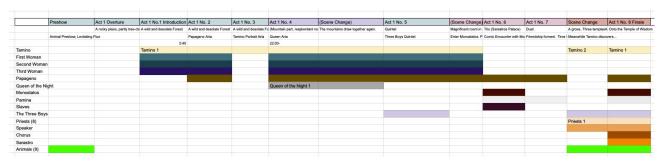


"What Mozart managed to do in the *Magic Flute* was combine all of these elements in a way that serviced the story. But as with everything Mozart wrote, it was in service of something greater. What Mozart managed to do in the Magic Flute is something he did in virtually every form he set his hand to. From symphony to sonata, from concerto to the quartet he elevated an art form to be a reflection of the best of humanity." ndrew Bisantz



Magic Flute Scene Breakdown







The Magic Flute Portrait Gallery

























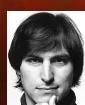












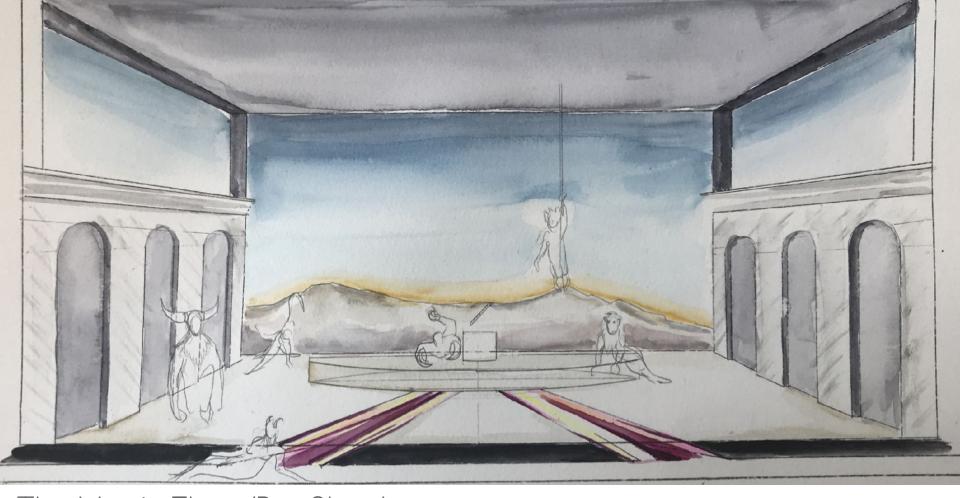




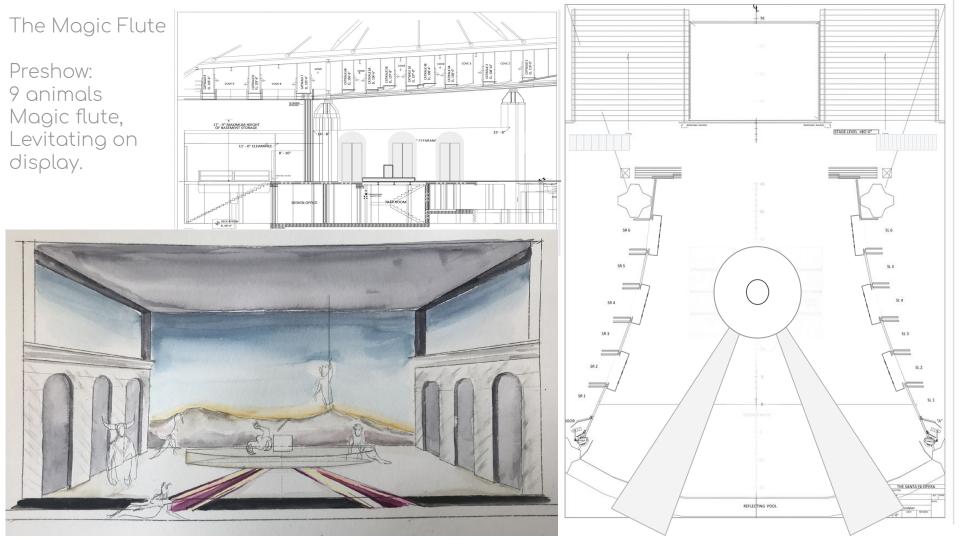


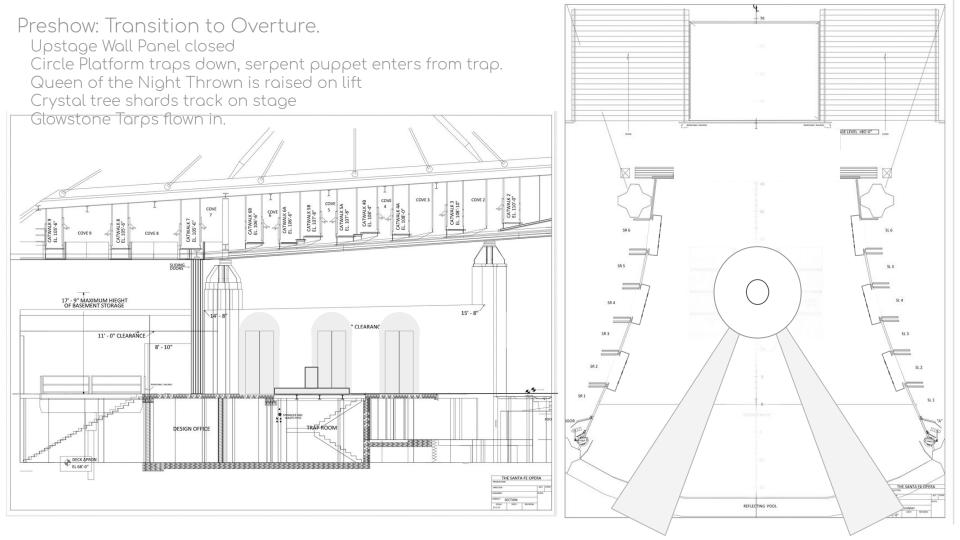






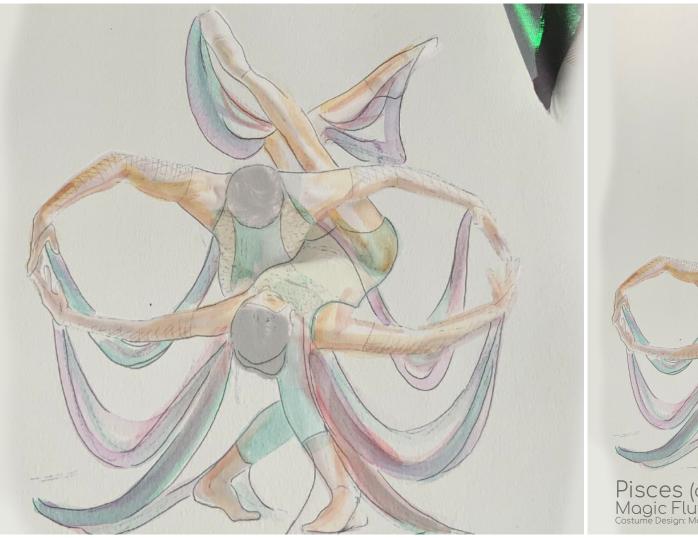
The Magic Flute (Pre-Show)

