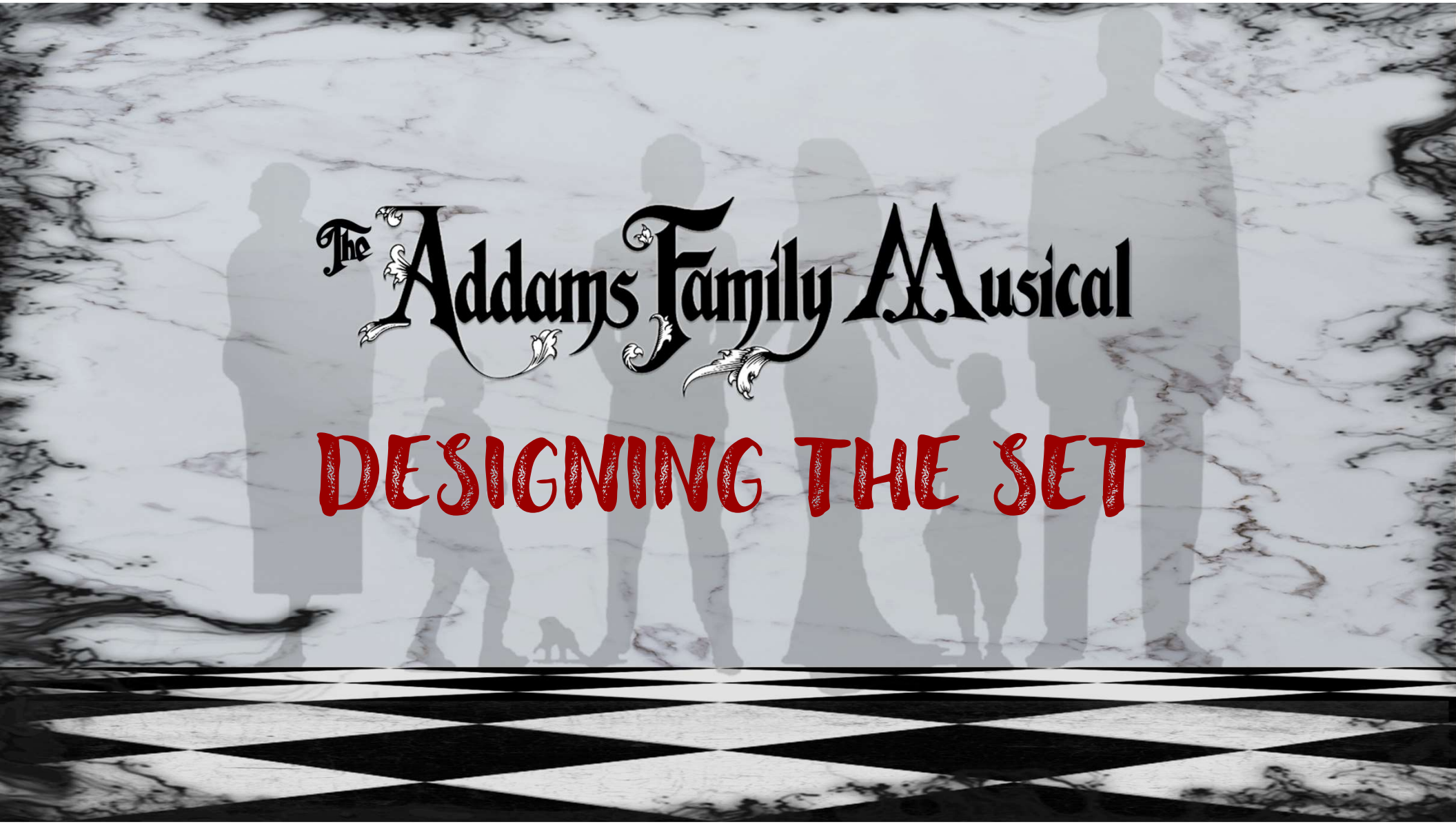
