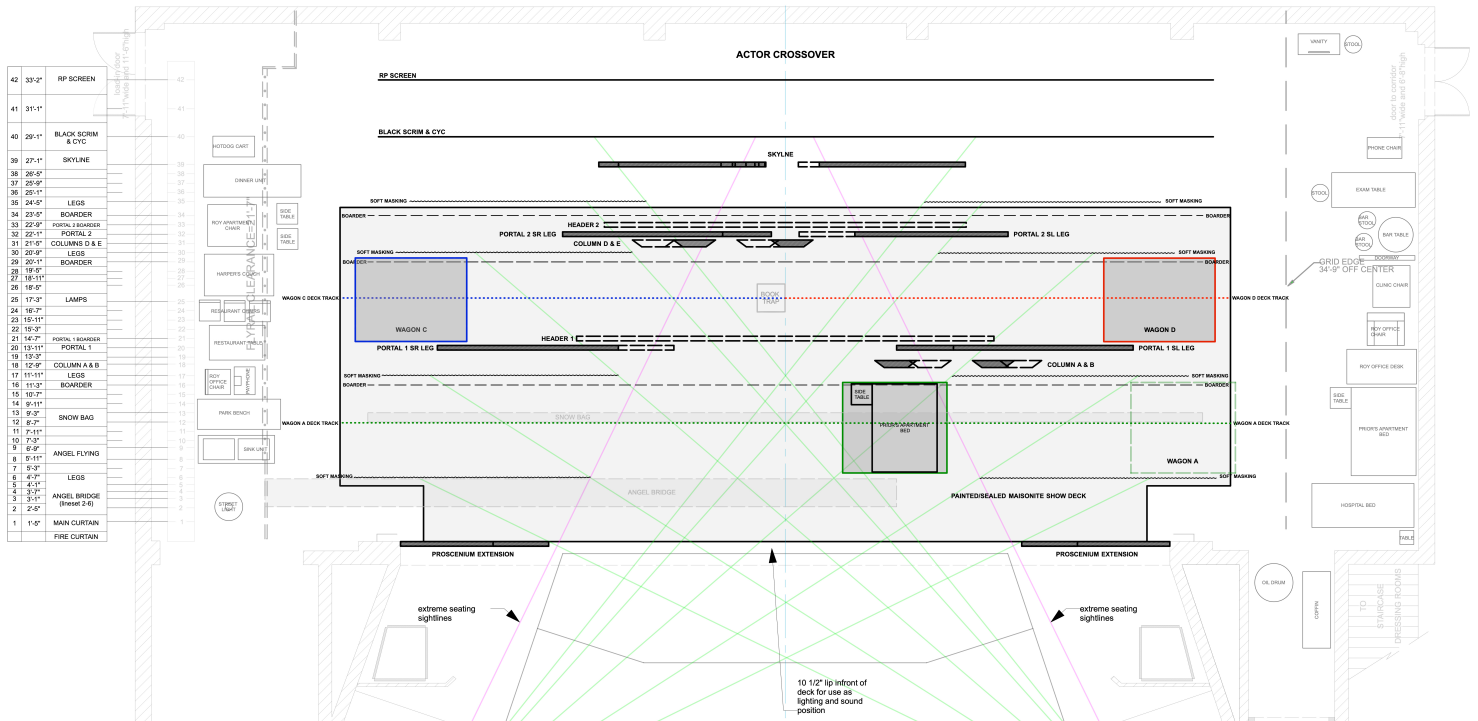- This scene can be set up during the first intermission.

PORTAL LOCATIONS

1'-0"

7'-6"

8'-0"

10'-0"

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1	■			■			
HEADER 1	■				■		
PORTAL 2	■			■			
HEADER 2	■					■	
COLUMN A&B	■						
COLUMN D&E	■						
WAGON A	■						
WAGON C							
WAGON D		■					
SKYLINE	■						■
LAMP							

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister

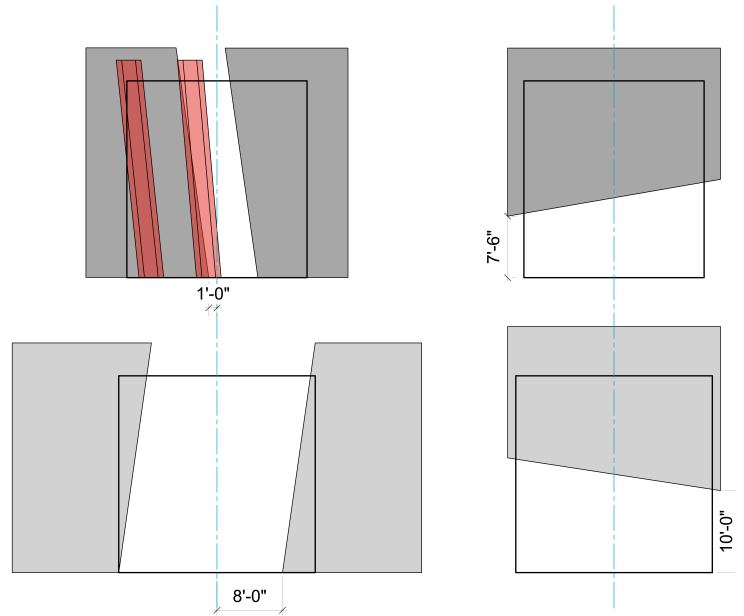# 2.2 - Harper's Apartment

MODEL PICTURE

FURNITURE

- Harper's couch
- side table
- practical light
- Prior's bed
- side table
- practical light

NOTES

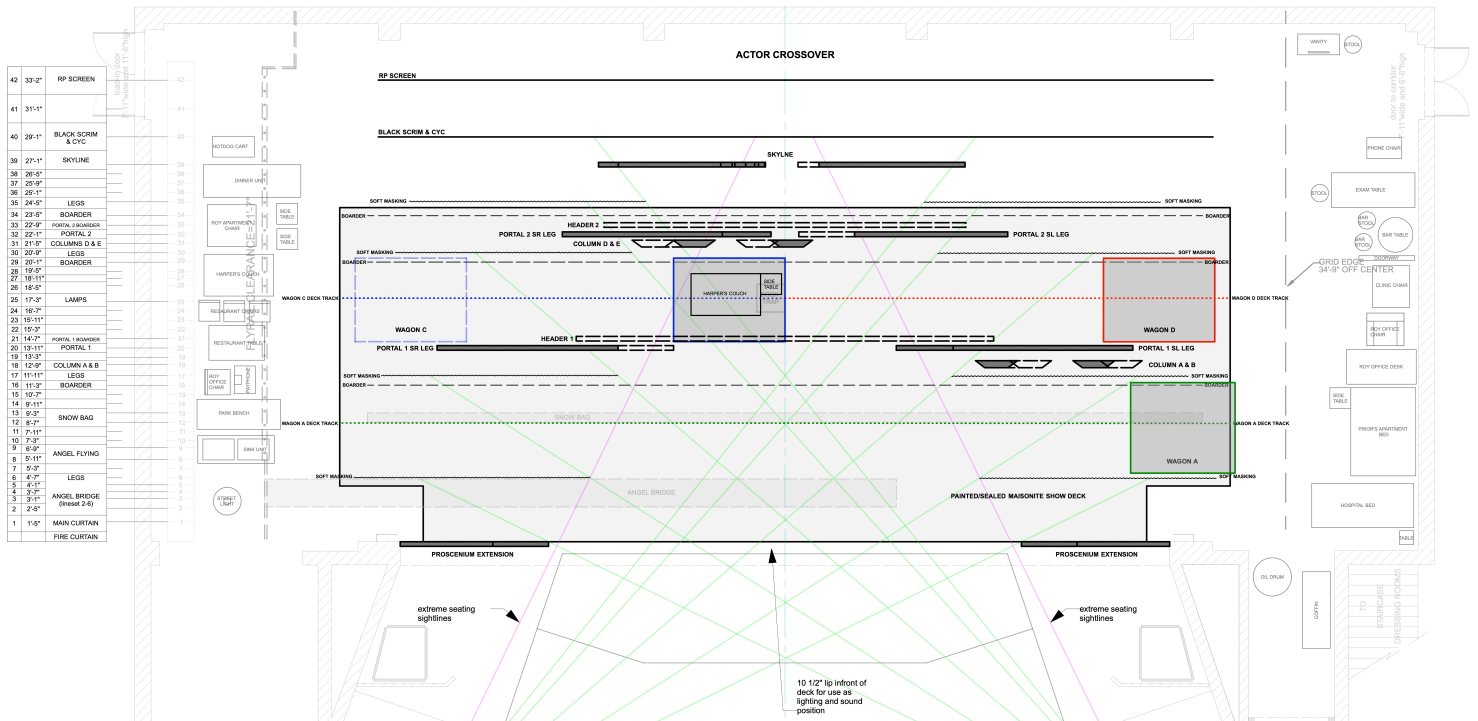- This scene is preset during intermission with 2.1.

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1	▓						▓
HEADER 1	▓						▓
PORTAL 2	▓						▓
HEADER 2	▓						▓
COLUMN A&B		▓					
COLUMN D&E	▓						▓
WAGON A		▓					
WAGON C	▓	▓					
WAGON D							
SKYLINE	▓						
LAMP							

PORTAL LOCATIONS

1'-0"

7'-6"

8'-0"

10'-0"

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister

2.3 - Prior's Hospital Room

MODEL PICTURE

FURNITURE

- Hospital bed
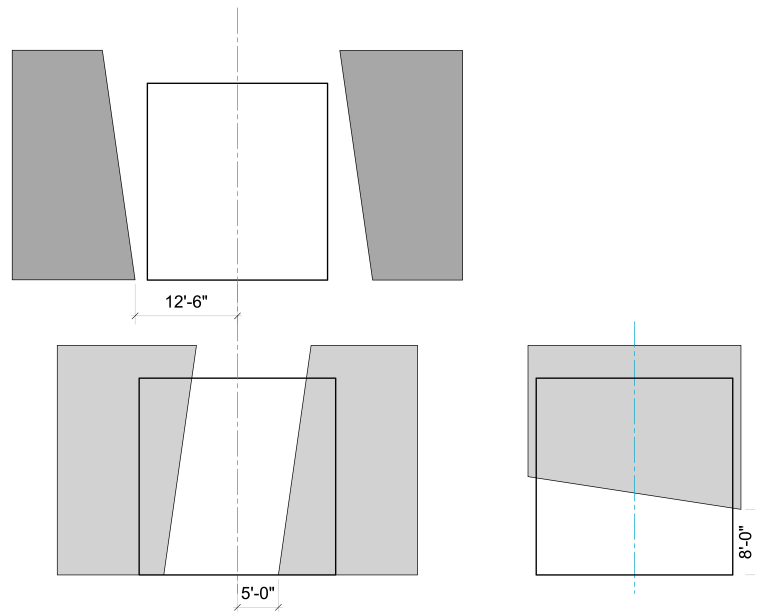- Rolling table
- chair/stool
- IV pole

NOTES

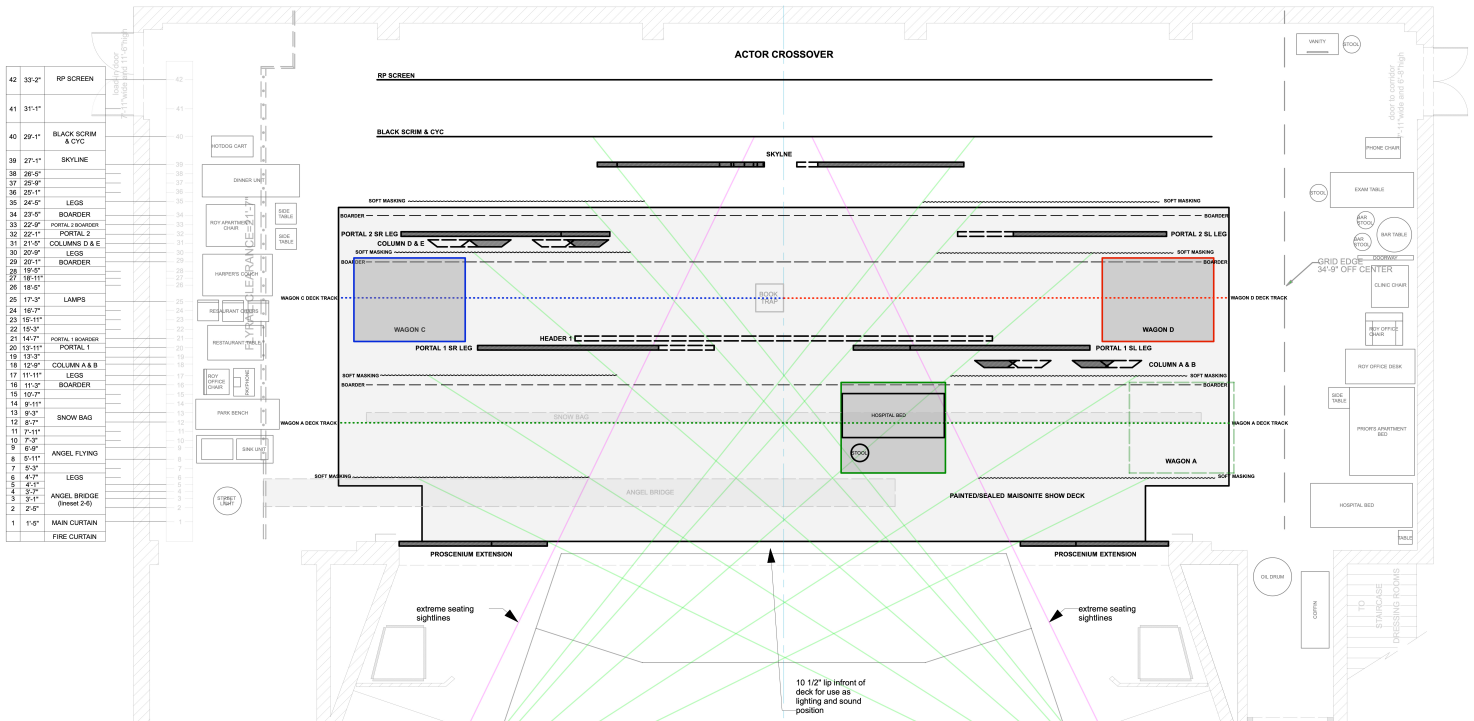- Ramp needed to get hospital bed onto Wagon A.