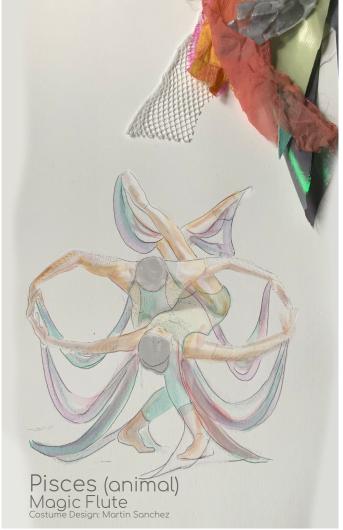
















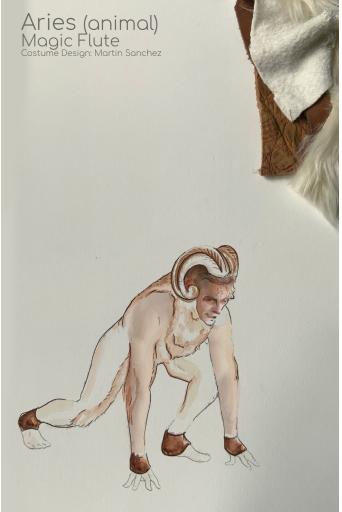


















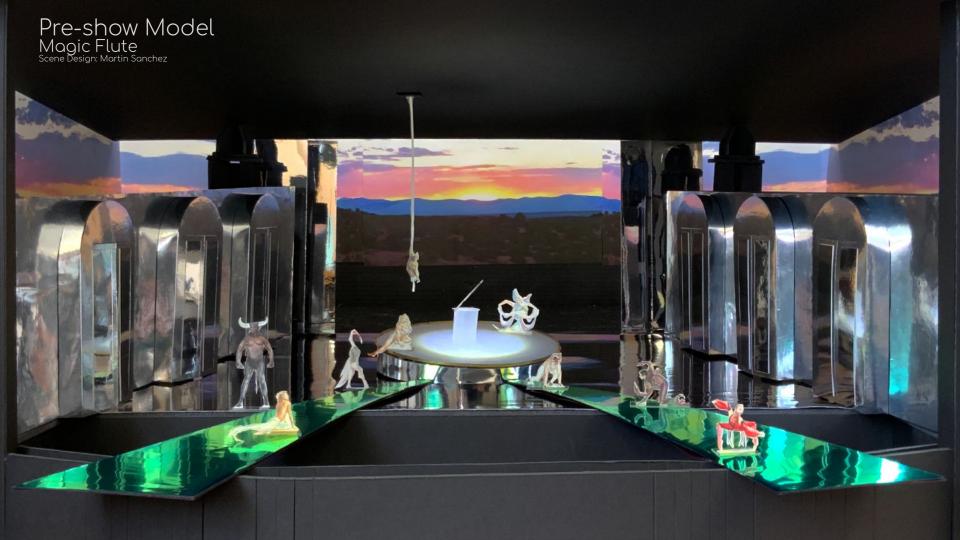


Monkey (animal) Magic Flute Costume Design: Martin Sanchez



THE MAGIC FLUTE (PRE-SHOW)







ACT 1: OVERTURE



Act 1; Introduction - No.3

Preshow: Transition to Overture. (last 3 minutes of overture)

-Upstage Wall Panel closed

-Circle Platform traps down, serpent puppet enters from trap.

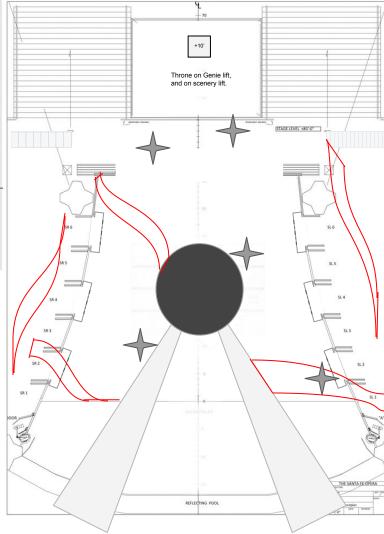
-Queen of the Night Thrown is raised on lift

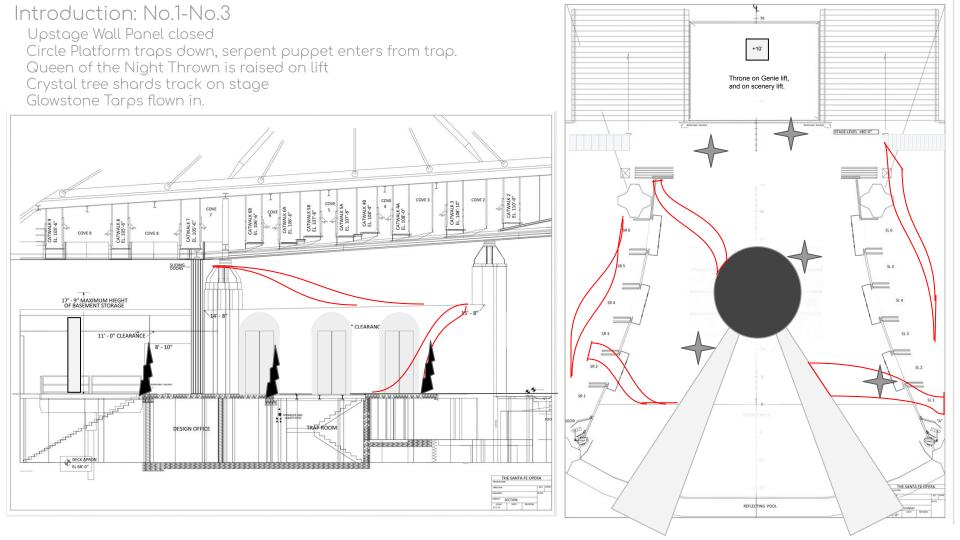
-Crystal tree shards track on stage

-Glowstone Tarps flown in.

