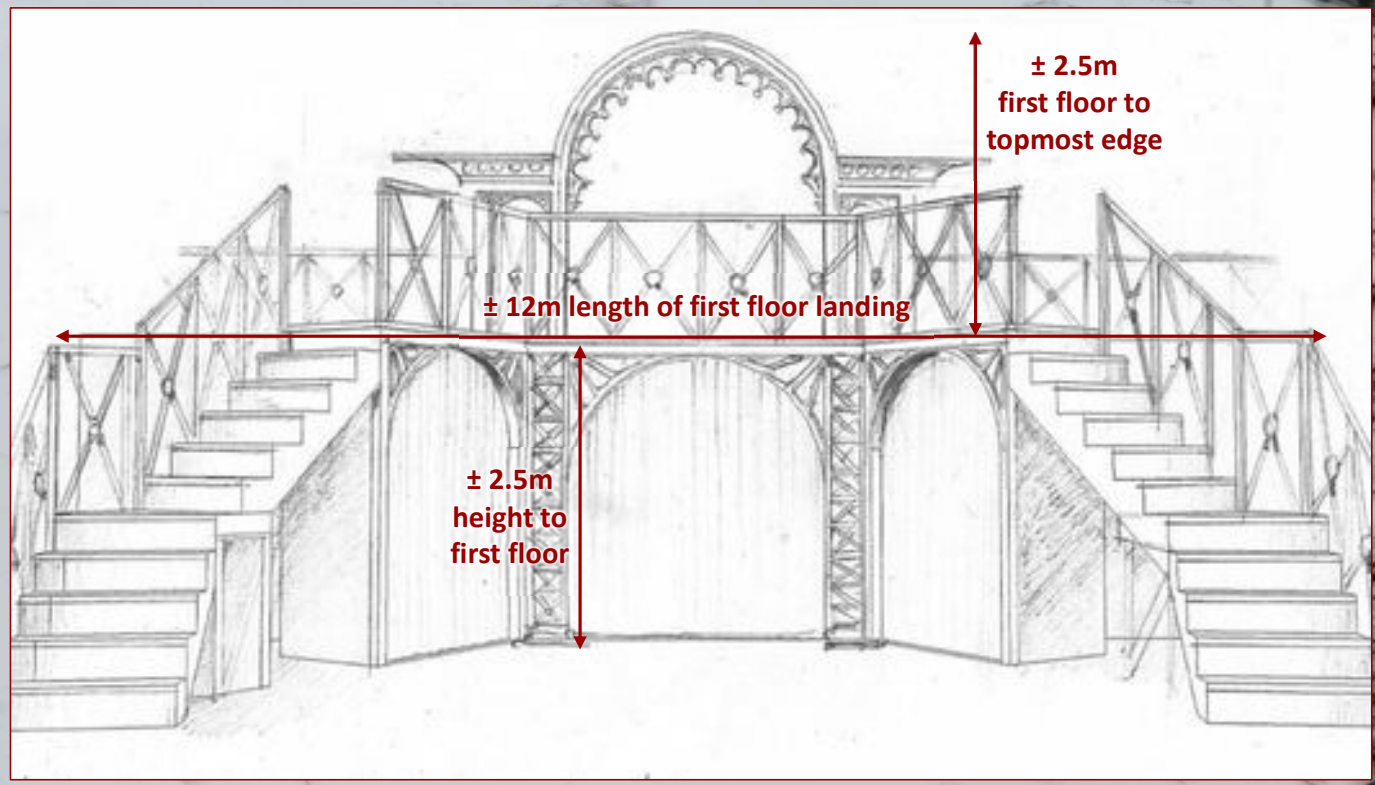

