

Warren Theatre 2014 Fall Main Stage



Still Life with Iris

By Steven Dietz

Audition Packet

Directed by Mr. Miller

Flexible Casting

3 m / 4 f / 5-12 either

October 23-25, 2014

O'Plaine Auditorium

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Still Life with Iris is a fantasy adventure set in the magical land of Nocturno, where everything a person sees by day is made at night while the world sleeps. The residents of Nocturno wear all their memories in their coats, and the real adventure begins when one little girl, Iris, has her coat stolen by a mysterious man, leaving her with only a single button and a fleeting memory. Iris' heart-warming quest reveals much more than her past.

While this, short synopsis gives the general overview of the show, I encourage you to read the full play prior to auditions, as the more you know, the more prepared you can. The full script is available on the new Drama webpage: www.warrentheatre.net.

Theme

“And she forgot the stars, the moon, and sun,
And she forgot the blue above the trees,
And she forgot the dells where waters run,
And she forgot the chilly autumn breeze.

—John Keats

Nocturno is a world of possibility, of imagination, of magic. It is a world that, although associated with the night, is filled with brightness, color and dreams. This world is the world of a child's exuberance for life, the happiness that every new experience and discovery brings. That jubilation and delight is the feeling I wish to evoke in the audience as they experience Nocturno for the first time. This is in contrast to *The Great Island* which is the land of Mozart's classic 18th century aristocracy. It is perhaps monochromatic, another contrast to the multitude of colors in Nocturno.

What this play is about is family. And memories. And adventure. These three separate ideas are highly connected in both our play and our lives. For what greater adventures do we have than those with our families? Each individual adventures lives for just a moment in our experience, but forever in our memories. So our goal with this play is to delight our audience and give them an experience that will last forever in their memories.

Why *Still Life with Iris*?

Last year, while reading through potential contest plays, one play I read was *Still Life with Iris*. I tried everything in my power to convince myself to choose it for contest play last year, but given the time and budget constraints, I didn't feel we would be able to do it justice. So I decided to do it for the fall play. The extra time has afforded me the opportunity to more fully examine the script and hire a magician to help us craft a truly unbelievable world.

Each time I direct a play, I challenge myself to do something I've never done before. Whether it's a unique interpretation, a new style of theatre, that challenge keeps things fresh. With *Still Life*, I have chosen a fantasy. I don't like fantasy. But *Still Life with Iris* is so much more than the fantasy my 5th grade English teacher turned me off to with a terrible job teaching *A Wrinkle in Time*. *Still Life* is a beautiful and charming story of a girl looking for home. While the world around her is fantastical, the characters are real. These rich and captivating characters are what has driven my love of this play. And that should probably be a lesson to me to not dismiss an entire genre of art due to one bad experience.

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How to Rock the Audition

- Read the play. Read the play. Read the play. The more you know about the play, the characters, the world, the better prepared you can be to audition. The script is available on the Warren Theatre Website: www.WarrenTheatre.net.
- Attend the Audition Workshop on August 19th from 3:30-6pm at the O'Plaine Auditorium.
- Choose a monologue you are comfortable with and feel showcases your abilities. Dramatic, comedic, classic, it matters not. What matters is you do it well. See the "Resources" page on the website for some suggestions.
- Ask questions. If you have any questions about the show, please ask me. Either e-mail at amiller@wths.net or see me when school gets started again.

Character Breakdown:

Females

Iris - The title character, Iris is a young girl, confident and precocious, fun and fearless in a way only kids can be. The Great Goods decide she is the BEST girl, so she is taken to their island where her adventures to find home begin.

Mom / Miss Overlook - Iris' mother. Warm, loving, a great mother. Her memory is taken away from her when (as with Iris) her Past Coat is stolen. She becomes Miss Overlook and works for the Great Goods on Great Island.

Annabel Lee - Half-pirate, half-sea. Annabel Lee is a girl, about the same age as Iris, who is in search of her lost ship. She joins forces with Iris to help her find home. See the poem by Edgar Allen Poe for more about Annabel Lee.

Gretta Good - A comically snobbish and elitist woman. She's greedy and obsessed with acquiring nothing but the best. Inseparable from Grotto.

Males

Man / Mister Matternot - A mysterious man sent to capture Iris and take her to the Island of The Great Goods. Conflicted about the work he does for the Goods, he does look after Iris. Strong, confident character.

Mozart - an 11-year old Mozart. Yes, *that* Mozart. He is desperate to find the conclusion to his melody. Smart, dedication and fearful. Mozart teams up with Iris and Annabel Lee. Ideally can play the piano, at least fairly well.

Grotto Good - Grotto is Gretta's other half in every way. Comically snobbish and elitist, greed as well. A little bumbling would serve this character well.

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Male / Female (These characters may be combined if necessary. Regardless of gender specified in the description, these characters can be cast as either gender)

Residents of Nocturno

Memory Mender - A stern but caring man in charge of maintaining the Past Coats (and thus the memories) of all the residents of Nocturno. Perhaps a bit eccentric.

Leaf Monitor - No-nonsense mother of Hazel and Elmer.

Hazel - Elmer's sister and Iris' classmate.

Elmer - Elmer's brother and Iris' classmate. These two have a connection only siblings do.

Flower Painter, Bolt Bender, Rain Maker, Thunder Bottlers - Speaking ensemble roles. These characters are some of the workers in Nocturno and help to create our world.

Residents of The Great Island

Mr. Otherguy - a memory-free henchman who works for Gretta and Grotto Good.

Mr. Himtoo - Mr. Otherguy's memory-free henchman. Yes, a henchman's henchman. That said, these two, being stripped of their memory, have a good heart; they just don't know any better.

Captain Also, Third String, Ray - These three are a band of misfits on The Great Island. Banished by The Great Goods, they house themselves in the Tunnel of the Unwanted... until Annabel Lee needs them to crew her ship.

