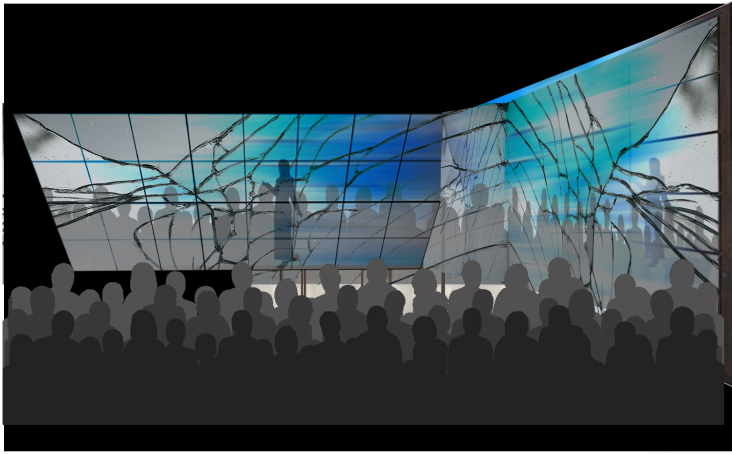
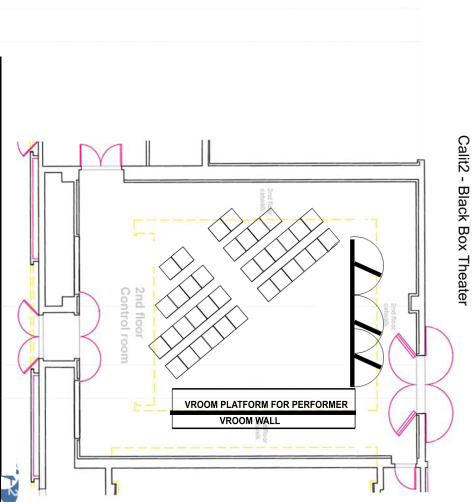
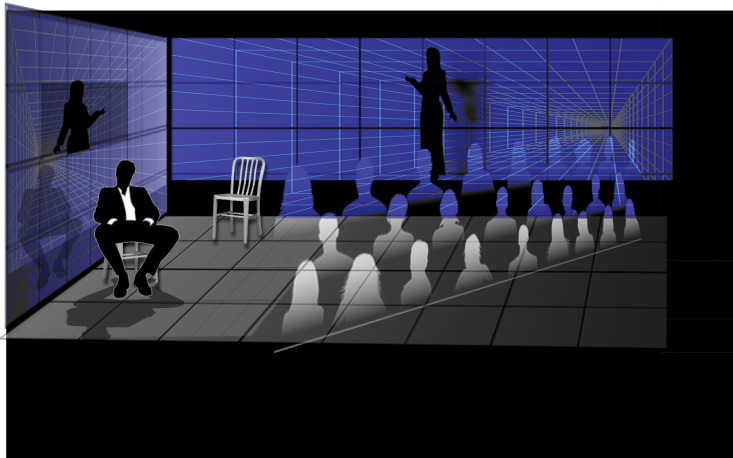


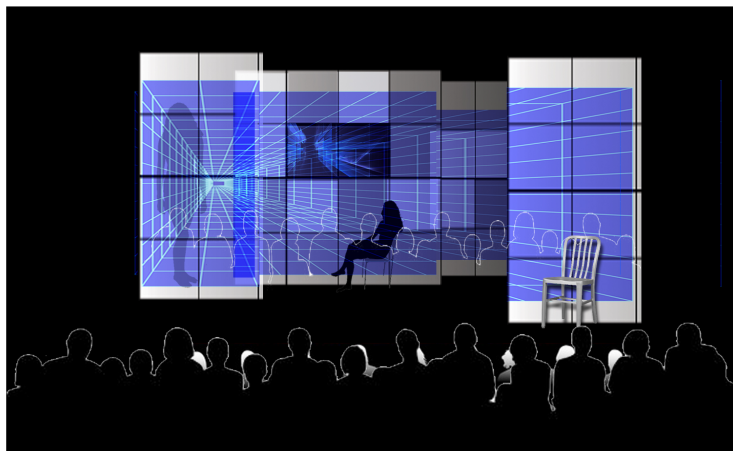
## LILITH SKETCH 01



**1a- LEANING (IN) REFLECTIVE WALL BUTTS UP TO CREATE A CORNER WITH THE VROOM DISPLAY**  
**AUDIENCE SITS FACING CORNER**



**1b-ANOTHER VIEW OF 1a LOOKING AT THE VROOM DISPLAY**  
**• CORNER POSITION OF REFLECTIVE MIRROR WALL, NO SLANT TO WALL IN THIS VIEW**  
**•SECTIONS OPEN OFF STAGE AS “DOORS”**



**1c-NOT RELATED TO 1a/1b-4 SCRIM MIRROR AND OPAQUE MIRROR SINGLE PANELS:**  
**• CENTER PANEL IS WIDER AND FIXED POSITION, WITH THE SEE-THRU MIRROR F/X FOR VIDEO PLAYBACK**  
**•IF POSSIBLE, 2 OTHER PANELS MIGHT BE ABLE TO SLIDE L/R TO CHANGE THE SPACE A BIT, BUT ANY SCENIC ELEMENT MOVEMENT (IN ANY OF THE SKETCHES) WILL HAVE TO BE DONE BY PEOPLE AS THERE ARE NO STAGE MECHANICS (OR BUDGET TO MAKE THEM MOVE)**