PORTAL LOCATIONS

12'-6"

5'-0"

8'-0"

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1	▓			▓			
HEADER 1	▓				▓		
PORTAL 2		▓	▓				
HEADER 2						▓	
COLUMN A&B		▓					
COLUMN D&E		▓					
WAGON A	▓						
WAGON C		▓					
WAGON D							
SKYLINE	▓						▓
LAMP							

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister
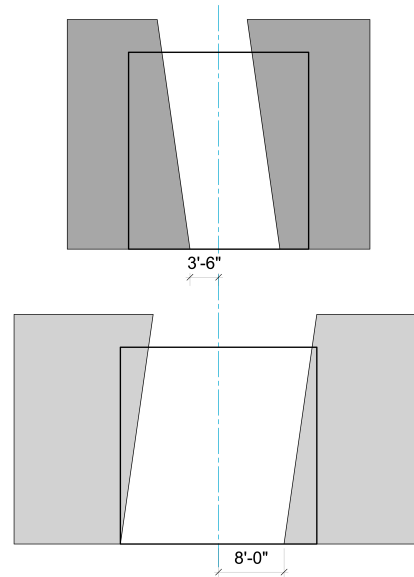
2.4 - Bar/Central Park

12/28/19

MODEL PICTURE

FURNITURE

- Bar table
- 2 bar stools
- Street light

NOTES

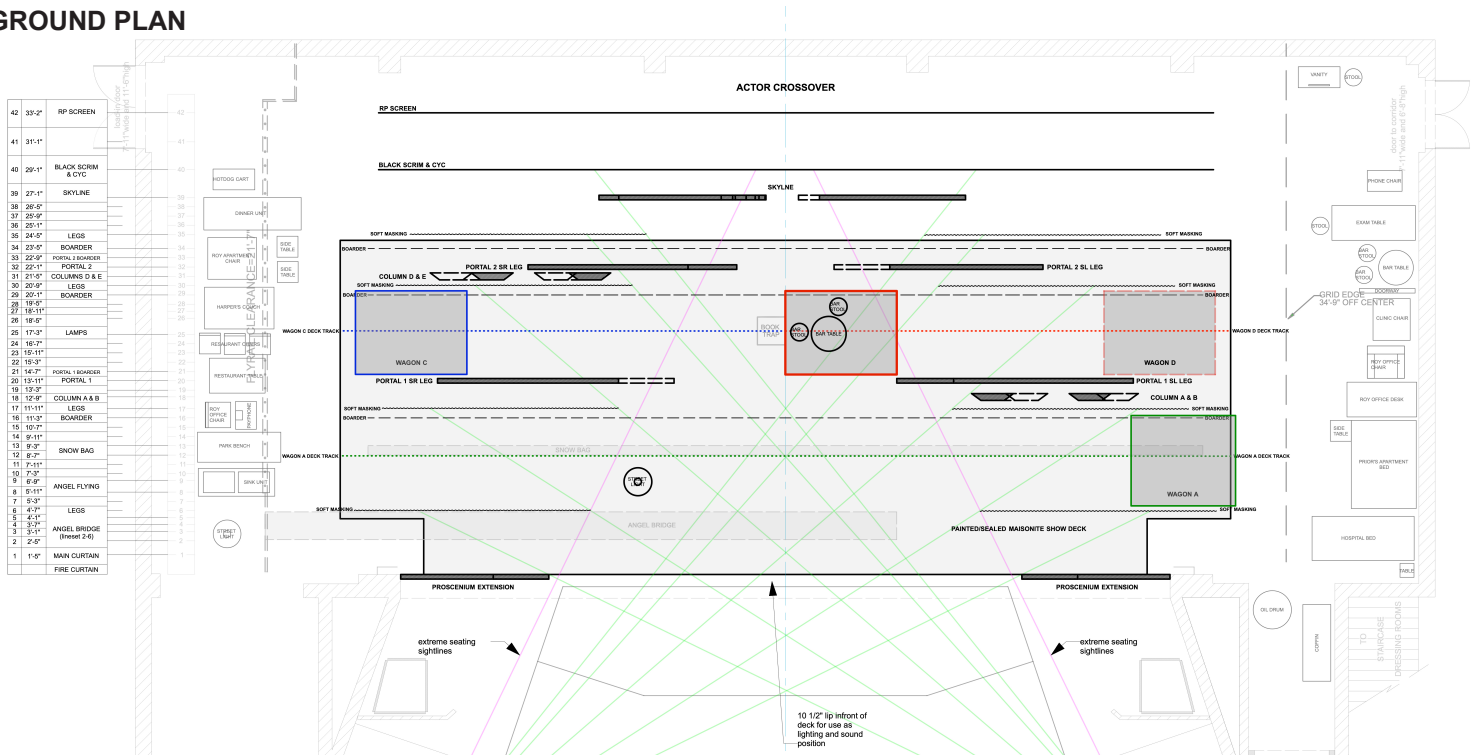- Street light is moved on and off stage with a push stick.

PORTAL LOCATIONS

3'-6"

8'-0"

TRANSITION INTO SCENE

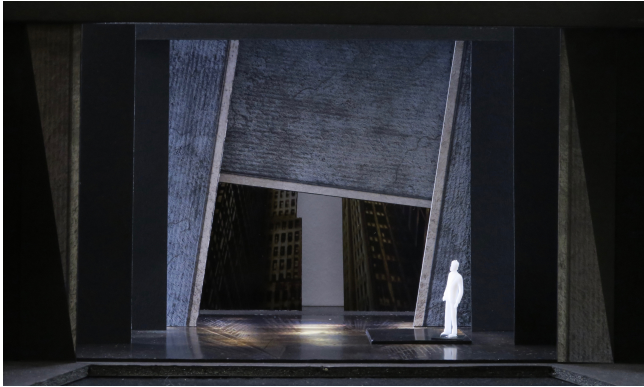| SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1	▨						
HEADER 1		▨				▨	
PORTAL 2	▨			▨			
HEADER 2							
COLUMN A&B							
COLUMN D&E							
WAGON A		▨					
WAGON C							
WAGON D	▨	▨					
SKYLINE	▨						▨
LAMP							

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister

13
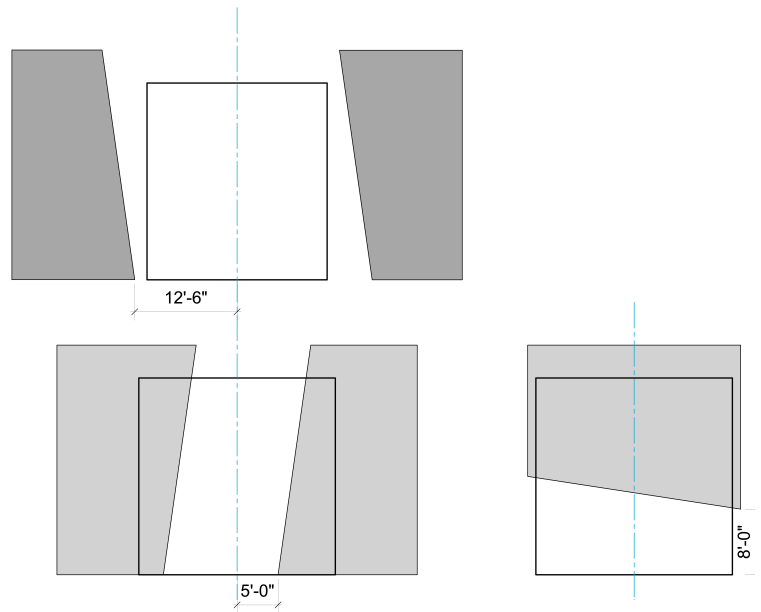
2.5 - Prior's Hospital Room

MODEL PICTURE

FURNITURE

- Hospital bed
- Rolling table
- Chair/stool
- IV pole

NOTES

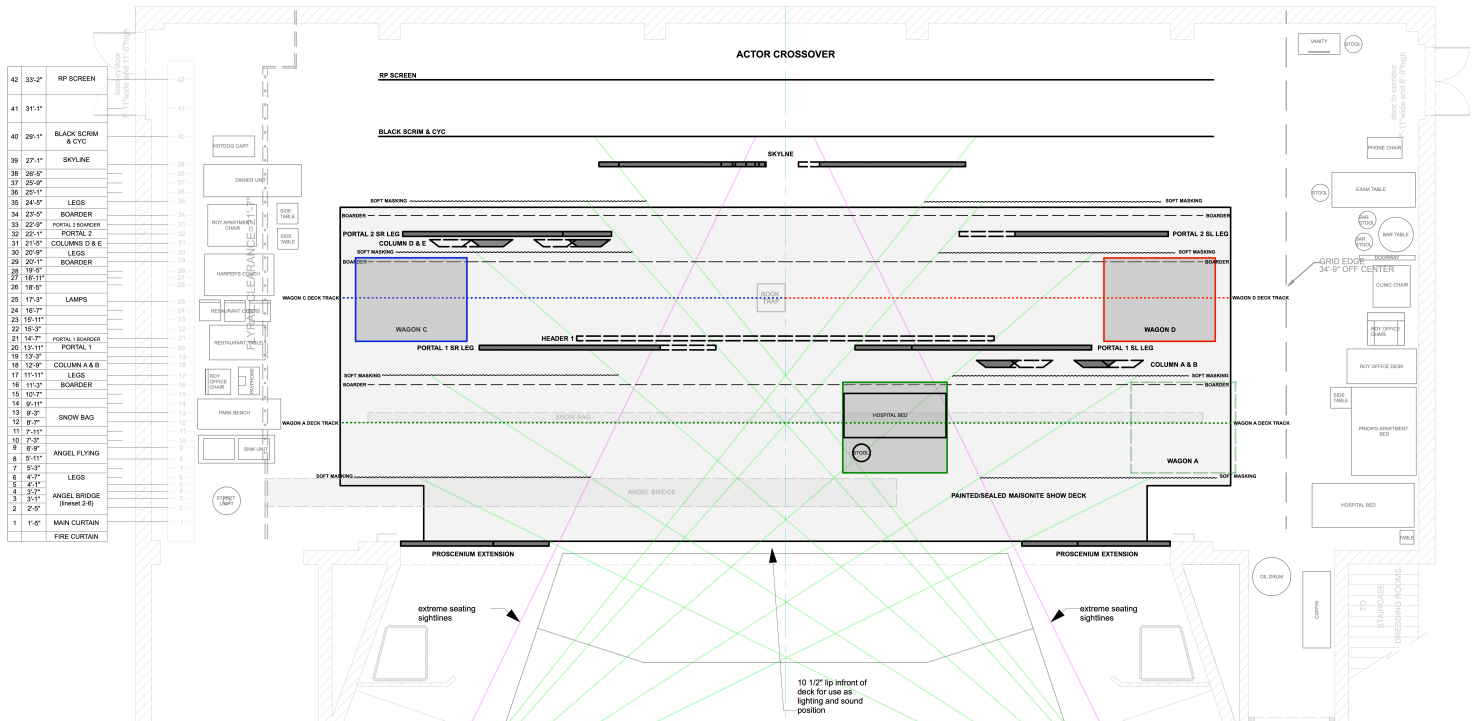- Hospital bed will need ramp to get onto Wagon A.