The Addams Family Musical
DESIGNING THE SET

Set

The set is the interior of the **Addams family home**. Our director is leaning towards a design based on this image which shows a **first-floor landing** flanked by two **staircases** which wrap around either side of the **crypt cut-out.**

Specifics

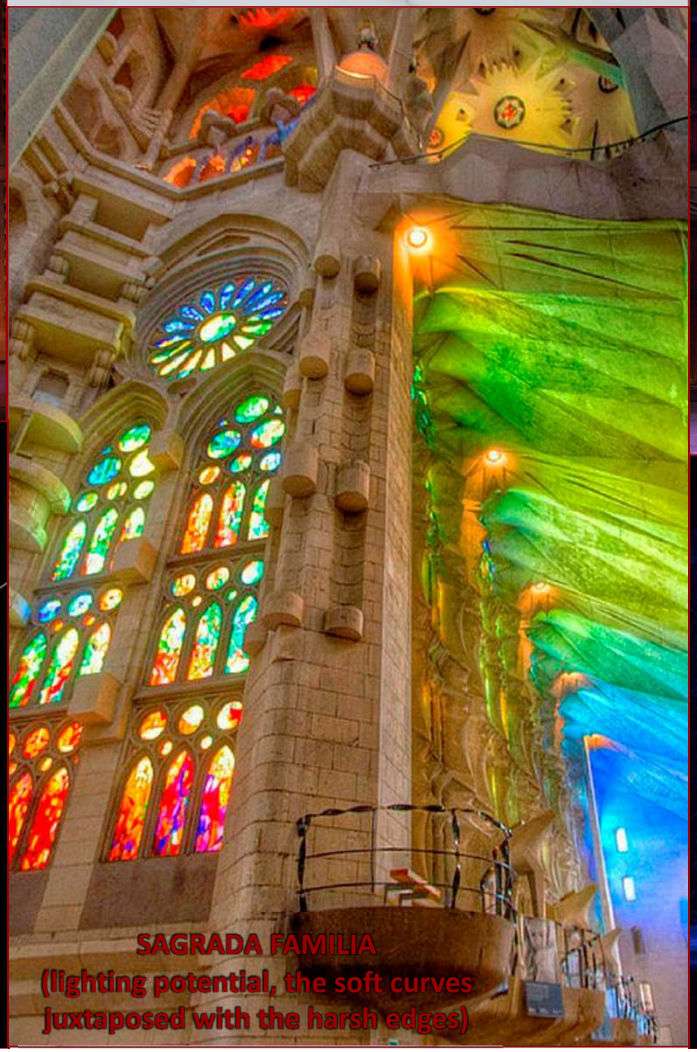
- ✓ **Central archway** (we will build the front doors and crypt doors for this cut-out)
- ✓ **First floor landing** (extended across the full length with railings, if possible)
- ✓ **First floor back wall** (with cut-outs that people could stand behind)
- ✓ **Two staircases** (either side of central archway, slightly wider tread)
- ✓ Hidden **exits and entrances** behind and onto first floor set (could this occur under and on either side of the first-floor level)



The Aesthetic

VARIETY OF ERAS
(Medieval, Renaissance, Gothic, Contemporary)

THE ADDAMS CRYPT
(aged stonework, cracked, chained)