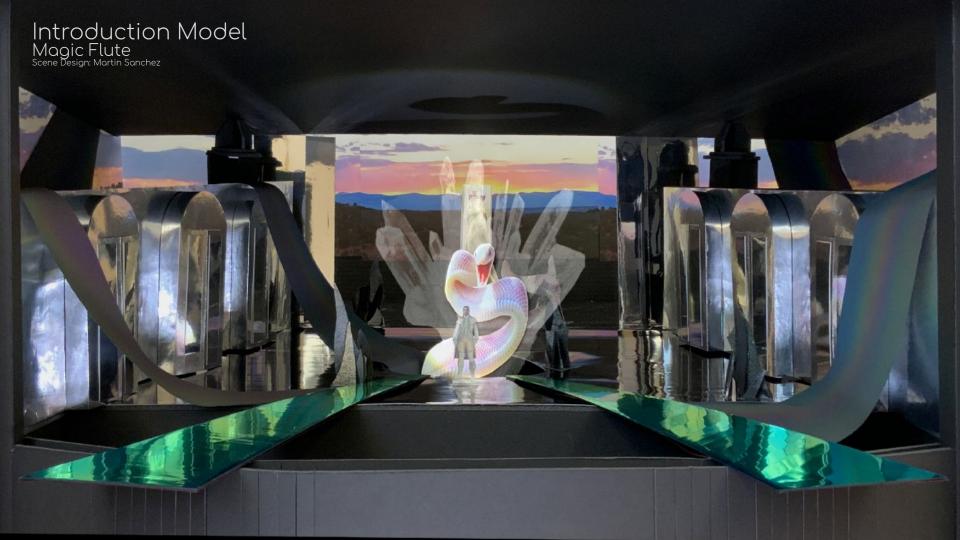








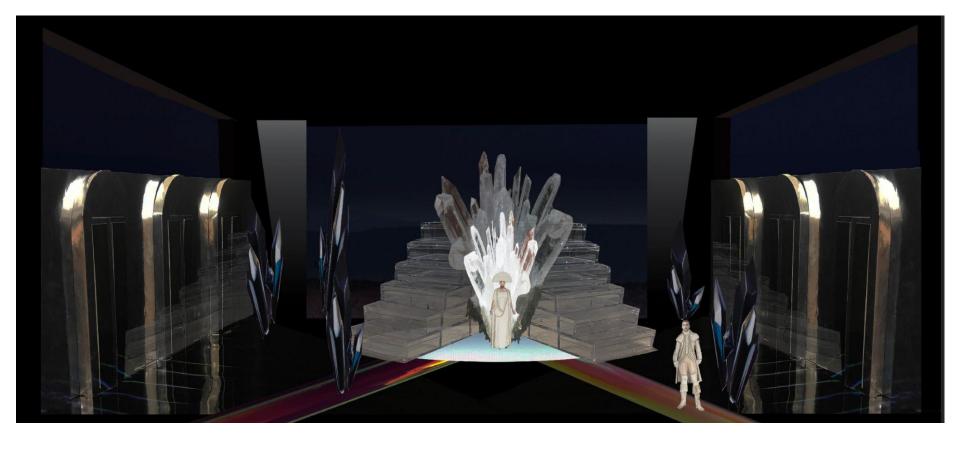










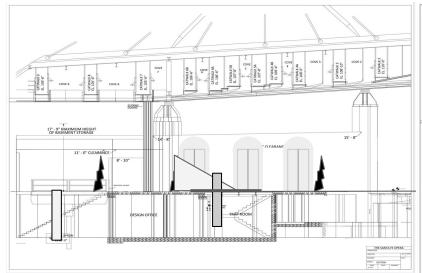


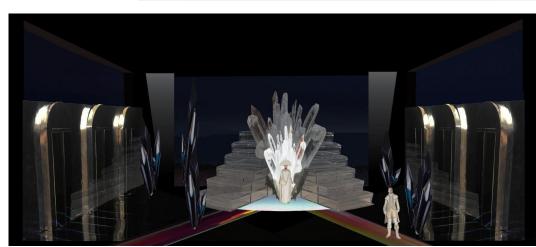
The Magic Flute Queen of the Night Entrance, No. 4

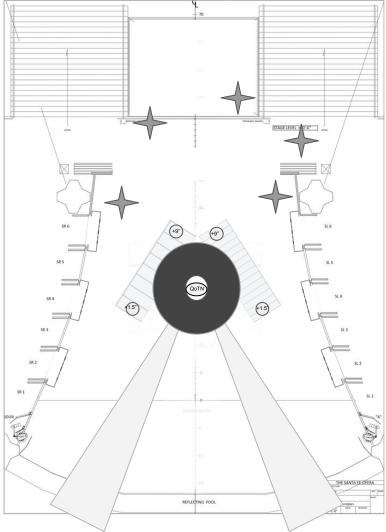
QoTN Entrance: Transition (Begin 2 minutes before cue)

-Queen of the Night Throne drops during scene.

- -Stairs track center.
- -Sunburst lighting center.
- -Circle Platform rises.
- -QoTN enters from trap. -Strike Glowstone
- Tarps
- -Crystal tree shards stay.





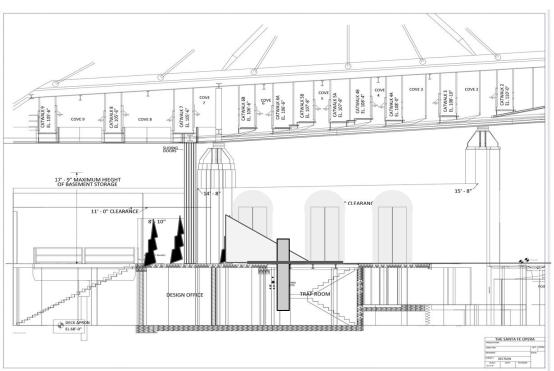


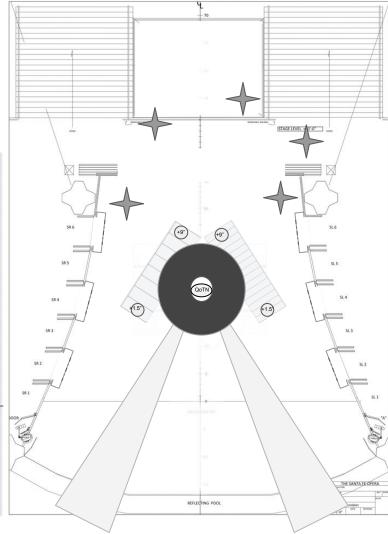


- -Queen of the Night traps down.
- -Stairs track off stage (up and left/right)

to Three Boys: Transition (2 minutes at start of Quintet)

- -Obsidian Stalagmites shift upstage
- -Birds/3 Boys rise from center trap, (Boys fly out, birds drop by down, or shift upstage).
- -QoTN enters from trap.



















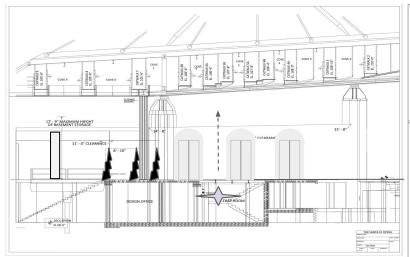
The Magic Flute Three Boys Entrance, No.5

QoTN Exit (1 minute,

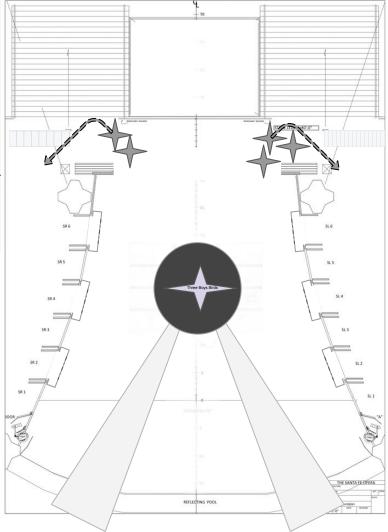
- begin at exit)
 -Queen of the Night traps down.
- -Stairs track off stage (up and left/right)
- -Stalagmites track off-stage.

...to Three Boys: Transition (2 minutes at start of Quintet)

- -Obsidian Stalagmites shift
- upstage
 -Birds/3 Boys rise from
 center trap, (Boys fly out,
 birds drop by down, or shift upstage).
- -QoTN enters from trap.





