

A large, thick black L-shaped graphic is positioned on the left side of the page, extending from the top to the bottom. A second, smaller L-shaped graphic is positioned on the right side, extending from the top to the bottom, mirroring the first one.

# MEDEA RESEARCH

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When picking a time period and location for Medea, I wanted to stick with ancient Greece, however, instead of having all of the buildings seem like they're restored to their former glory, the time would show that the buildings are already starting to deteriorate and colors are slightly fading.



In ancient Greece there were a lot of pathways covered in a cave-like way in the residential districts. The narrow and dimly lit areas work in creating the mood for Medea, where there are dark eerie surroundings throughout the play where Medea can scheme and do her evil deeds.



The look and feel of ancient ruins and stones work for the setting as it appears the world is falling apart around them as time is running out through the continuation of the play.



However, I still wanted to look at the different color pallets so that these areas will still have color and light and yet still seem like they're deteriorating.



This room was to get a look or feel for the furniture, doors, and interior spaces of rooms of the time period while still being faded.



This crumbling city will still have many things standing but, showing the deterioration as Medea herself ruins the city of Corinth. This goes along with her mental state as she becomes increasingly more desperate to get revenge.