

Cat on a Hot Tin Roof Sound Design Scene Breakdown

Show: Cat on a Hot Tin Roof

Designer: Jody LS Tidwell

ACT/Scene: Act 1

Date: 4/30/06 rev 8/25/06 rev.12/17/06

Time:

Early evening - pg 3 Maggie says you should have been at the supper table and at the beginning she mentioned the biscuit thrown by the no-neck-monsters that hit her

Characters:

Brick-son of big Daddy, chip on his shoulder, muscular from previous sports, broken down from some kind of trouble- he is drinking.

Maggie-Brick's wife, loving, respectful of him and his father,

Rev. Tooker-offstage, typical reverend

Doctor-doctor looking out for the family

Big Mama-wife who still wants to take care of all her children no matter how old they are. Wants to believe Big Daddy is still ok

Dixie, Trixie- Mae & Gooper's Kids, young kids, portrayed as little brats, always into mischief

Actions/Causal Relationships:

Brick & Maggie-husband & wife that have some distance between them even though they are in the same room we know something is not quite right. Their communication with each other is strained. They put up with Big Mamas running around cleaning things up because they know she's thinking of Big Daddy and his illness and its her way of sanity.

The kids run through as a diversion to a serious situation-to lighten things up.

Sounds Called for in the Script:

Shower, croquet mallets, telephone

Possible Design Additions:

Incidental

- 1) **Preshow**
Set up locale-southern US jazz sound with music that "talks back & forth"
- 2) **Bridges**
Fade from music to shower noise
- 3) **Postshow**
Music that is more resolved, not necessarily different but complete.

Inciting

- 1) **Script support**
Using intermission music as a departure and introduction to next act-not called for in script but used to enhance mood, time, place.
- 2) **Underscore**
Perhaps not necessary because of everything called for in the script already.

Motivating

- 1) **Effects/moves the story forward**
Shower noise lets us know someone else is there.
Croquet mallet sounds on the lawn also let us know someone else is always around in this big house and that there is a lot of family.

Cat on a Hot Tin Roof Sound Design Scene Breakdown

Show: Cat on a Hot Tin Roof

Designer: Jody LS Tidwell

ACT/Scene: Act 2

Date: 4/30/06 rev 8/25/06 rev 12/17/06

Time:

Later in the same evening-script states no lapse of time.

Characters:

Maggie and Brick as they were at end of Act 1-just fighting.

Big Daddy- in his condition of anxiety, but a powerful man of persuasion.

Gooper-son who is odd and passed over

Rev. Tooker -whiny little preacher, doesn't deal with situation very well.

Big Mama-optimist, tries to keep spirits high, then starts to fight with Big Daddy, prelude to turmoil of next act.

Mae – nose in everything, obnoxious like children

Actions/Causal Relationships:

Brick & Maggie still strained relationship

We see Big Daddy and his struggle to overcome relationship problems

Brick and Big Daddy finally have it out

Negative responses between Big Daddy and Big Mama

Children continue to be annoying little rug rats

Sounds Called for in the Script:

Music from hi-fi, fireworks, mantel clock, phone

Possible Design Additions:

Incidental

- 1) **Preshow-** beginning of Act 2 music is unsettling
- 2) **Bridges-** only music to introduce act
- 3) **Postshow**

Inciting

- 1) **Script support**
Need time between acts for intermission, no lapse of time in script, only for mood, setting up of next act
- 2) **Underscore**
Unnecessary because of everything called for in the script already.

Motivating

- 1) **Effects/moves the story forward**
Opera called for when hi-fi is turned on-dialogue regarding it
Clock chimes to move time forward but slowly
Phone called for in script
Fireworks symbolic of others celebrating, but also reminiscent of war

Cat on a Hot Tin Roof Sound Design Scene Breakdown

Show: Cat on a Hot Tin Roof

Designer: Jody LS Tidwell

ACT/Scene: Act 3

Date: 4/30/06 rev 8/25/06 rev 12/17/06

Time:

Later in the same evening-script states no lapse of time.

Characters:

Big Daddy still riled up
Maggie & Brick still fighting
Mae & Gooper wanting “their share”
Reverend Tooker is a bystander
Big Mama & concern for Big Daddy
Doctor Baugh is a support for the family and tells it straight

Actions/Causal Relationships:

Big Daddy’s realization of illness and Big Mamas disbelief shattered and truth surfacing
Doctor trying to explain problems of illness to the family and their acceptance
Fake devotion of servants or is it sympathy?
Realization of Big Daddy’s death is near and fighting over property and future
Discovery of problems and resolution between Brick and Maggie, and Brick and Big Daddy

Sounds Called for in the Script:

Thunder, dog howls, phonograph

Possible Design Additions:

Incidental

- 1) **Preshow**-between act & three
- 2) **Bridges**- only music to introduce act
- 3) **Postshow**- music to end show, continues to set southern feel, resolution of Brick and Maggie

Inciting

- 1) **Script support**
Need time between acts for intermission, no lapse of time in script, only for mood, setting up of next act
- 2) **Underscore**
Unnecessary because of everything called for in the script already.

Motivating

- 1) **Effects/moves the story forward**
Thunder significant of fighting within the family
Dog howling is a lonely, sad sound like Big Daddy
Phonograph is just a disturbance