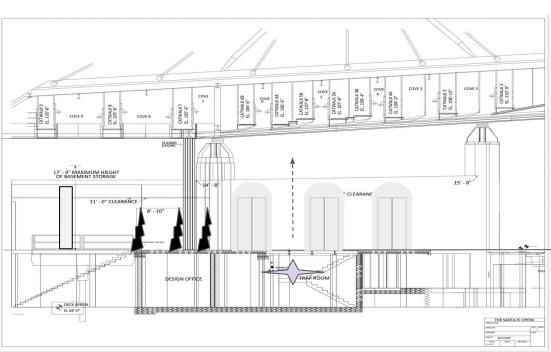


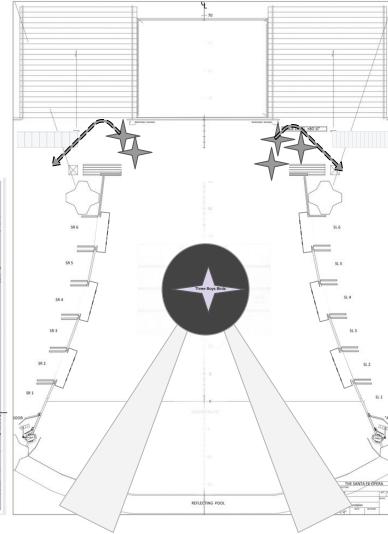


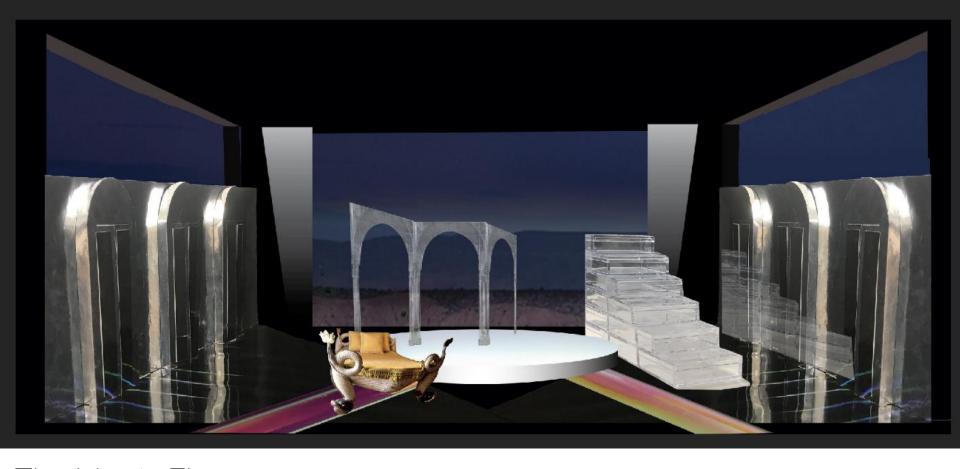
- -Queen of the Night traps down.
- -Stairs track off stage (up and left/right)
- -Stalagmites track off-stage.

...to Three Boys: Transition (2 minutes at start of Quintet)

- -Obsidian Stalagmites shift upstage -Birds/3 Boys rise from center trap, (Boys fly out, birds drop by down, or shift upstage).
- -QoTN enters from trap.







The Magic Flute Magnificent Room in Sarastro's Palace/Pamina's Room, No. 6-7

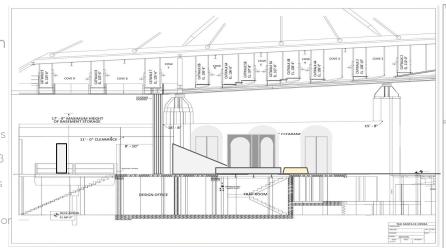


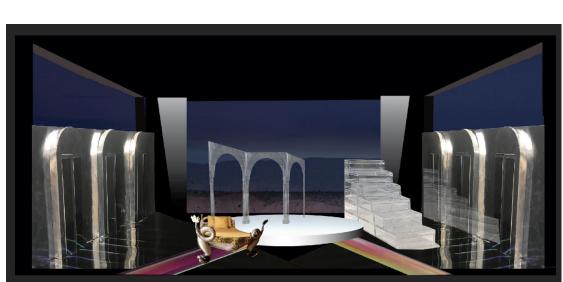
-Sarastro's throne rises from scenery lift -Round platform with 3 arches rises from trap

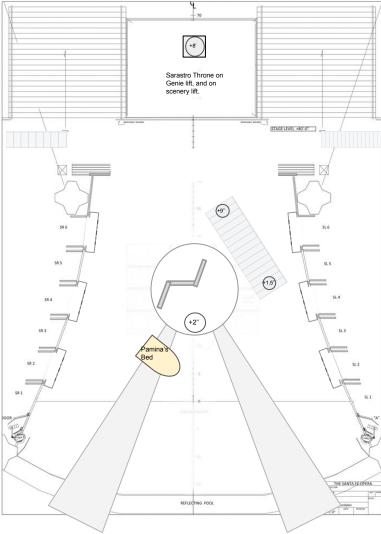
-Exit Quintet

arches rises from trap
-Glass staircase tracks

from upstage.
-Pamina's Bed comes
from upstage right door
-Enter slaves









" CLEARANC

CERESESSES SEED

THE SANTA FE OPERA

TRAP ROOM

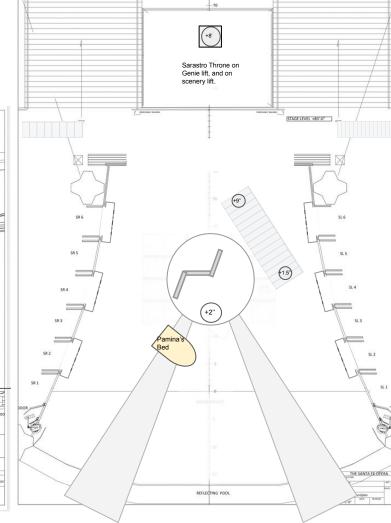
17' - 9" MAXIMUM HIEGHT OF BASEMENT STORAGE

EL 68'-0"

11' - 0" CLEARANCE

8' - 10"

DESIGN OFFICE



















Monostatos & Slaves
Magic Flute
Costume Design: Martin Sanchez





The Magic Flute Magnificent Room in Sarastro's Palace/Pamina's Room, No. 6-7





The Magic Flute A Grove, Three Temples, No. 7 scene change

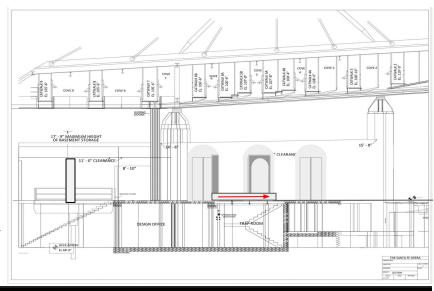
No. 7 Scene Change Three Temples (3 minute.)

-Drop round platform, strike 3 arches. -Track stairs up & out.

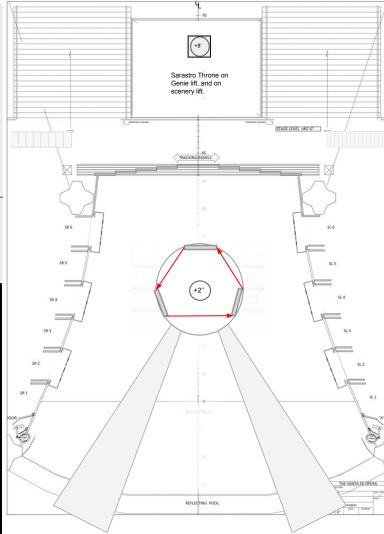
-Replace arches with 3 doors; Raise platform.
-Close Upstage Panels

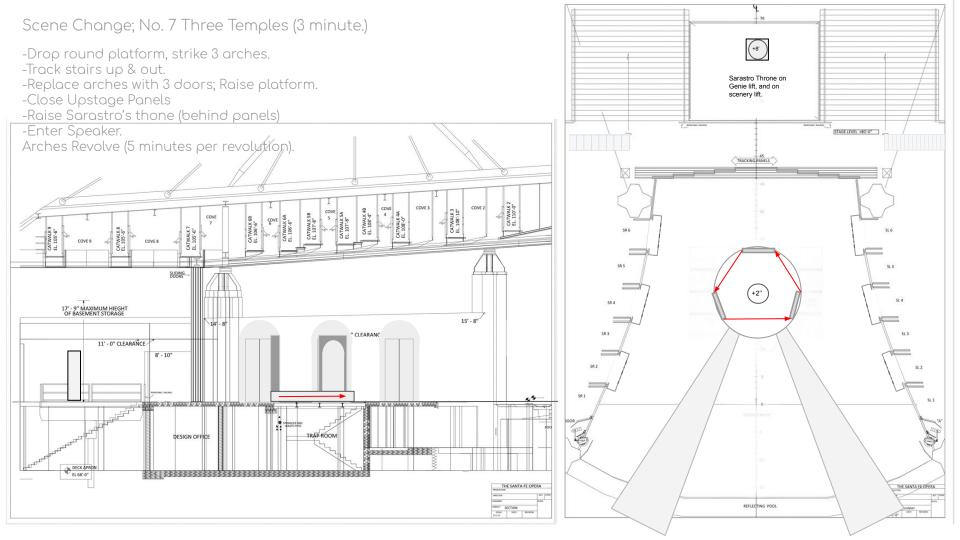
-Raise Sarastro's thone (behind panels)

-Enter Speaker. Arches Revolve (5 minutes per revolution).