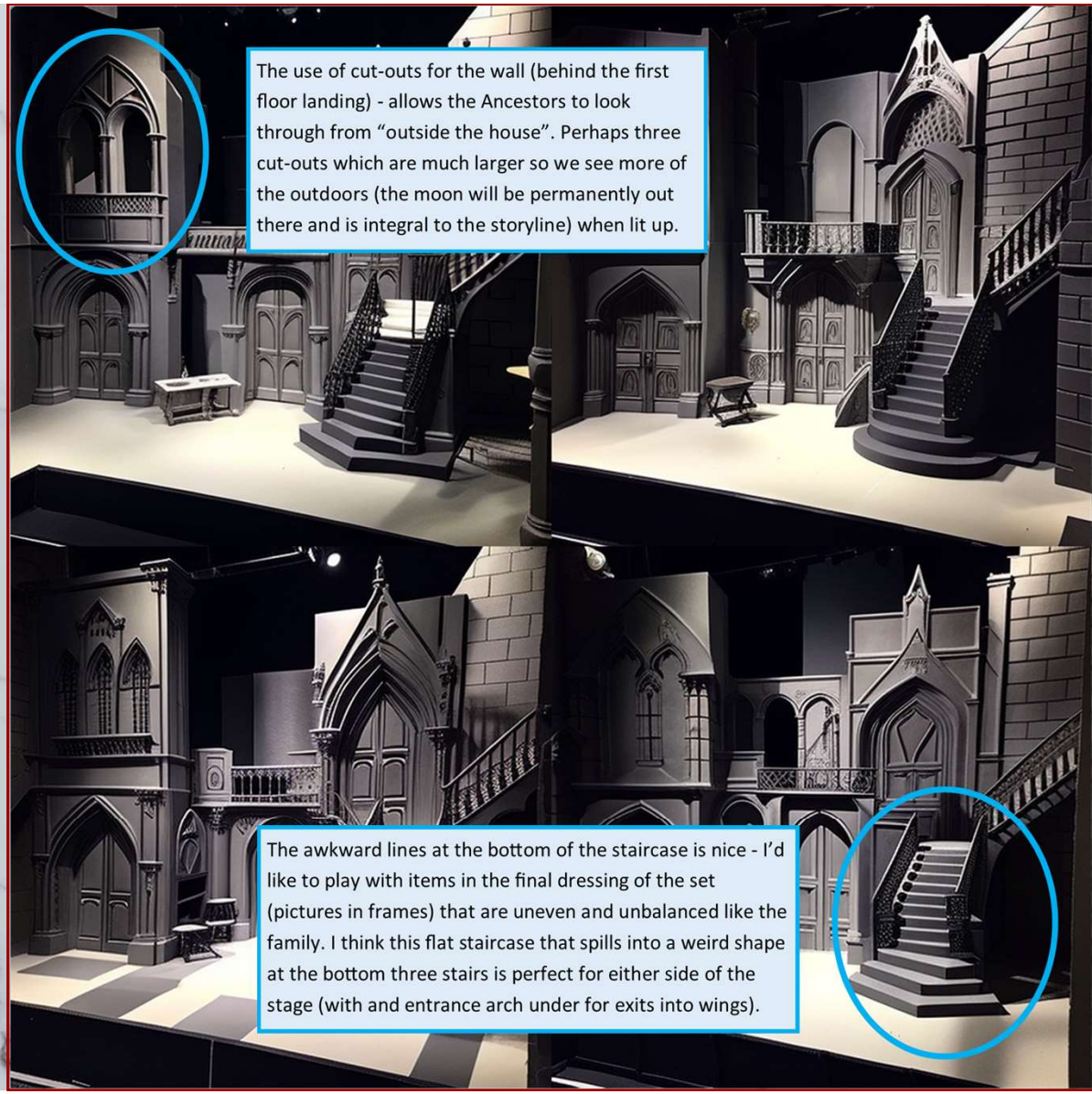
SAGRADA FAMILIA
(lighting potential, the soft curves juxtaposed with the harsh edges)

