Explain how at least one key scene can be designed for a traverse stage. [15]

In your answer refer to:

• structure and style

• set

• mood and atmosphere

• how the play as a whole was originally staged

One key scene in the play that would work well on a traverse stage is the one where the gang find Adam after he’s been living in a hedge. The structure of the play is cyclical and this scene takes place in the woods, one of three key locations, the other two being a street and a field.

A traverse stage, having the audience on two sides would be ideal for this scene because it allows more audience members to be closer to the action on stage and adds to the intense psychological nature of the play. It does however pose problems in terms of exits and entrances. I would handle this by making two aisles through the audience. I would also have exits/entrances at each end of the stage.

The style would be minimalistic, to enable the quick changing of scenes. This means that the main focus of the audience would be the acting rather than the set. This links with the original staging of D.N.A. at the Cottesloe Theatre. I would also use a projection screen, as the original director did.

The main feature on set would be the projection screen which would enhance and add to the atmosphere of each scene. The screen would add detail to the minimalistic set and would depict trees. I would also have the other characters sitting on logs. Some leaves would be easy to apply and would add to the feel of the scene.

Mood and atmosphere would be created through low intensity lighting to add to the mystery. When Adam gives his long speech about what he eats and how he survives, he would be lit by a follow-spot. This would represent his isolation in this scene. The eery atmosphere could be augmented by the use of a fog machine. The colour palette would be dark browns and greens with an orange undertone to reflect an autumnal feel and to provide contrast.