The Magic Flute No. 7 Scene Change, Three Temples



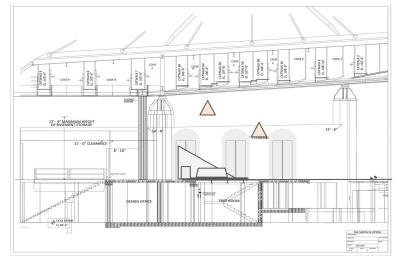
The Magic Flute No. 7 Scene Change, Three Temples



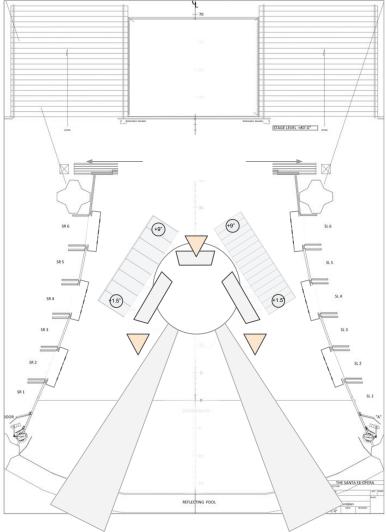
The Magic Flute Temple of the Sun, Act 1; No. 7-8 & Act 2; No. 9-10

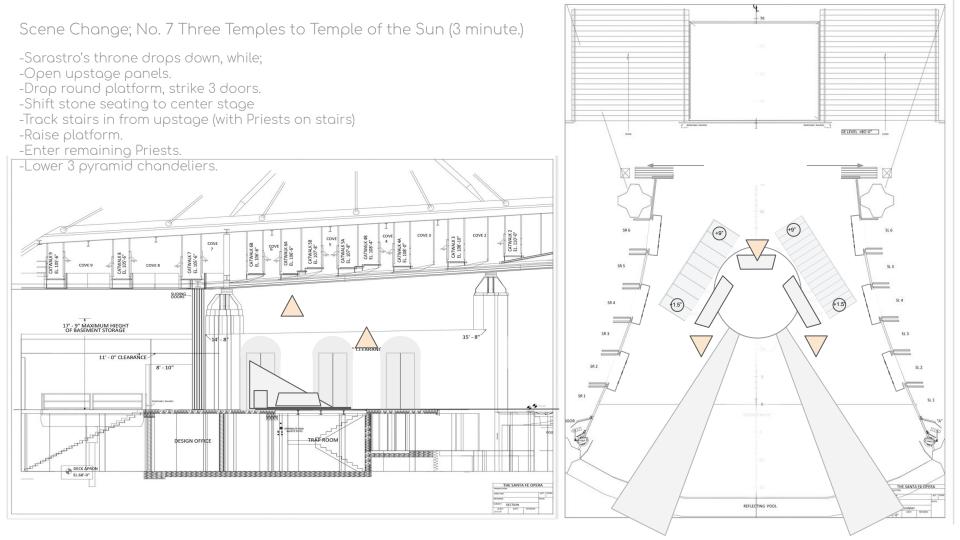
Scene Change; No. 7 Three Temples to Temple of the Sun (3 minute.)

- -Sarastro's throne drops down, while;
- -Open upstage panels. -Drop round platform,
- strike 3 doors.
 -Shift stone seating to
- center stage -Track stairs in from upstage (with Priests on stairs)
- -Raise platform.
- -Enter remaining Priests.
- -Lower 3 pyramid chandeliers.