PORTAL LOCATIONS

12'-6"

5'-0"

8'-0"

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1	▓			▓			
HEADER 1	▓				▓		
PORTAL 2	▓		▓				
HEADER 2							
COLUMN A&B							
COLUMN D&E							
WAGON A	▓	▓					
WAGON C							
WAGON D		▓					
SKYLINE	▓						▓
LAMP							

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister

2.6 - Fancy Restaurant

MODEL PICTURE
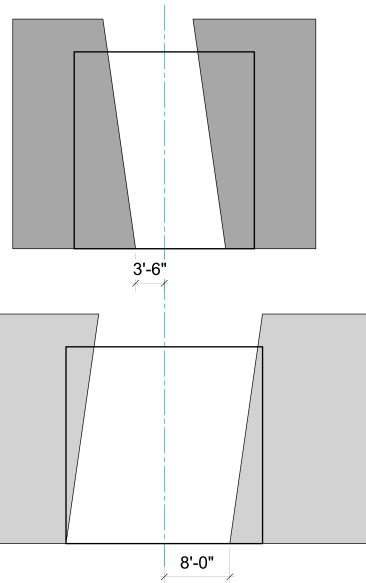

FURNITURE

- Restaurant table
- 3 restaurant chairs
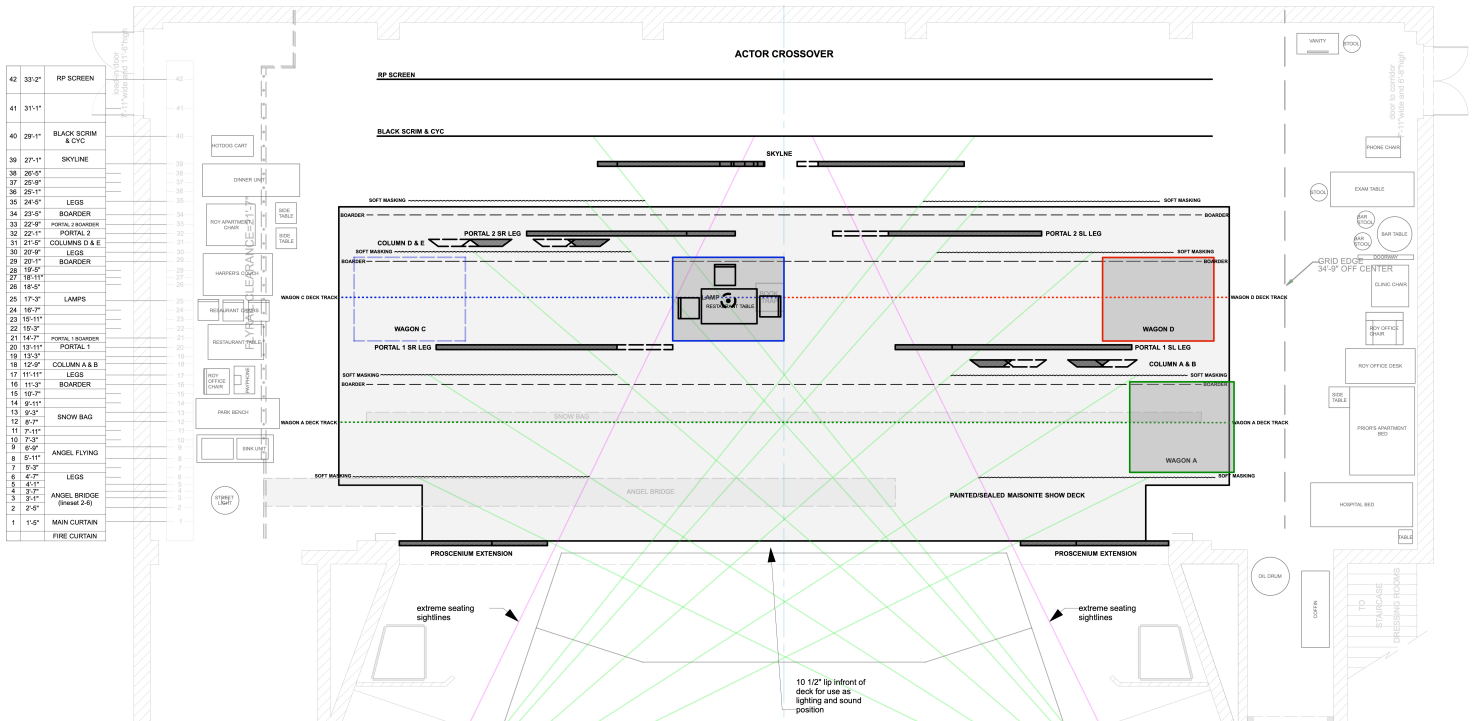- table cloth
- food
- hanging lamp

NOTES

PORTAL LOCATIONS

3'-6"

8'-0"

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1	■	■	■				
HEADER 1		■				■	
PORTAL 2	■			■			
HEADER 2							
COLUMN A&B							
COLUMN D&E							
WAGON A		■					
WAGON C	■	■					
WAGON D							
SKYLINE	■						■
LAMP	■	■			■		

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister

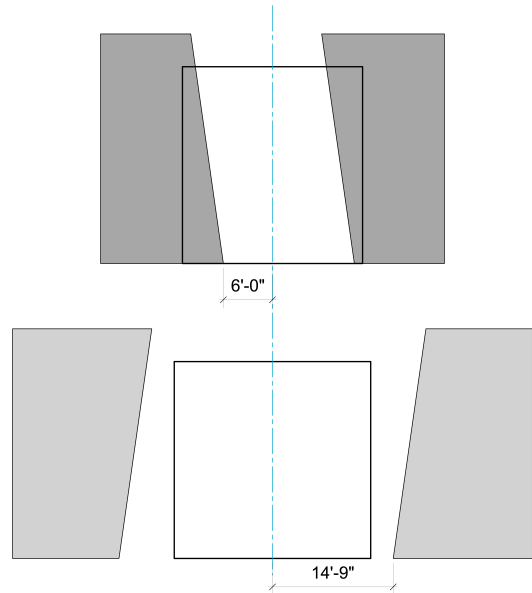# 2.7 - Outside Hall of Justice

MODEL PICTURE

FURNITURE

- Park bench
- Hot dog cart

NOTES

- Hot dog cart is rolled on by actor through down SR entrance (where wagon A normally would be)
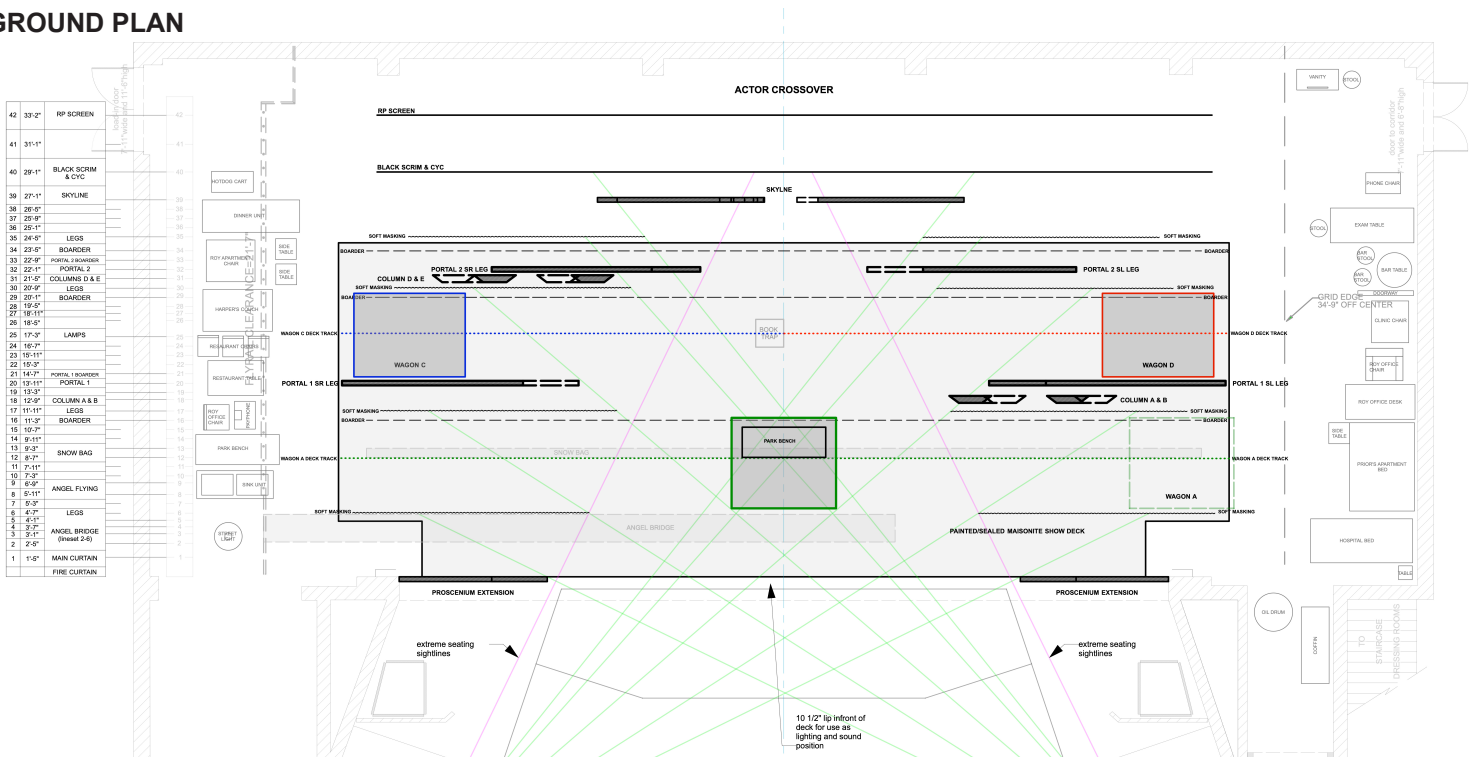
PORTAL LOCATIONS

6'-0"

14'-9"

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1		X					
HEADER 1							
PORTAL 2	X	X	X				
HEADER 2							
COLUMN A&B							
COLUMN D&E							
WAGON A	X	X					
WAGON C		X					
WAGON D							
SKYLINE	X						X
LAMP		X				X	

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister

2.8 - Payphone/Hannah's House
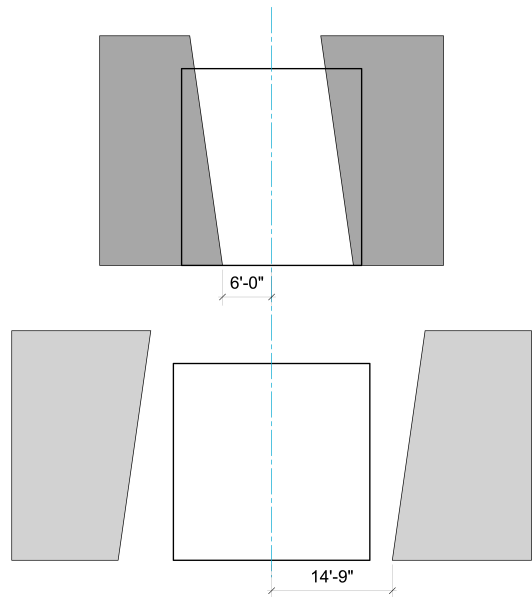
MODEL PICTURE

FURNITURE

- Payphone
- phone stand with chair
- practical lamp

NOTES

- Payphone is moved on and off stage on a push stick.
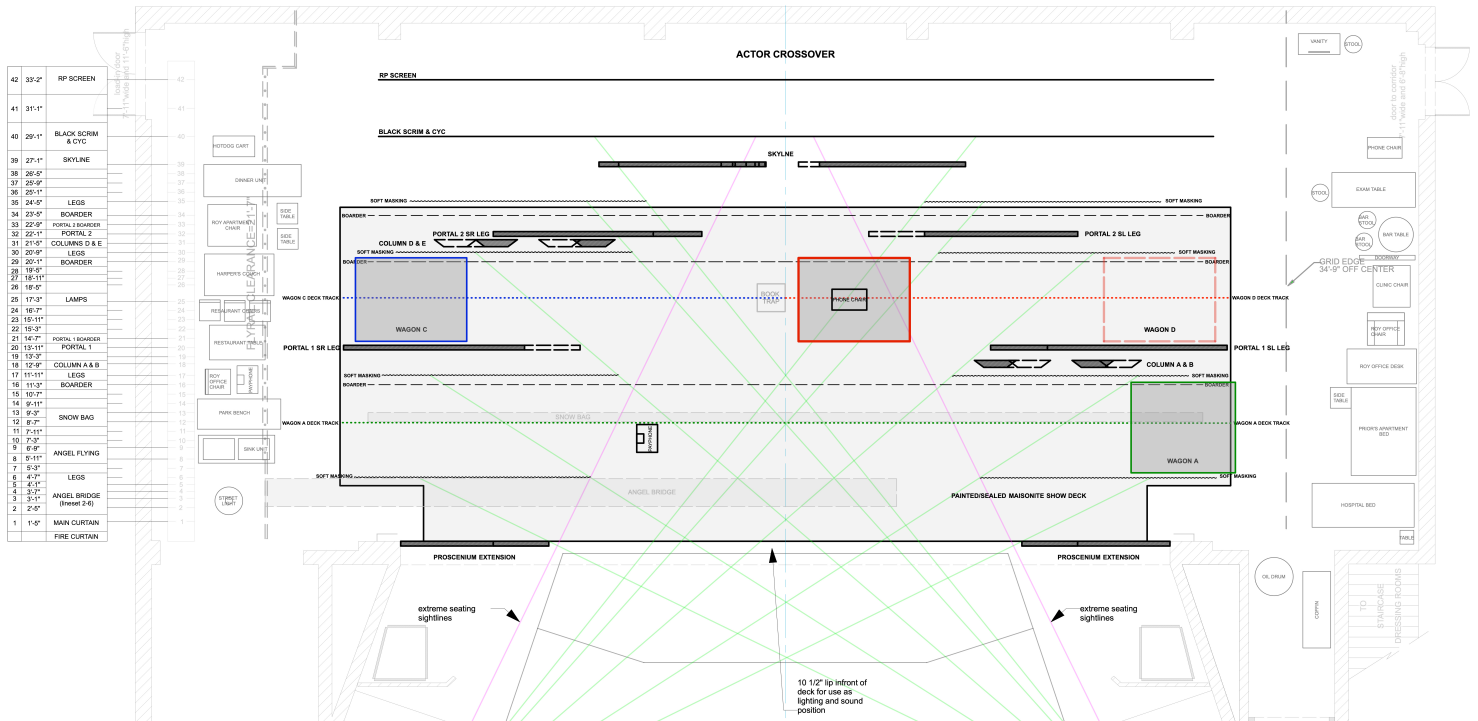- Payphone is a practial.