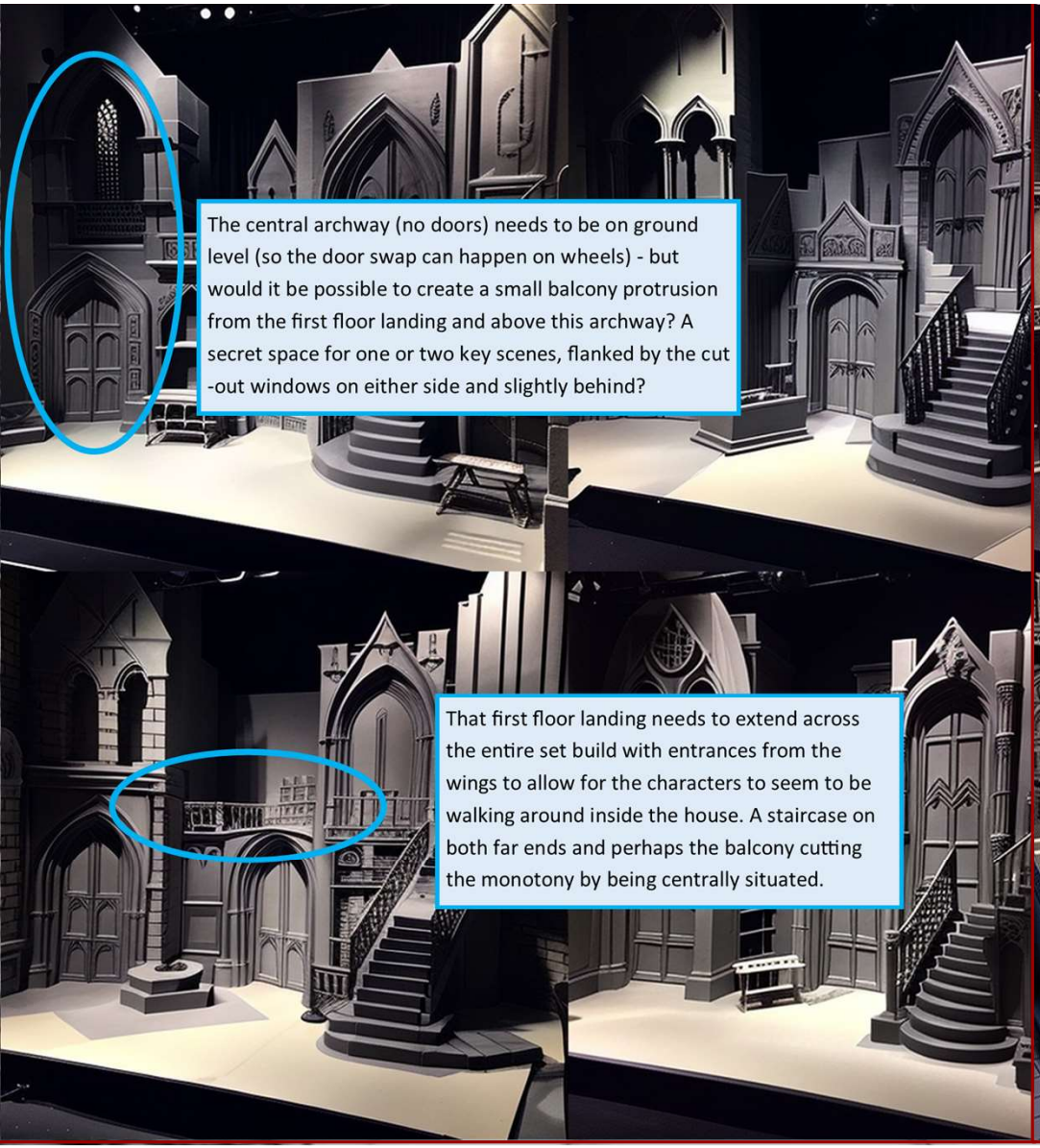
STYLIZED WALLPAPERS
(introducing warm metallic finishes to contrast onyx and pewter)

GOTHIC-INSPIRED STYLE
(filigree railings, sharp lines, wallpapers)

