



# Medea

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THEA 250: Intro to Scene Design

# The General Scene



I imagine this show taking place outside the main house, in a peristyle courtyard. The guests would have to pass through a column/archway to enter and could then be lead to the house from there



# Walls



The walls of the physical house would be made of mudbrick. This would be in the background, behind the doric columns that line the interior of this courtyard area.



# Floor/Ground

The "floor" of this courtyard would be a smooth cobblestone with some grass/moss growing through some of the stones themselves.



# Doorway



This doorway would also be in the background of the scene. It most likely wouldn't have the physical wooden door but I loved these archways so it's definitely a possibility.





# Windows



I also imagine that on the outskirts of the courtyard, hidden almost beneath the roof would be a few windows to allow in extra light to the courtyard/garden area.



# Light?

In ancient Grecian times they had these lovely little oil lamps that they would use as a source of light. I imagine having 3 or 4 of these lining the courtyard as well as two by the main doors to the house.



[illegible]

I felt it was important to note that theme I'm going for with this design is etherea/ancient mythology. I want to lean into the fact that Medea is a granddaughter of Helios and show that through the design if possible.