PORTAL LOCATIONS

6'-0"

14'-9"

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1							▩
HEADER 1							
PORTAL 2	▩						▩
HEADER 2							
COLUMN A&B							
COLUMN D&E							
WAGON A		▩					
WAGON C							
WAGON D	▩	▩					
SKYLINE	▩						▩
LAMP							

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister

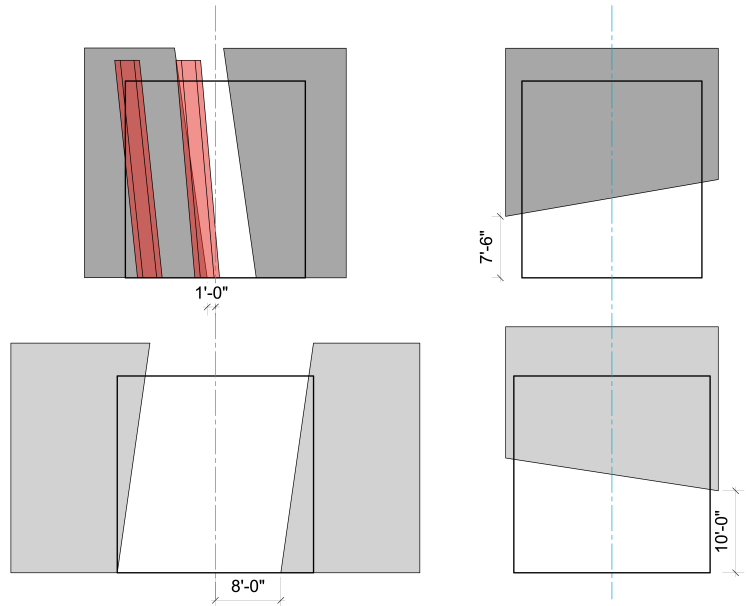# 2.9 - Harper's Apartment/Prior's Hospital Room

MODEL PICTURE

FURNITURE

- Harper's couch
- side table
- practical lamp
- hospital bed
- chair/stool

NOTES

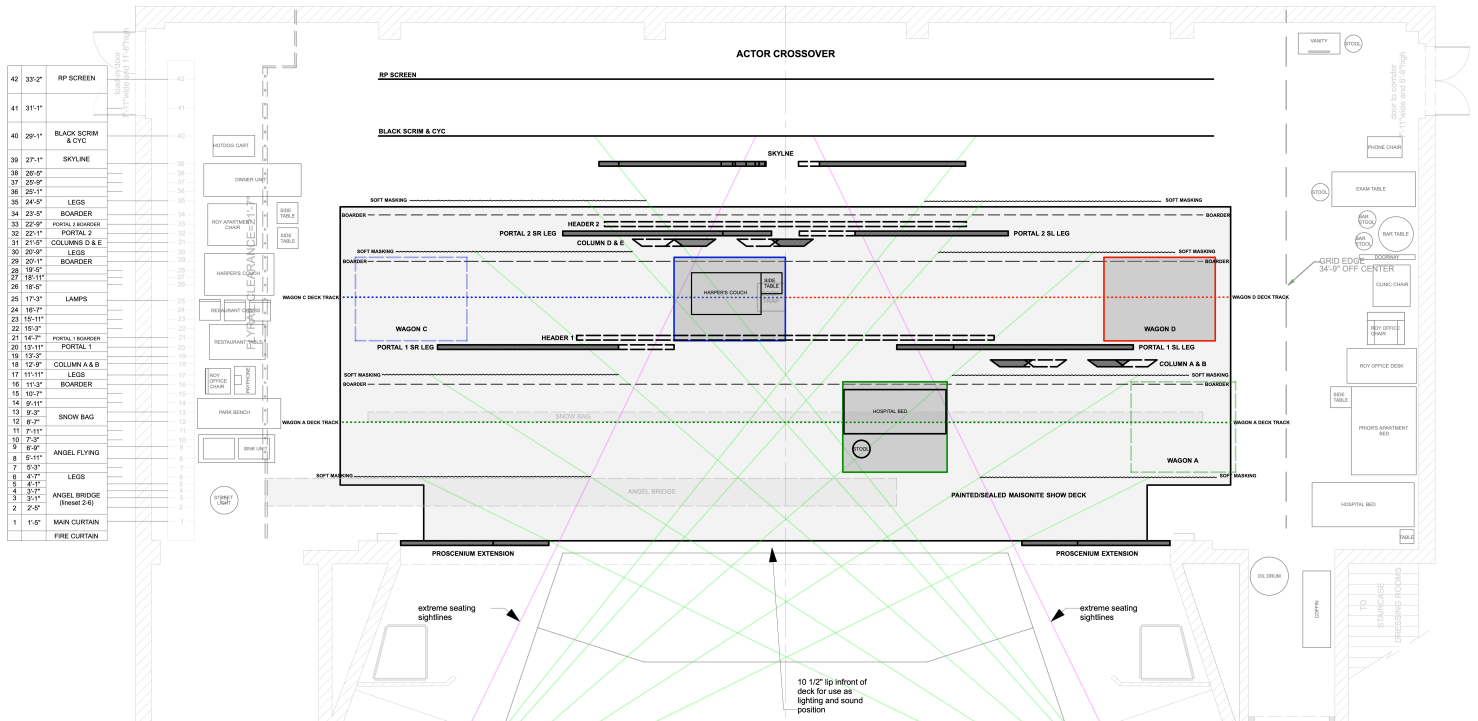- model picture does not show Wagon A for hospital bed.

PORTAL LOCATIONS

1'-0"

7'-6"

8'-0"

10'-0"

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1	▨			▨			
HEADER 1	▨				▨		
PORTAL 2	▨			▨			
HEADER 2	▨				▨		
COLUMN A&B	▨						
COLUMN D&E	▨	▨					
WAGON A	▨						
WAGON C	▨						
WAGON D		▨					
SKYLINE	▨						▨
LAMP							

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister

MODEL PICTURE   **FURNITURE**   **NOTES**

PORTAL LOCATIONS

12'-6"

14'-9"

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1							
HEADER 1		■				■	
PORTAL 2		■	■				
HEADER 2		■				■	
COLUMN A&B							
COLUMN D&E		■					
WAGON A		■					
WAGON C		■					
WAGON D		■					
SKYLINE		■				■	
LAMP							

GROUND PLAN

3.1 - Prior's Apartment

MODEL PICTURE

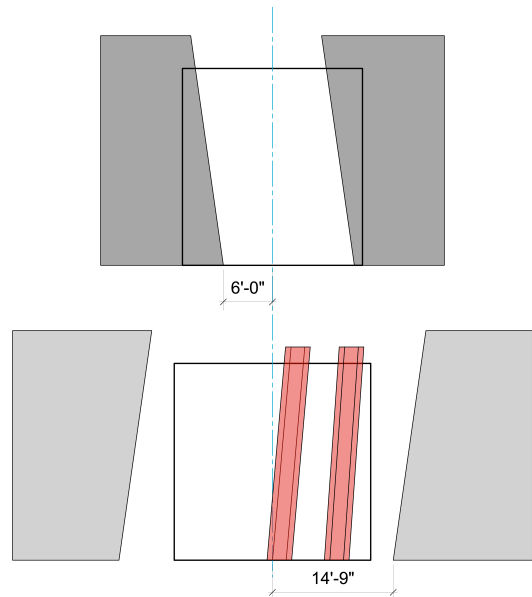## FURNITURE

- Prior's bed
- side table
- practical lamp

NOTES
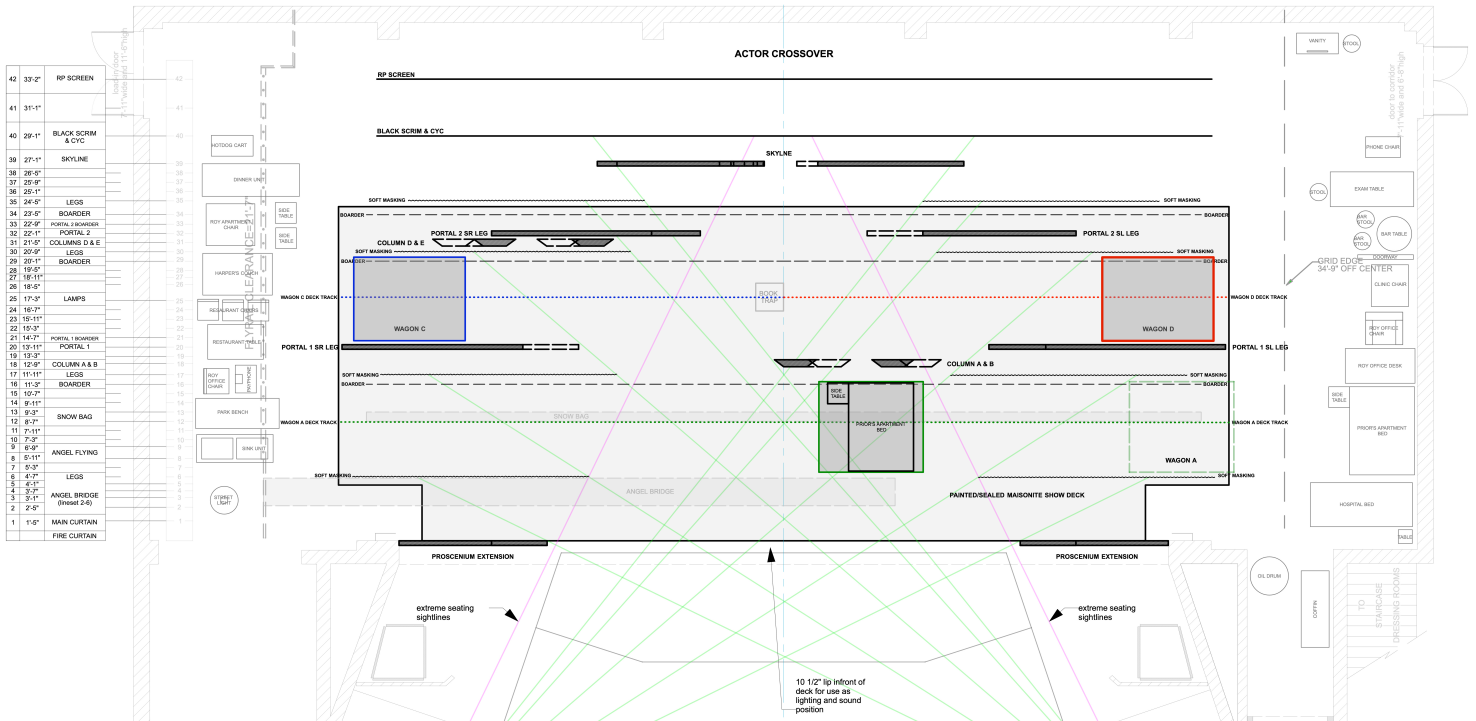
- This scene can be set up during second intermission.