Draft 1 Design Annotations

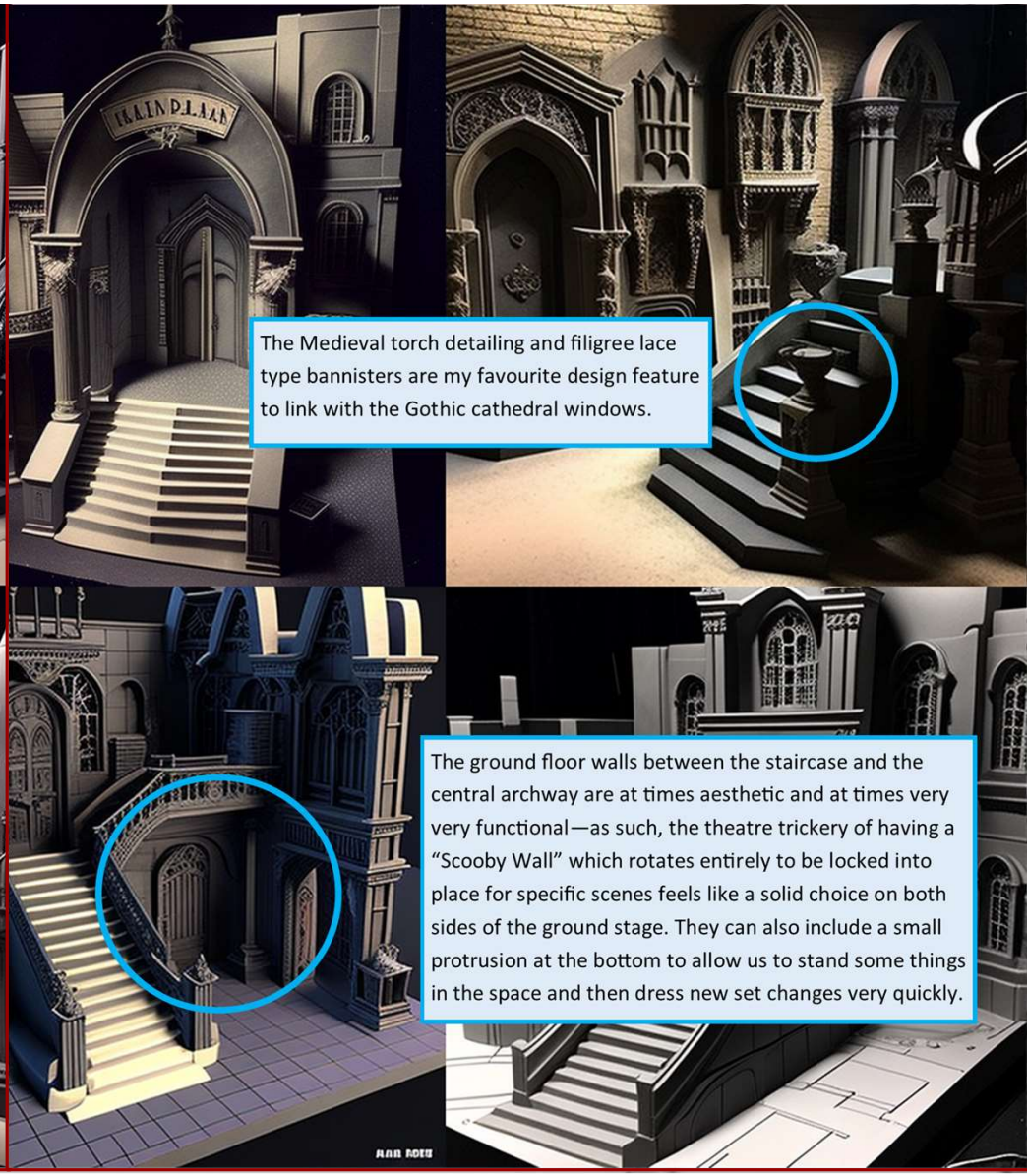
KPS sent through a series of **AI-generated designs** to be checked. Lauren has annotated them to ensure the **functional requirements** are supported within an exciting **aesthetic** (two staircases, entrance ways, central archway, extended first floor and Gothic cathedral windows)





The central archway (no doors) needs to be on ground level (so the door swap can happen on wheels) - but would it be possible to create a small balcony protrusion from the first floor landing and above this archway? A secret space for one or two key scenes, flanked by the cut -out windows on either side and slightly behind?

That first floor landing needs to extend across the entire set build with entrances from the wings to allow for the characters to seem to be walking around inside the house. A staircase on both far ends and perhaps the balcony cutting the monotony by being centrally situated.