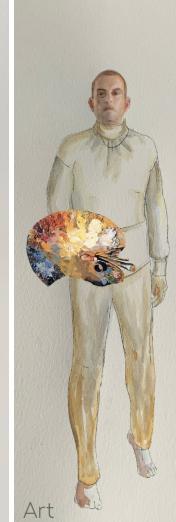


Priests of the Temple of the Sun Magic Flute Costume Design: Martin Sanchez









Hunter/Gatherer

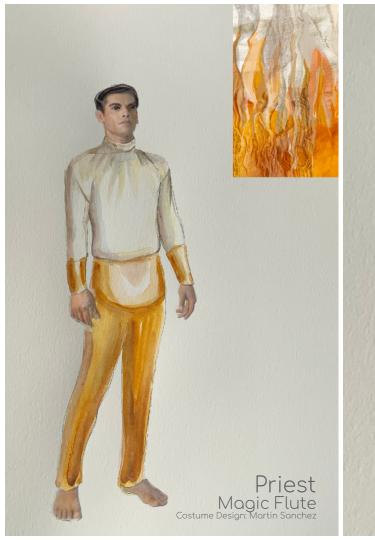








ice Engineering





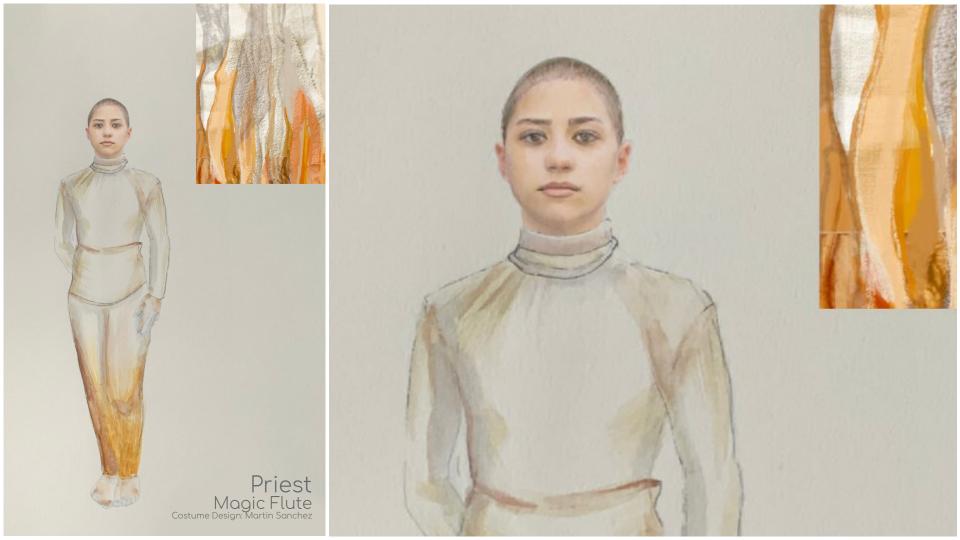


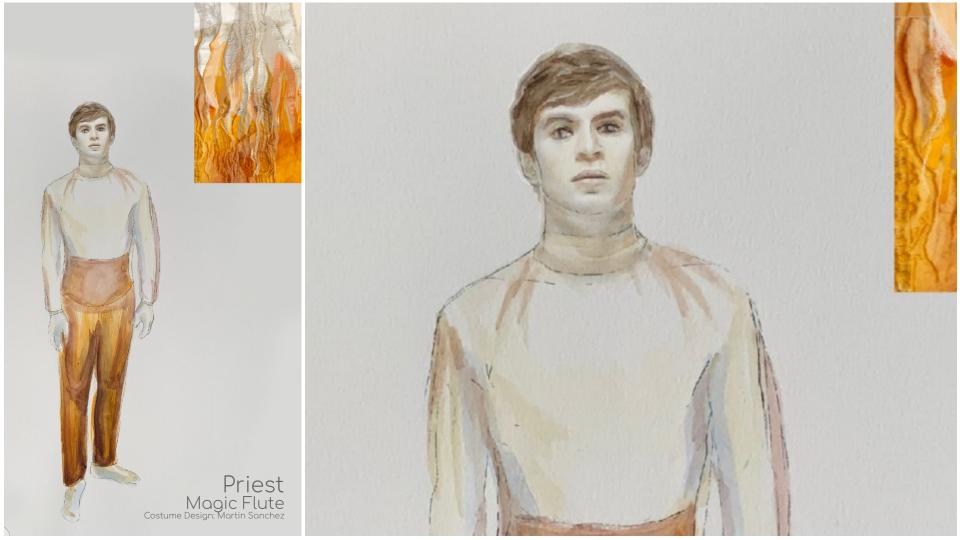


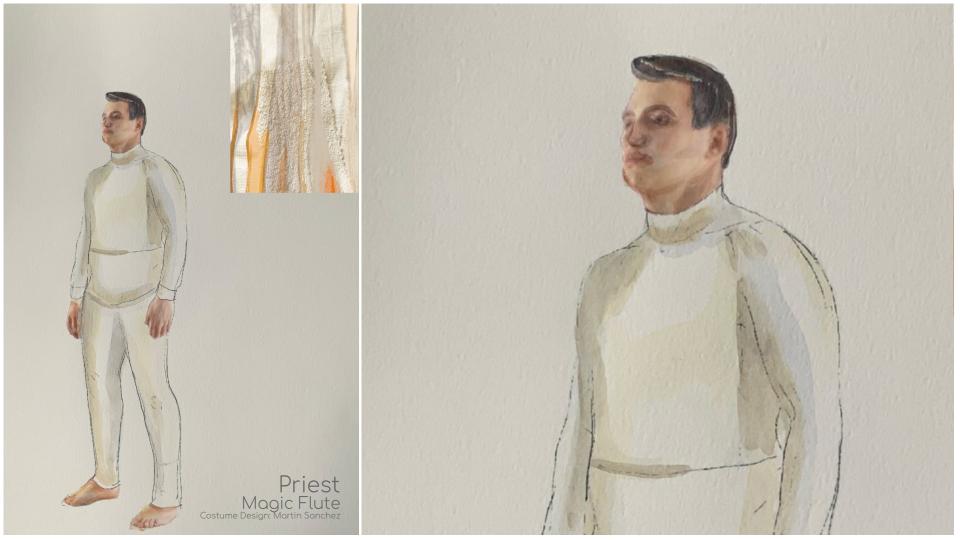


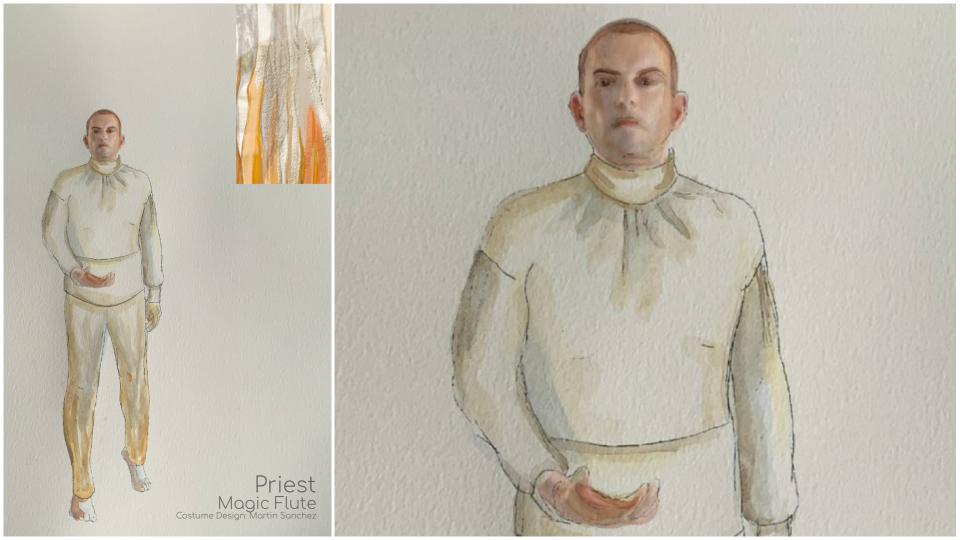


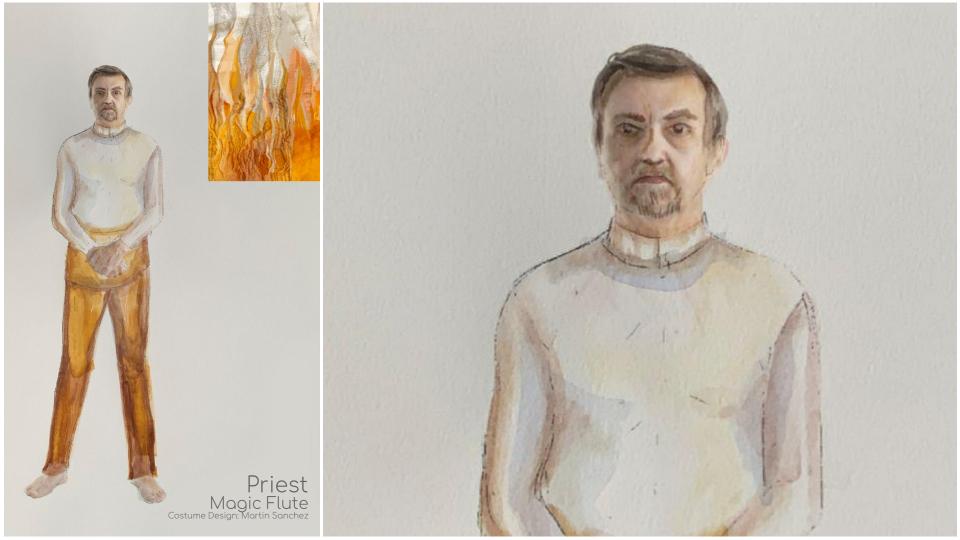




















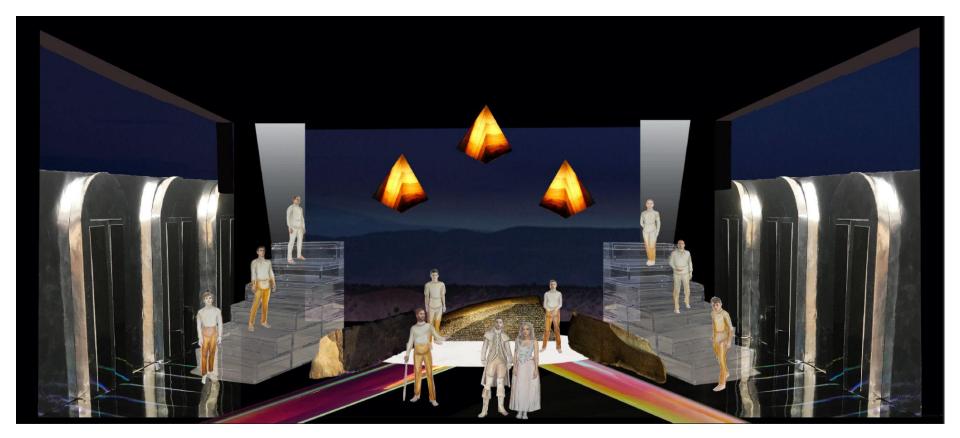


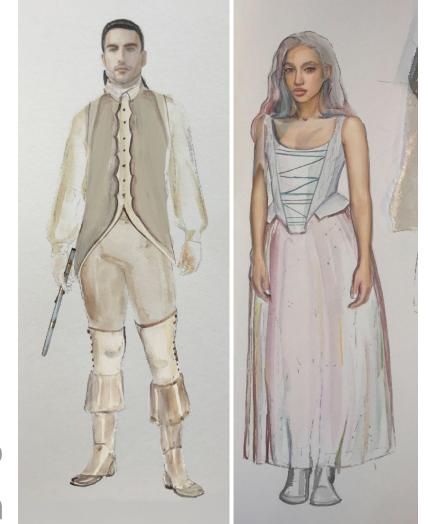






Priests of the Temple of the Sun Magic Flute Costume Design: Martin Sanchez





Tamino & Pamina

Intermission

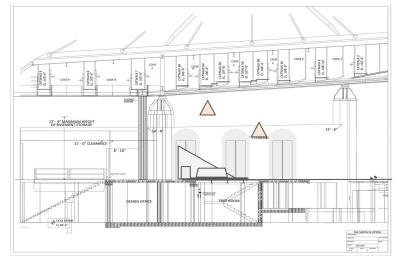
ACT 2



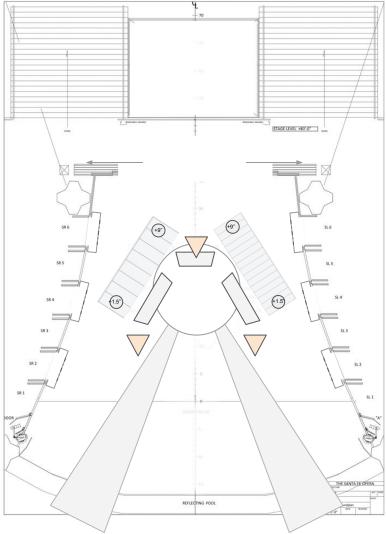
The Magic Flute Temple of the Sun, Act 1; No. 7-8 & Act 2; No. 9-10

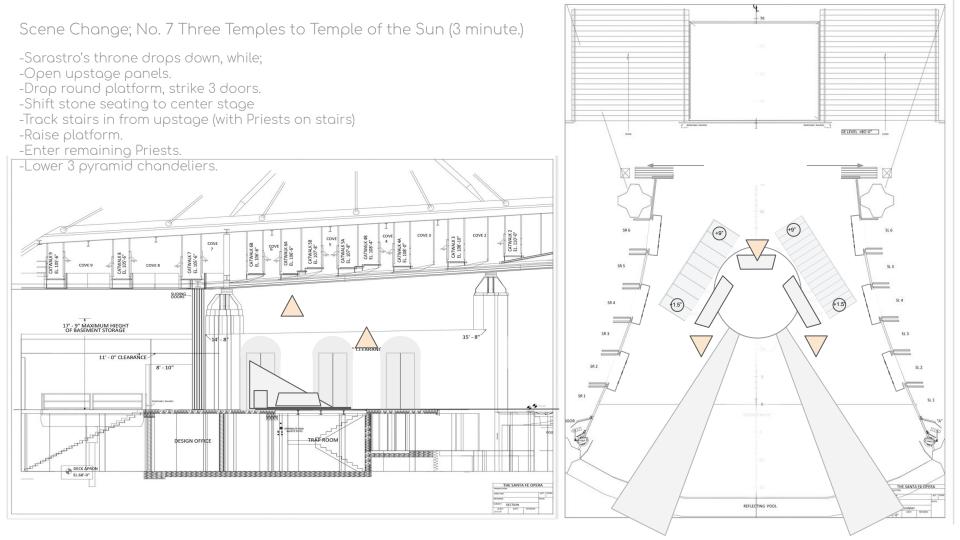
Scene Change; No. 7 Three Temples to Temple of the Sun (3 minute.)

- -Sarastro's throne drops down, while;