PORTAL LOCATIONS

6'-0"

14'-9"

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1							
HEADER 1							
PORTAL 2	▇			▇			
HEADER 2							
COLUMN A&B	▇						
COLUMN D&E							
WAGON A	▇						
WAGON C							
WAGON D							
SKYLINE	▇				▇		
LAMP							

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister
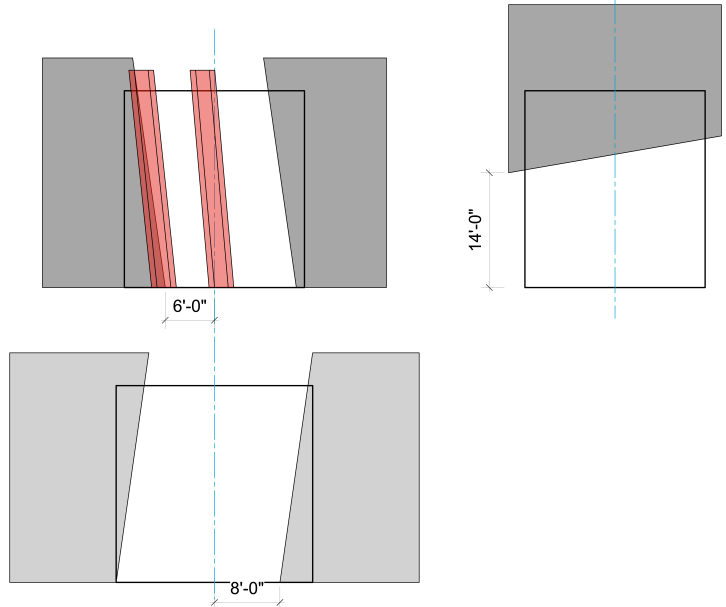
3.2 A - Dinner

MODEL PICTURE

FURNITURE

- Dinner unit

NOTES

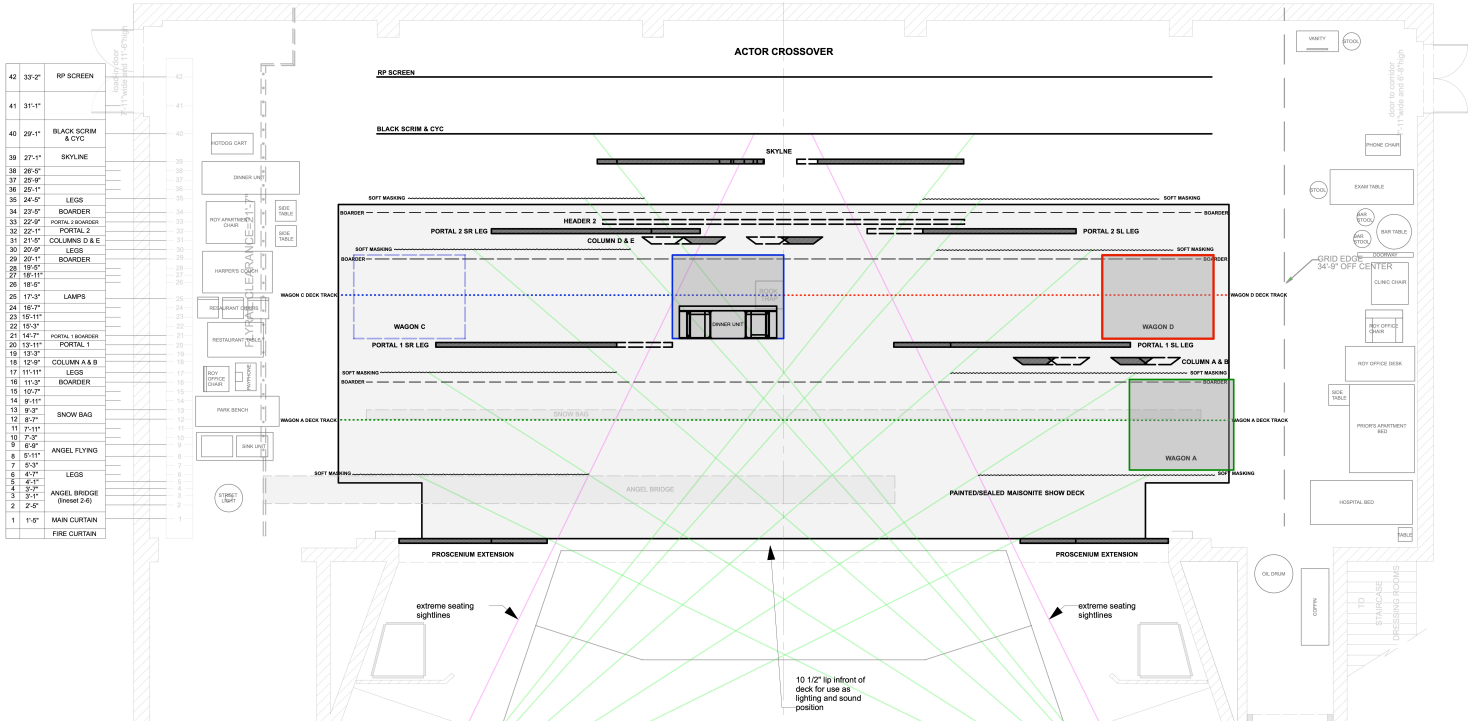- Ramp will be needed to bet dinner unit onto Wagon C.

PORTAL LOCATIONS

6'-0"

14'-0"

8'-0"

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1	▓	▓		▓			
HEADER 1							
PORTAL 2	▓						▓
HEADER 2	▓				▓		
COLUMN A&B		▓					
COLUMN D&E	▓	▓					
WAGON A		▓					
WAGON C	▓	▓					
WAGON D							
SKYLINE	▓						▓
LAMP							

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister
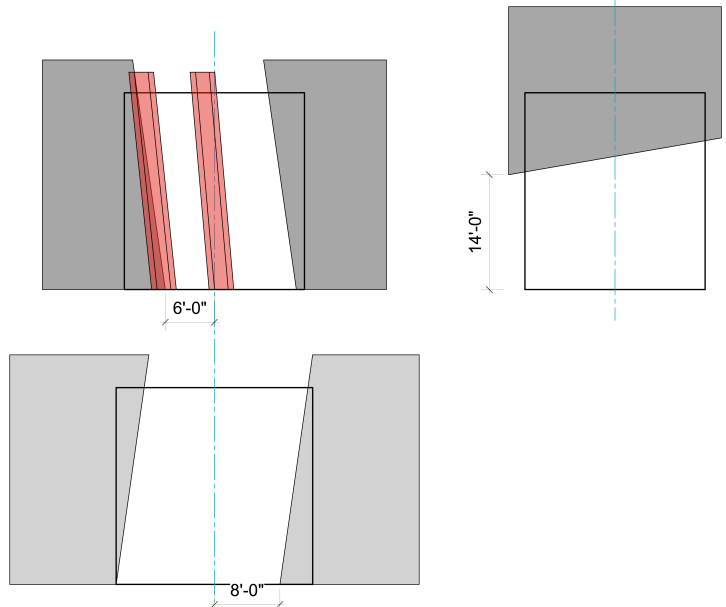
MODEL PICTURE

FURNITURE

- Dinner unit
- Clinic chair

NOTES

- Transition line: sometime during Louis's rant to Belize (TBD)
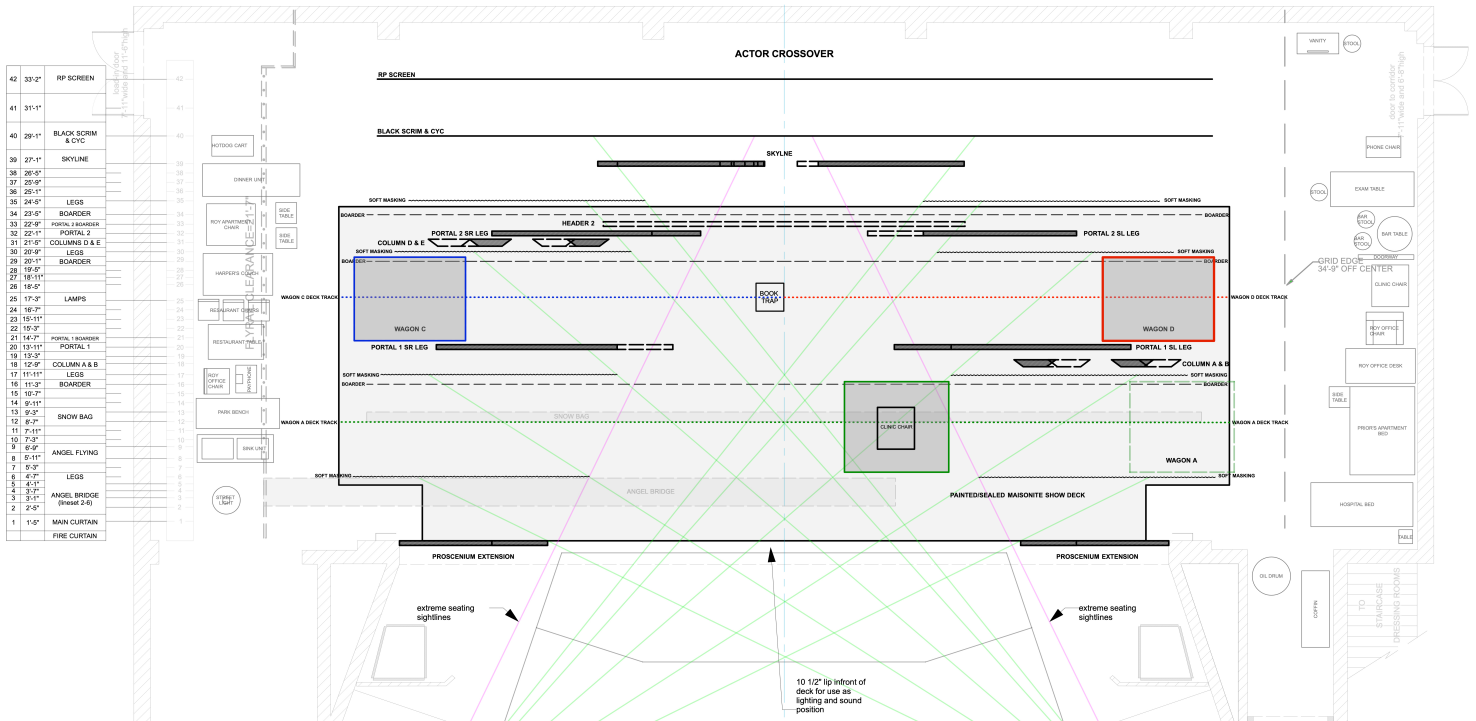- Ramp will be needed to get clinic chair onto Wagon A.

PORTAL LOCATIONS

6'-0"

14'-0"

8'-0"

TRANSITION INTO SCENE

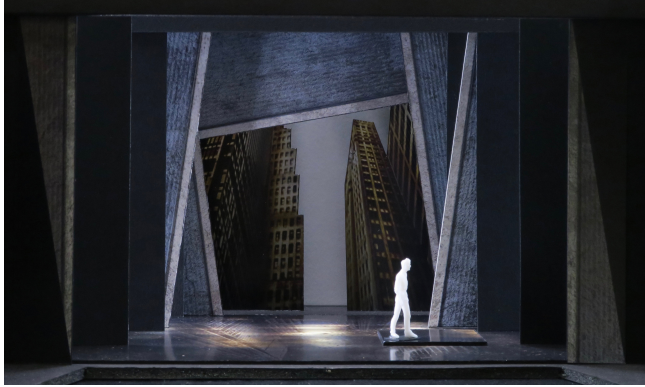| SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1	▓						▓
HEADER 1							
PORTAL 2	▓						▓
HEADER 2	▓						▓
COLUMN A&B							
COLUMN D&E	▓						▓
WAGON A	▓	▓					
WAGON C	▓						▓
WAGON D							
SKYLINE	▓						▓
LAMP							