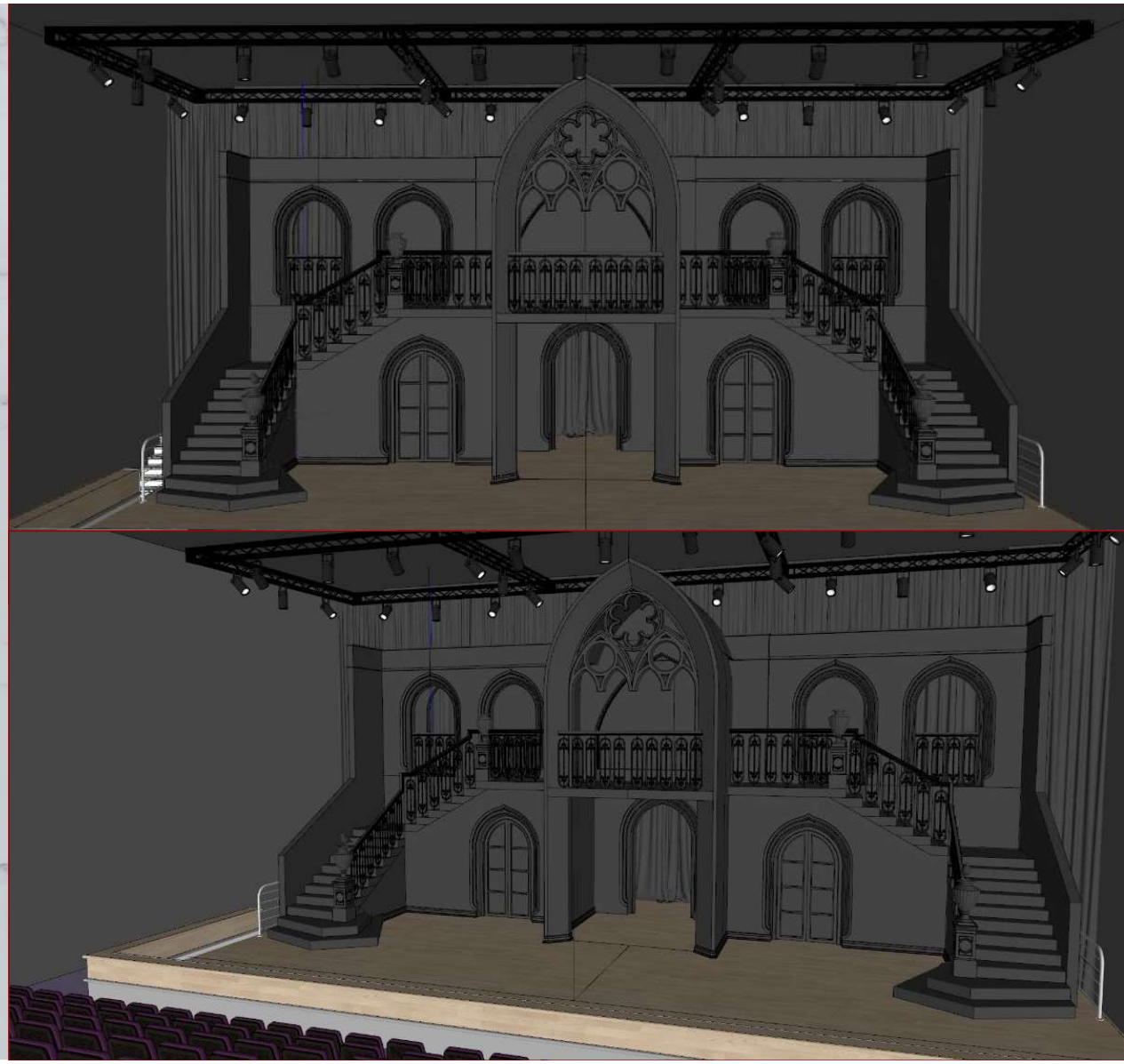


The Medieval torch detailing and filigree lace type bannisters are my favourite design feature to link with the Gothic cathedral windows.

The ground floor walls between the staircase and the central archway are at times aesthetic and at times very very functional—as such, the theatre trickery of having a “Scooby Wall” which rotates entirely to be locked into place for specific scenes feels like a solid choice on both sides of the ground stage. They can also include a small protrusion at the bottom to allow us to stand some things in the space and then dress new set changes very quickly.

Draft 2 Design Annotations

KPS have just sent through ***design updates***. Lauren will annotate these with her main points of concern: ***staircase*** to 90˚angle and wider; allowing ***Scooby walls*** to extend into a square; the ***balcony*** to protrude less or else we have a masking issue.



Draft Designs: FRONT ELEVATION

Draft Designs: 3D RENDER

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