- -Open upstage panels. -Drop round platform,
- strike 3 doors.
 -Shift stone seating to
- center stage -Track stairs in from upstage (with Priests on
- stairs) -Raise platform.
- -Enter remaining Priests.
- -Lower 3 pyramid chandeliers.









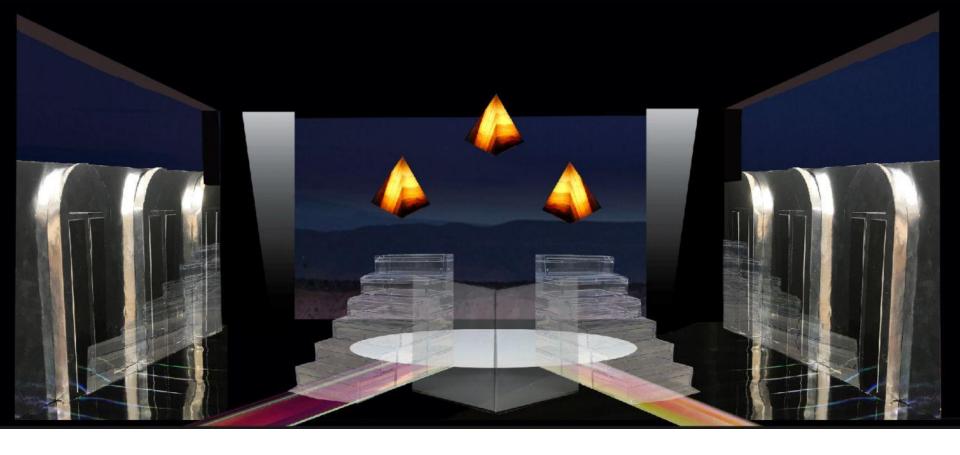






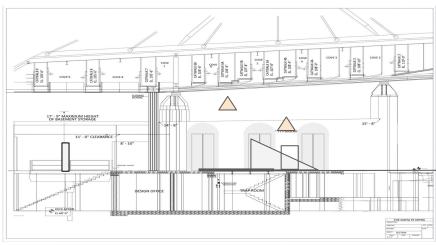


The Magic Flute Temple of the Sun, Act 1; No. 7-8 & Act 2; No. 9-10

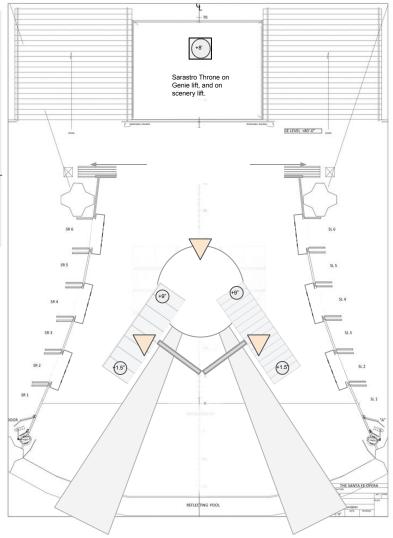


The Magic Flute Forecourt of Temple, Act 2; No. 11-12 Scene Change; Forecourt of the Temple 11-12 Trial of Silence (3 minutes)

- -Shift stones to platform
- -Drop platform down,
- -Change out for glass walls.
- -Shift stairs downstage.
- -Raise glass walls, and shift

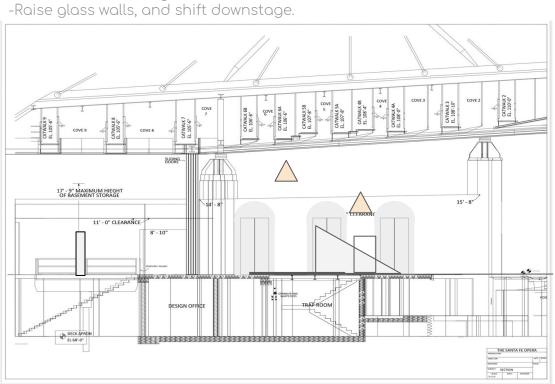


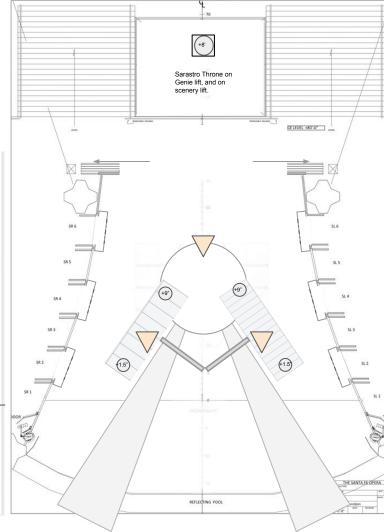




Scene Change; Forecourt of the Temple 11-12 Trial of Silence (3 minutes)

- -Shift stones to platform
- -Drop platform down,
- -Change out for glass walls.
- -Shift stairs downstage.