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister

3.2 C - Outpatient Clinic
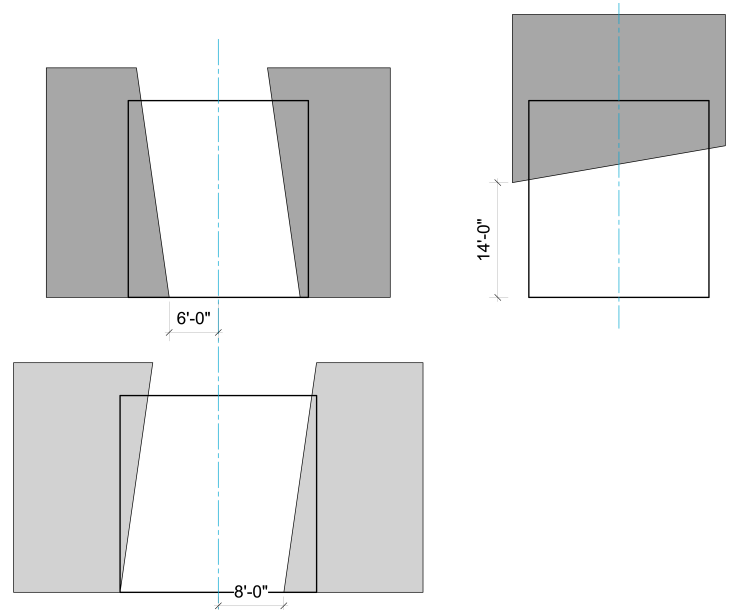
MODEL PICTURE

FURNITURE

- Clinic chair
- Book

NOTES

- Transition line: Belize "And. He thinks he's going crazy."
- Ramp will be needed to get clinic chair onto Wagon A.
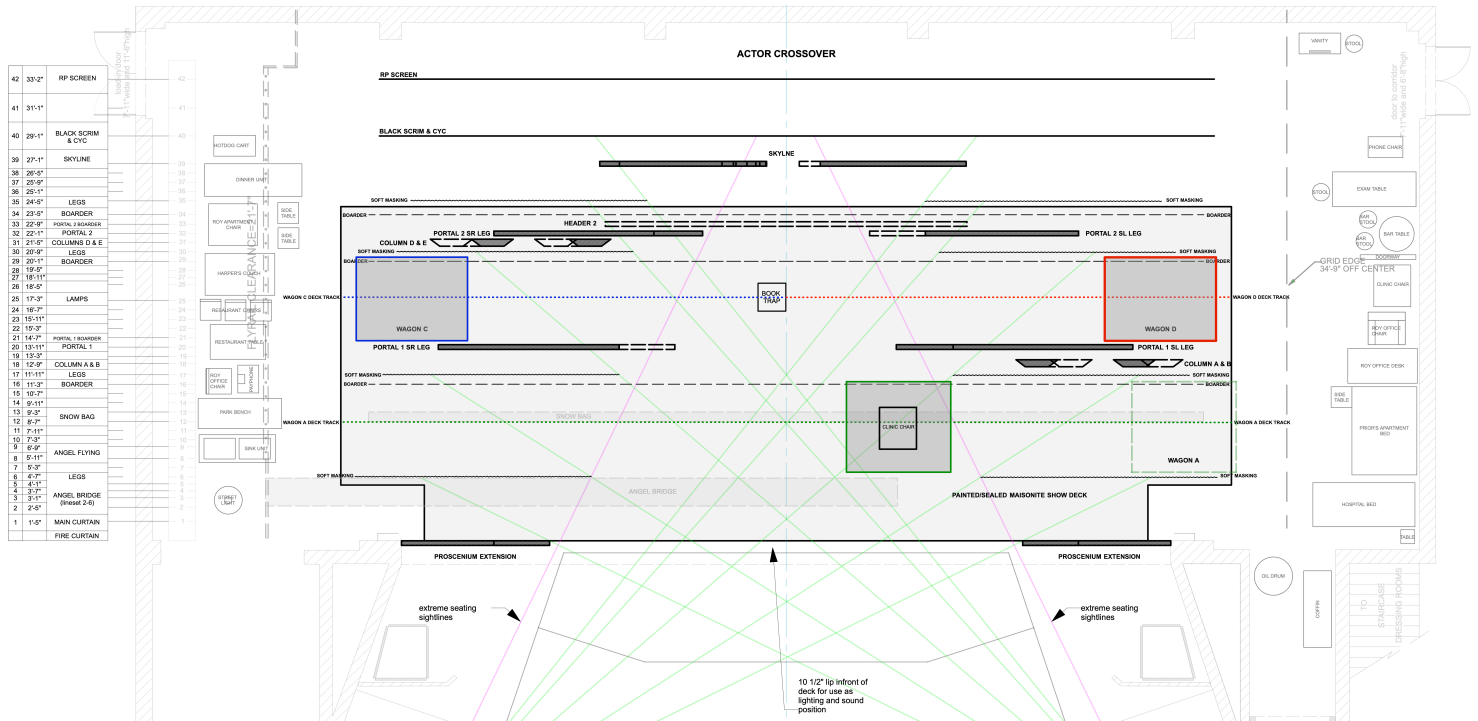- Book trap opens and closes during this scene.

PORTAL LOCATIONS

14'-0"

6'-0"

8'-0"

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1	▓						▓
HEADER 1							
PORTAL 2	▓						▓
HEADER 2	▓						▓
COLUMN A&B							
COLUMN D&E		▓					
WAGON A	▓	▓					
WAGON C		▓					
WAGON D							
SKYLINE	▓						▓
LAMP							

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister
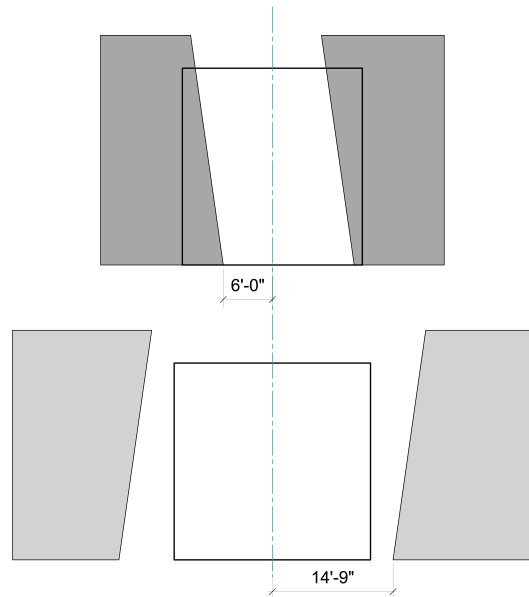
23

3.2 D - Streets of NYC

MODEL PICTURE
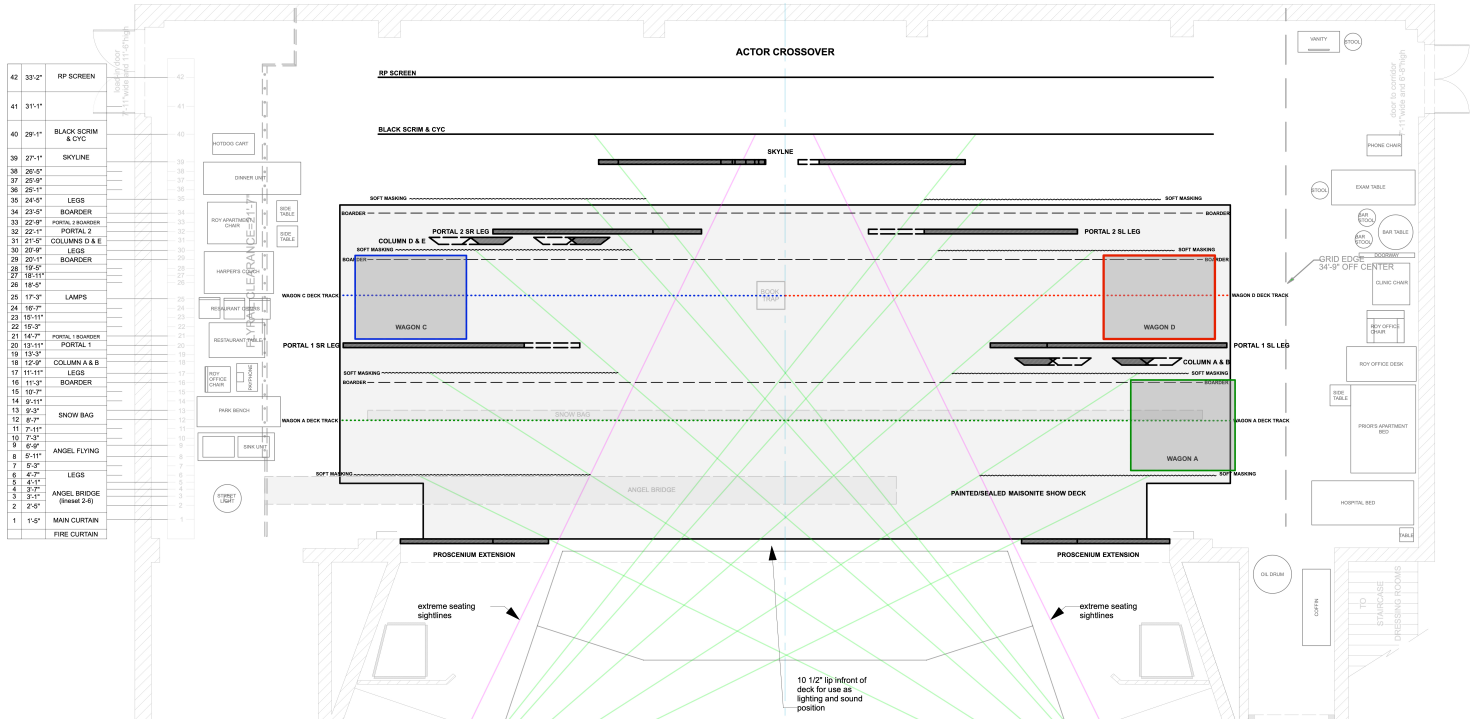

FURNITURE

NOTES

- Transition line: Emily "hebrew"

PORTAL LOCATIONS

6'-0"

14'-9"

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1		■	■				
HEADER 1							
PORTAL 2	■						■
HEADER 2		■					
COLUMN A&B							
COLUMN D&E							
WAGON A		■					
WAGON C							
WAGON D							
SKYLINE	■						■
LAMP							

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister

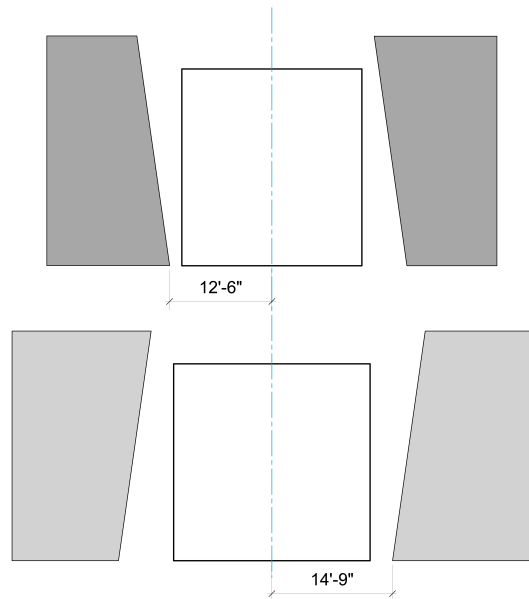# 3.3 - Antarctica

MODEL PICTURE

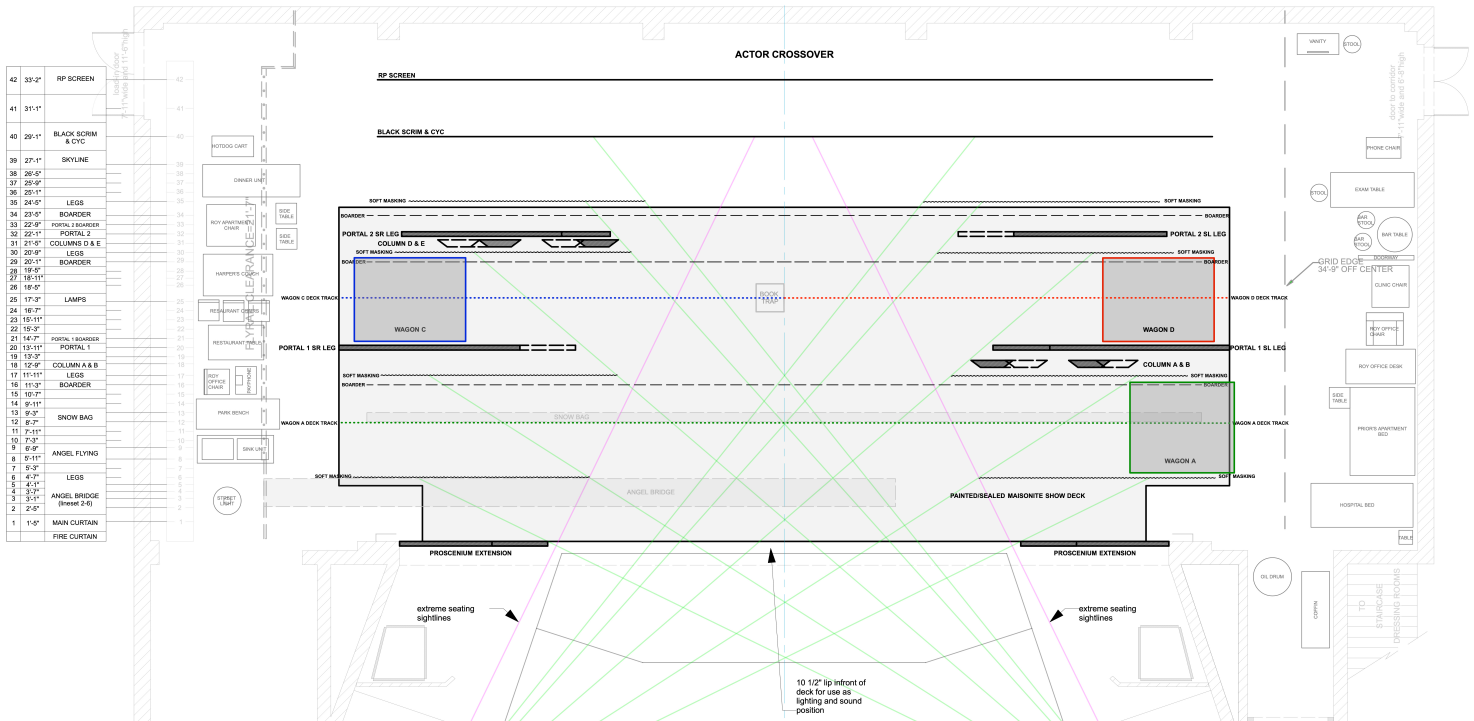
FURNITURE

NOTES
- It's snowing

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1							
HEADER 1							
PORTAL 2		▓	▓				
HEADER 2							
COLUMN A&B							
COLUMN D&E							
WAGON A							
WAGON C							
WAGON D							
SKYLINE		▓				▓	
LAMP							

PORTAL LOCATIONS

12'-6"

14'-9"

