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Scenic Design
The Trial of God
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A SMALL FORCE AMIDST SOMETHING BIGGER

One of the overall ideas evoked from the reading of *The Trial of God* script was that of insignificance and triviality. The overarching themes of morality discussed throughout the play put into scale the smallness of the characters' place in the world. The inn itself is set out alone in the country - a small spec in a vast space of cold and darkness. I want the architecture itself to feel exposed to the outside world and to the divine world. In this place, nothing is hidden from God. The action that takes place in the tavern may seem large in the moment, but is feeble in a universal sense. Their inevitable fate determined by God is played out in His plain sight.

I want to be able to represent the heaviness from their past experiences and their present circumstances in some manner. This looming fate combined with the isolation and transparency of the inn is what the space itself should capture. The images above begin to draw on these ideas, and serve as a basis for the design.