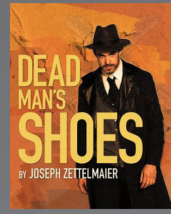
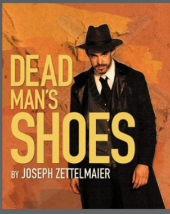
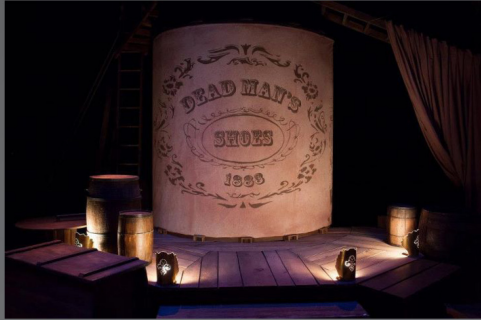


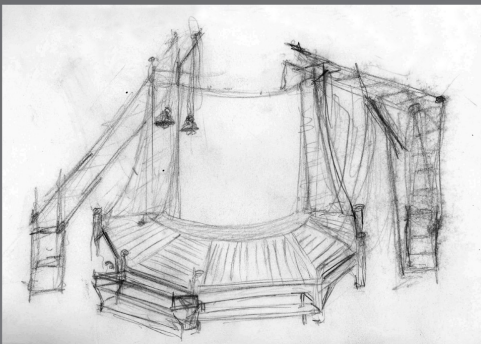
Dead Man's Shoes (2012)



<-- CO-Production -->



World Premiere by Joseph Zettelmaier
Winner of the Edgerton Foundation New American Play Award



Directed by David Wolber

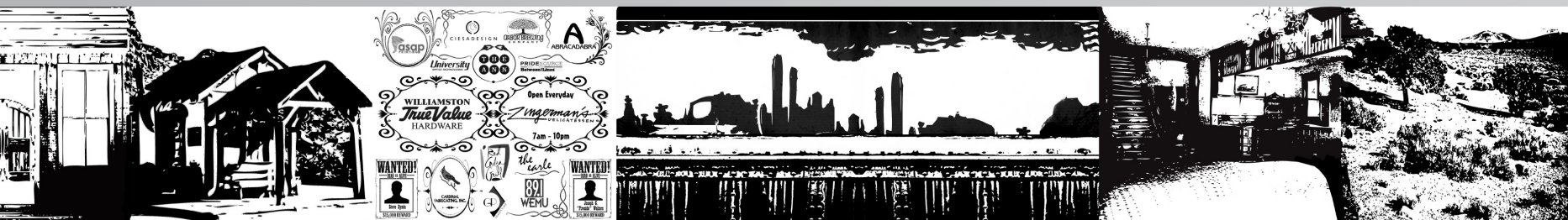
Scene Design by Kirk Domer
Costume Design by Amber Marisa Cook
Lighting Design by Dan Walker
Sound Design by Will Myers
Technical Direction by Ed Weingart



Injun Bill Picote and Army deserter/camp cook Froggy wander the wild west in search of a man who done a truly despicable deed.

Filled with true grit and dark humor, it's a fast-paced and panoramic journey to the dark side of America.

Digital Rendering - Mixed Application



Detroit Theater Examiner - By Patty Nolan, March 16, 2012

The scenic design by Kirk Domer is another delight. In an era of high-definition projection scenery and flashy special effects, his scrolling, sketchbook-like backdrop is mesmerizing - and perfectly organic to the 1880s setting. We had to ask - and David Wolber (director) estimated for us that the entire fabric mural is approximately 150 yards long. That's a lot of scenery, and it's lovingly rolled out over the course of this picaresque adventure of revenge.

AnnArbor.com - By Jenn McKee, March 17, 2012

The first thing patrons will notice is Kirk Domer's clever set design, which employs a giant, vertical scroll that Hopper and his multi-character partner-in-crime Maggie Meyer crank between scenes to alter the backdrop. Given the number and broad range of locations used in the play, the device provides an efficient and appropriate solution.

Between The Lines - By Michael H. Margolin, February 9, 2012

Kirk Domer's scenic design is a show-stealer. A huge, rolling scrim some 10 to 12 feet high rotates by a crank at the side of the stage - often by Ms. Meyer. The painting on the scrim is in shades of brown and depicts destinations from the travels of Bill and Froggy. At intermission, names of local businesses face front. Fiendishly clever.

Synopsis:

The year is 1883. The notorious outlaw Injun Bill Picote has escaped from prison, along with a hard-luck drunk named Froggy, an army deserter/camp cook. They wander the wild west in search of a man who done a truly despicable deed. As Bill's past catches up with him, and Froggy helps him discover his long-ignored conscience, a question arises: Is the hope of a better life stronger than the need to avenge the death of a friend?

Design Concept:

In designing an historical satire about an outlaw who in search of the man who wears the shoes made out of the skin of a dead man (based on a true event!), it was imperative to create a world with that same dark whimsical spirit. With the more than a dozen locations to visit along the way, a very basic central design image came to the fore immediately. Exploring scenic technology practices of the late 1800's, we employed a 120'-0" roll drop which scrolled vertically in order to transition the scenes in real time and controlled by the supporting characters. *Intermingling fashion and function of the wild west.*

Kirk A. Domer

Chairperson, Department of Theatre, MSU
Associate Professor of Scene Design



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