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister

3.4 - Abandoned Lot, Bronx

MODEL PICTURE
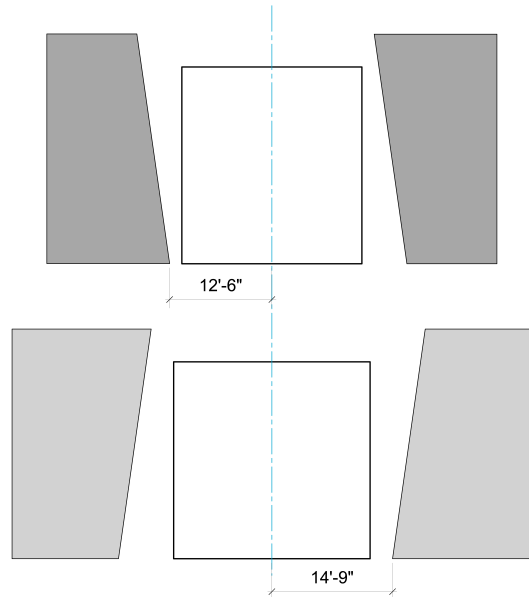

FURNITURE

- Oil drum (fire and smoke effects)
- Folding chair
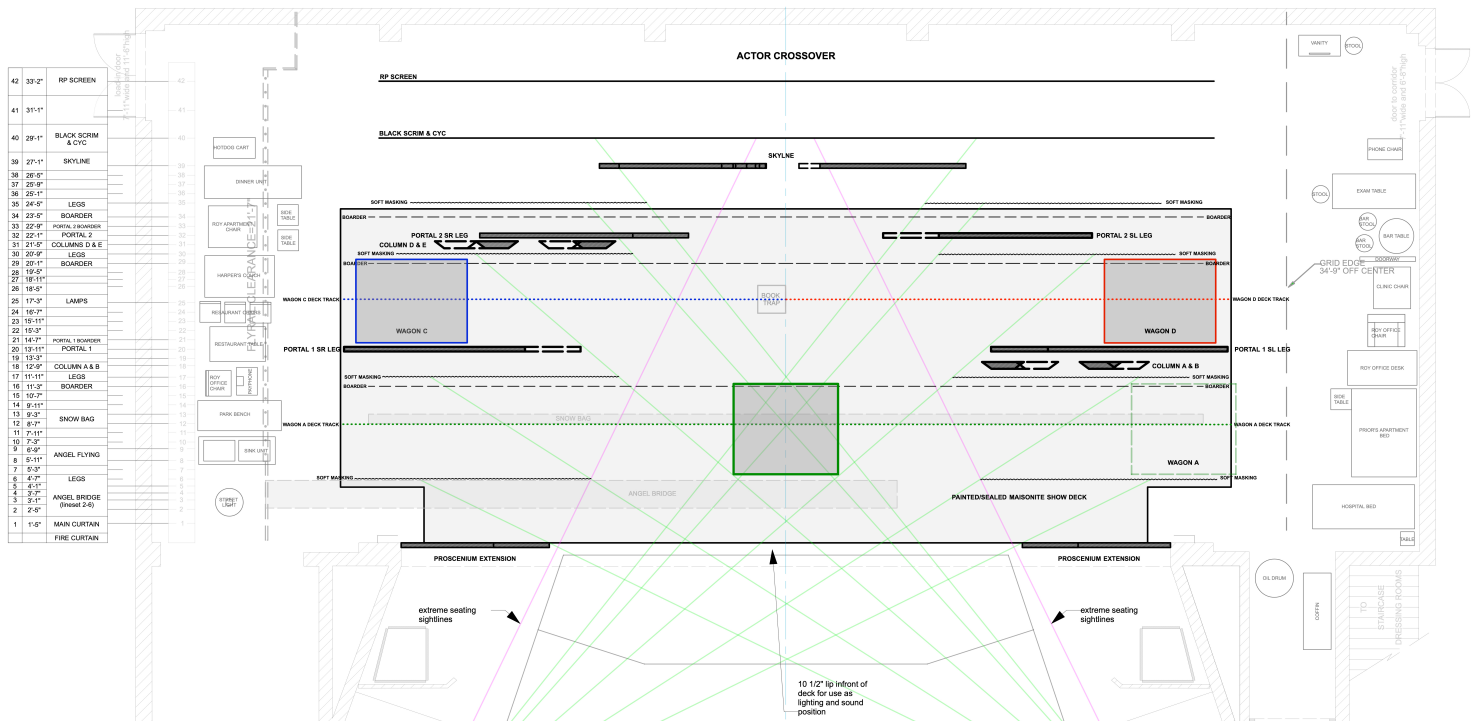- Trash

NOTES

- It's snowing

PORTAL LOCATIONS

12'-6"

14'-9"

TRANSITION INTO SCENE

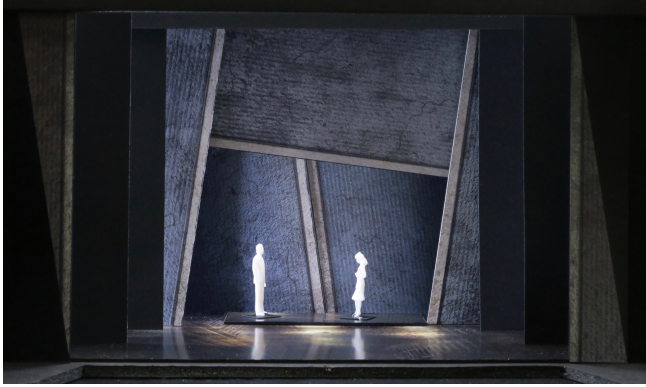| SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1							
HEADER 1							
PORTAL 2				▓			
HEADER 2							
COLUMN A&B							
COLUMN D&E							
WAGON A	▓	▓					
WAGON C							
WAGON D							
SKYLINE	▓	▓			▓		
LAMP							

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister
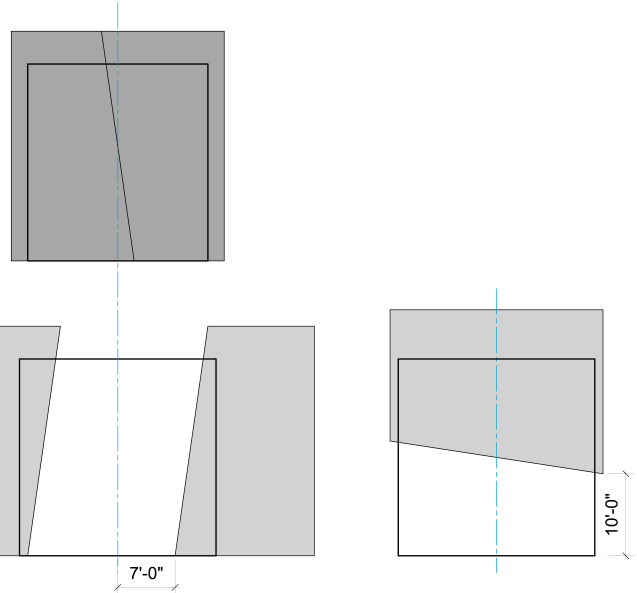
3.5 - Roy's Apartment

MODEL PICTURE

FURNITURE

- Roy's armchair
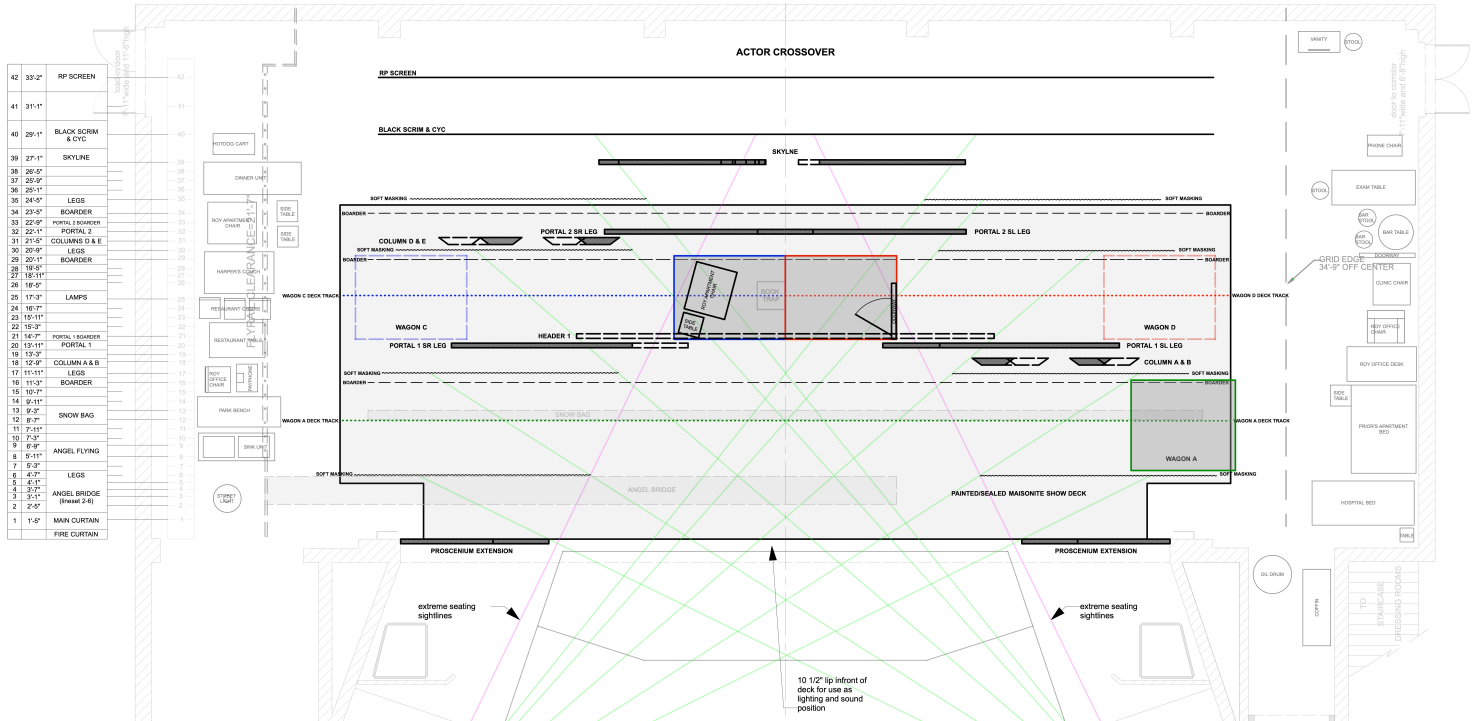- side table
- practical lamp
- rug
- doorway

NOTES

PORTAL LOCATIONS

7'-0"

10'-0"

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1	X			X			
HEADER 1	X				X		
PORTAL 2	X			X			
HEADER 2							
COLUMN A&B							
COLUMN D&E							
WAGON A		X					
WAGON C	X	X					
WAGON D	X						
SKYLINE	X						X
LAMP							

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister
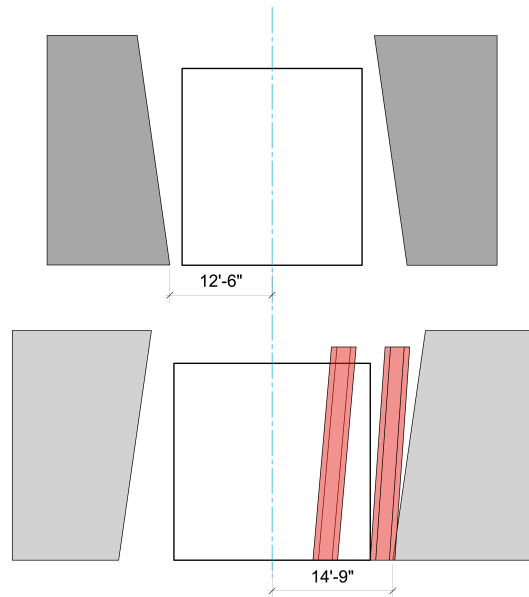
3.6 - Prior's Apartment

MODEL PICTURE

FURNITURE

- Prior's bed
- Side table

NOTES

- during this scene is a quick change for Wagon C: Roy's apartment to park bench.
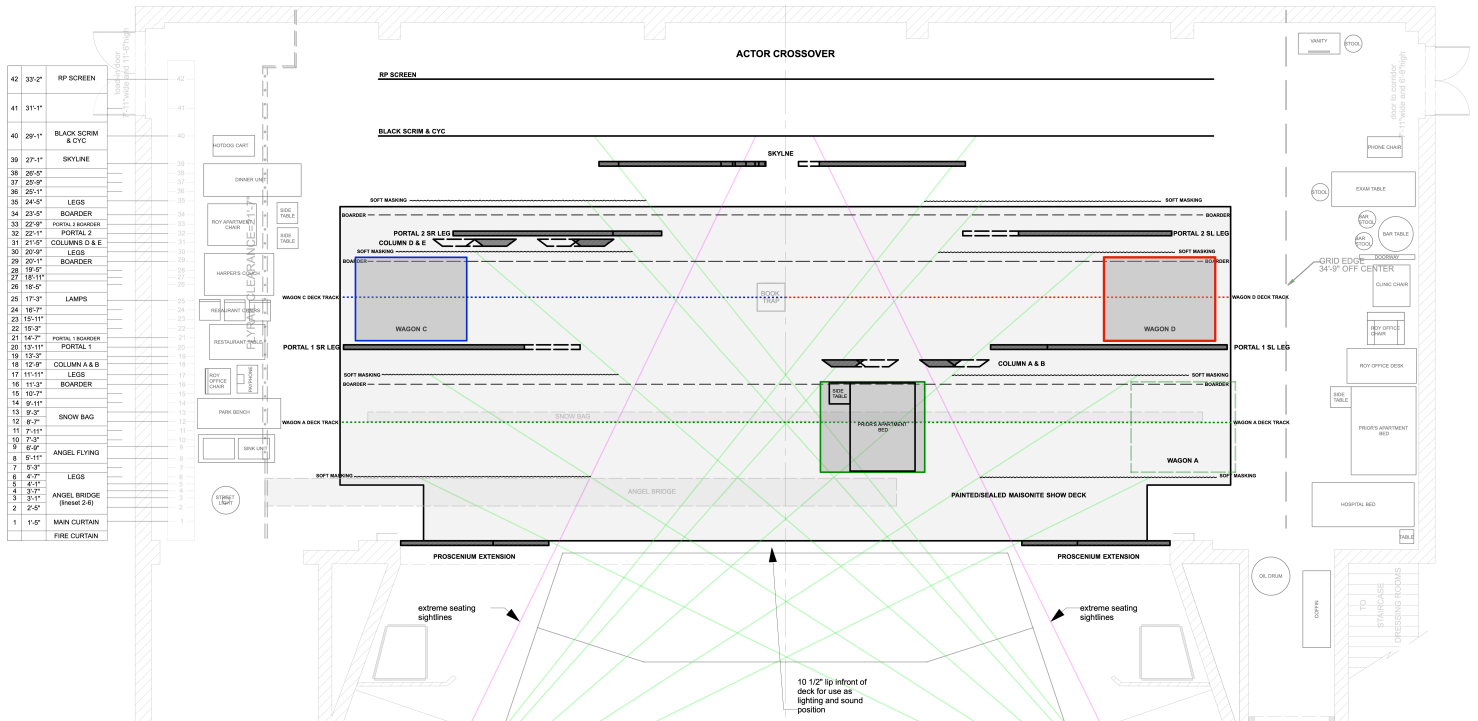
PORTAL LOCATIONS

