



Justen N. Locke

Scenic Designer

Concept Statement:

Much Ado about Nothing

Scenic Design

Much Ado About Nothing is a beautiful love story that struggles to shine through the war, hatred, and deceiving lies around it. This beauty, or the light shining through the dark, is what I wanted to reflect on in our production of *Much Ado about Nothing*.

Our concept was to set the play in a post World War II Italy in 1945. This setting gave me a strong basis to form the concept of beauty underlying destruction. The show took place in a bombed out Italian piazza. Although the piazza is in a state of destruction at the top of the show, the architecture underneath allowed for some remnants of hope. The beauty of Messina is hidden beneath a world of devastation. The goal was to immerse the audience in a sense of how the townspeople had been greatly affected by the war. To show what it is like to have one's world torn apart and to wonder if you could ever recover from it.

However, this utter destruction allowed us to show that recovery is possible. In the spirit of hope and resurrection, I choose a very bright color pallet that at the beginning could look distressed, but after the town is rebuilt, highlights everything that was once beautiful. This change can be tracked throughout the storyline of *Much Ado*, resulting in a beautiful rebuilt piazza has the happy ending comes to a close.