

OUT OF ORBIT – TECHNICAL CHALLENGES

Jennifer Maisel

The main technical challenges of OUT OF ORBIT have to do with what I know is essential to the play working successfully: the two clocks running on Earth time and Mars Time and the fact that this play needs to be performed seamlessly, without blackouts between the scenes, so the set must be flexible and allow for action that does not stop.

The clocks are essential to the audience feeling the disconnect as Lis and Sara slowly go out of sync with each other's timelines. Without them there we would lose the theatricality of the different time zones – which is what drew me to writing the play to begin with.

Blackouts between scenes and furniture moving would complicate the pace of the play and hinder the action. The play is constructed so actors can move between scenes with minimal disruption. It is crucial to the flow of the action that the design enable, not inhibit, that.