12'-6"

14'-9"

TRANSITION INTO SCENE

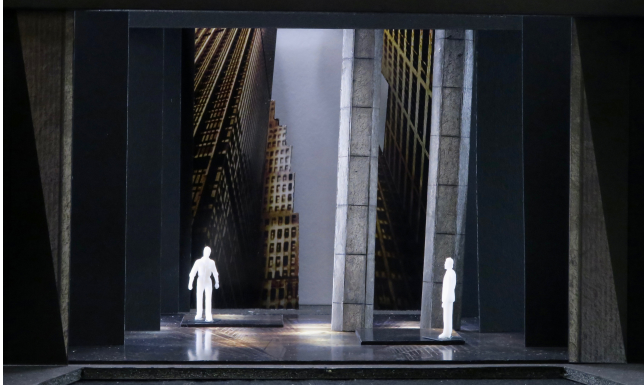| SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1		▓	▓				
HEADER 1		▓				▓	
PORTAL 2		▓	▓				
HEADER 2							
COLUMN A&B	▓	▓					
COLUMN D&E							
WAGON A	▓	▓					
WAGON C		▓					
WAGON D		▓					
SKYLINE	▓						▓
LAMP							

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister

3.7 A - Prior's Apartment/Central Park
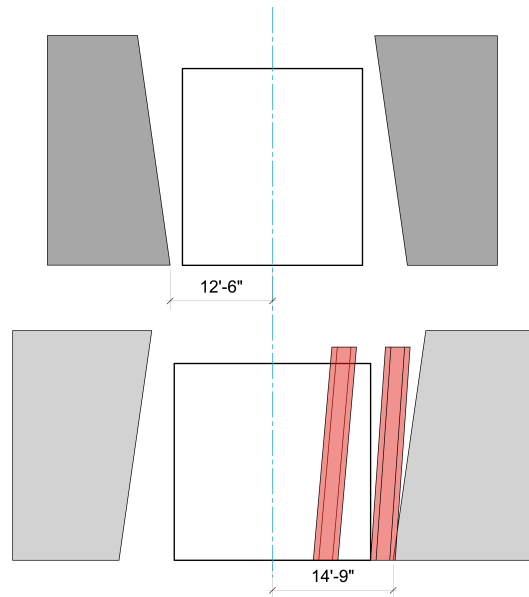
MODEL PICTURE

FURNITURE

- Prior's bed
- Side table
- Practical lamp
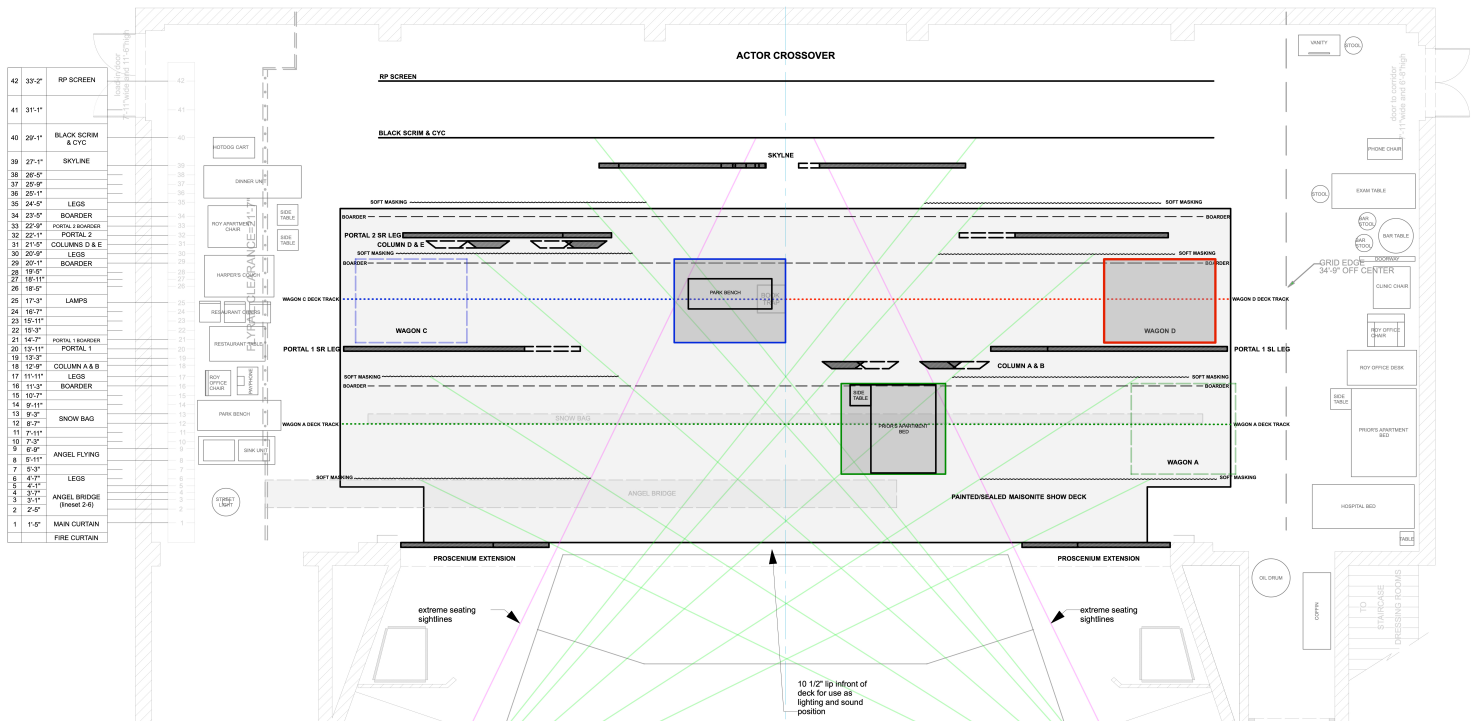- Park bench

NOTES

- Transion line: sound of wing beats.

PORTAL LOCATIONS

12'-6"

14'-9"

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1							
HEADER 1							
PORTAL 2							
HEADER 2							
COLUMN A&B	░	░					
COLUMN D&E							
WAGON A	░	░					
WAGON C	░						
WAGON D							
SKYLINE	░						░
LAMP							

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister
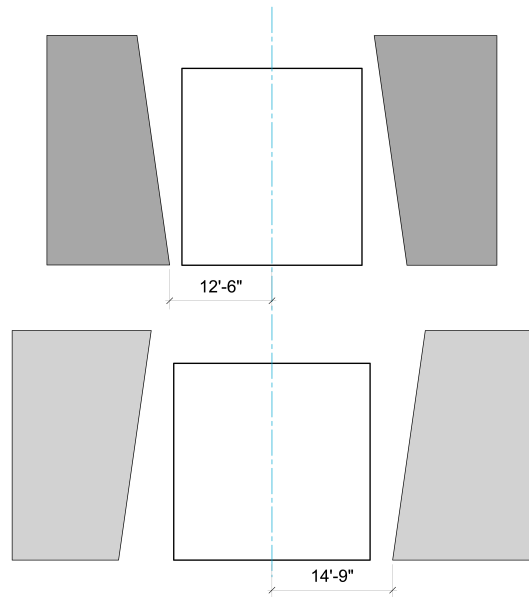
3.7 B - Prior's Apartment/Angel

MODEL PICTURE

FURNITURE

- Prior's bed
- Side table
- practical lamp
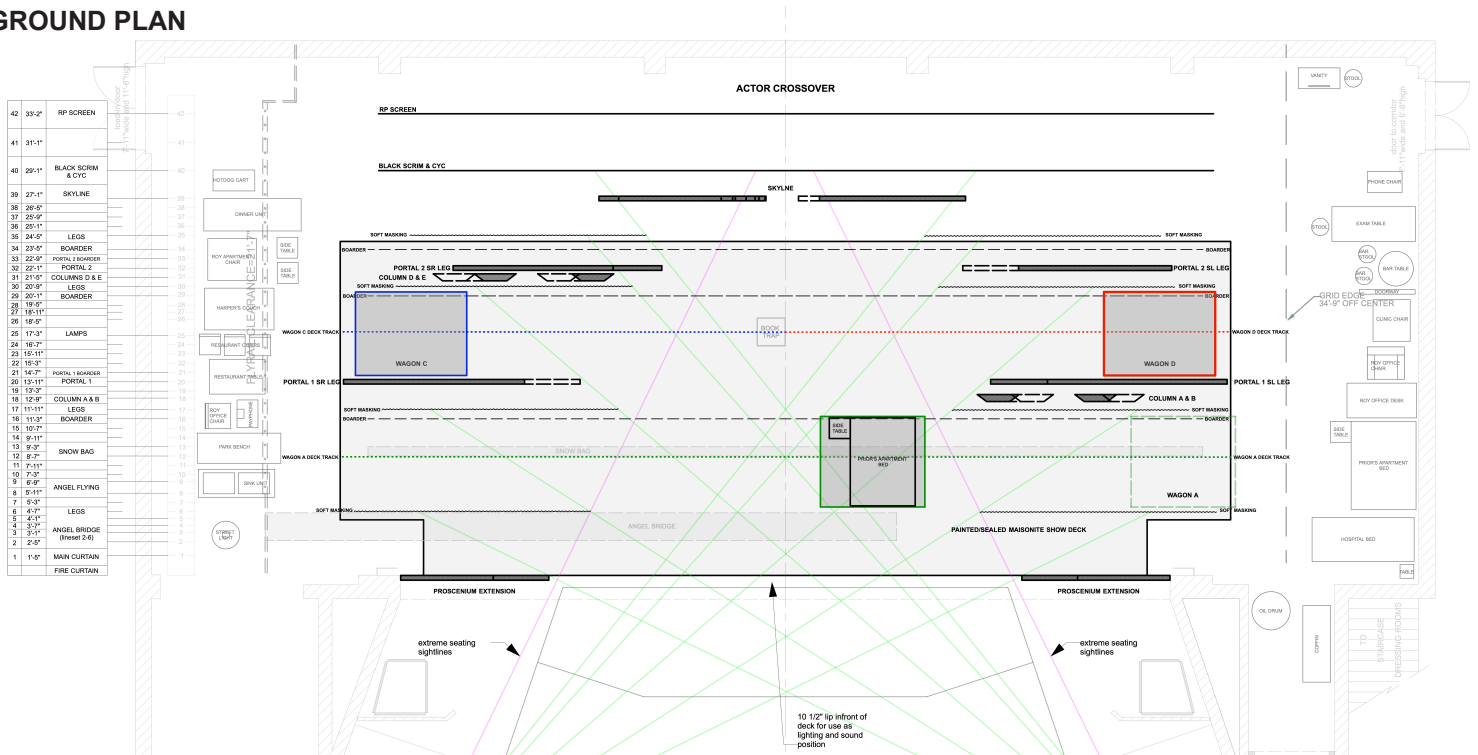
NOTES

- Transion line: Prior: "I must have a fever..."

PORTAL LOCATIONS

12'-6"

14'-9"

TRANSITION INTO SCENE

SCENIC ELEMENTS	IN SCENE	DOES IT MOVE?	PORTAL OPEN	PORTAL CLOSE	FLY IN	FLY OUT	STAY IN PLACE
PORTAL 1							
HEADER 1							
PORTAL 2							
HEADER 2							
COLUMN A&B		▨					
COLUMN D&E							
WAGON A	▨						
WAGON C		▨					
WAGON D							
SKYLINE	▨						▨
LAMP							

GROUND PLAN

Angels in America

Director: Rick Lombardo   *Scenic Designer:* Sophia Tepermeister