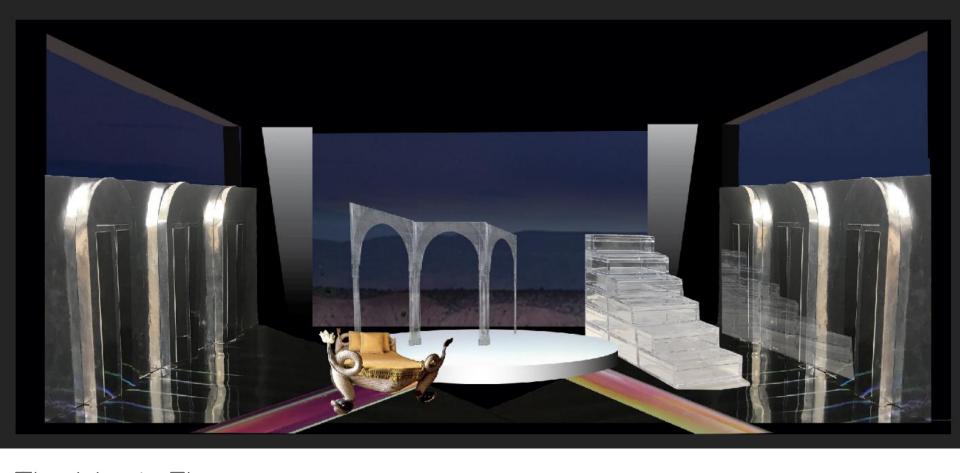






The Magic Flute Forecourt of Temple, Act 2; No. 11-12





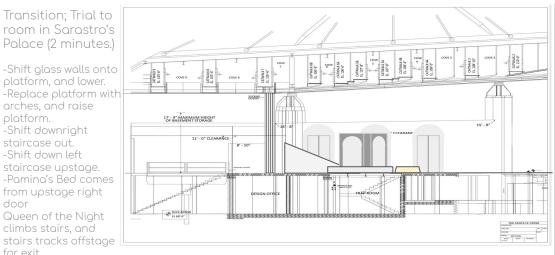
The Magic Flute Magnificent Room in Sarastro's Palace/Pamina's Room, No. 13-15



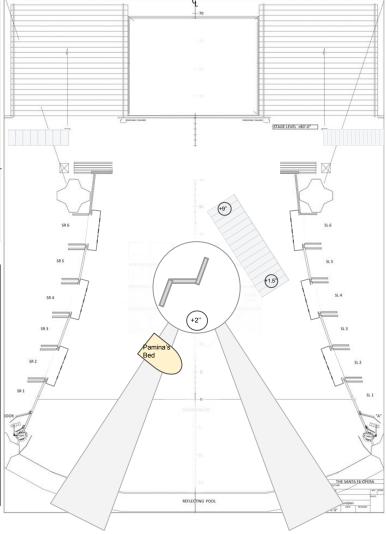
-Shift glass walls onto platform, and lower. -Replace platform with arches, and raise platform. -Shift downright staircase out. -Shift down left staircase upstage. -Pamina's Bed comes from upstage right door

Queen of the Night climbs stairs, and

for exit.

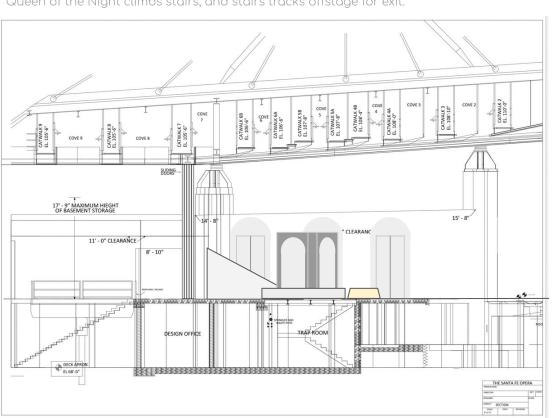


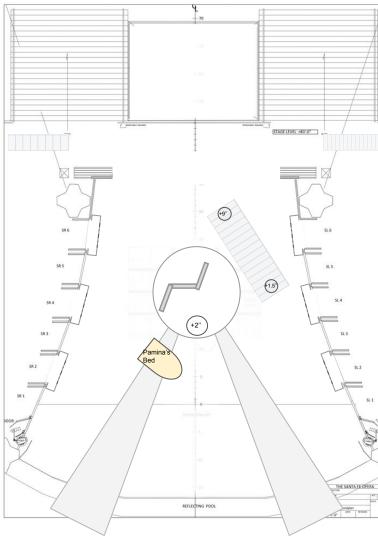






-Pamina's Bed comes from upstage right door Queen of the Night climbs stairs, and stairs tracks offstage for exit.













The Magic Flute Magnificent Room in Sarastro's Palace/Pamina's Room, No. 13-15



The Magic Flute Magnificent Room in Sarastro's Palace/Pamina's Room, No. 13-15

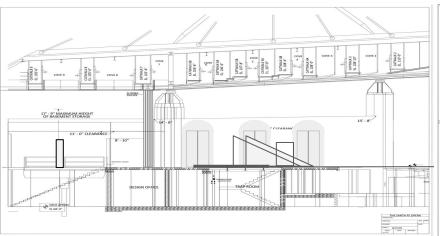


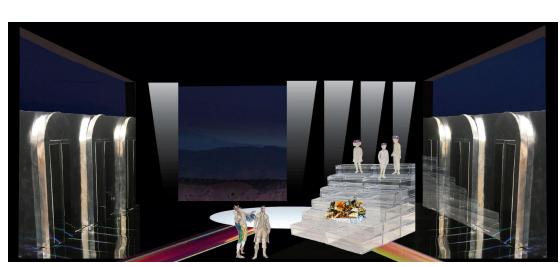
The Magic Flute A Hall in the Temple of the Sun, No. 16-17

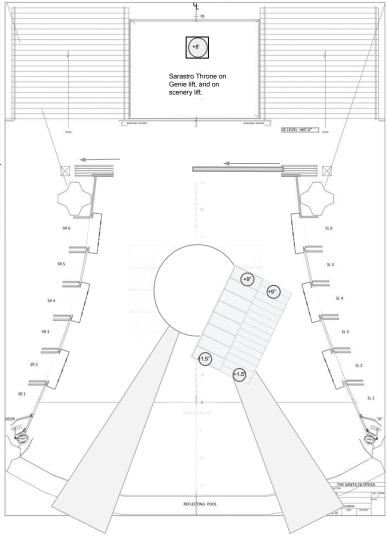
Scene Change; A Hall in the Temple of the Sun, No. 16-17 (3 minutes)

-Shift bed offstage.
-Drop platform
down, remove
arches, and raise
back up.

-Shift 1st and 2nd staircases down left. -Close up left panels.

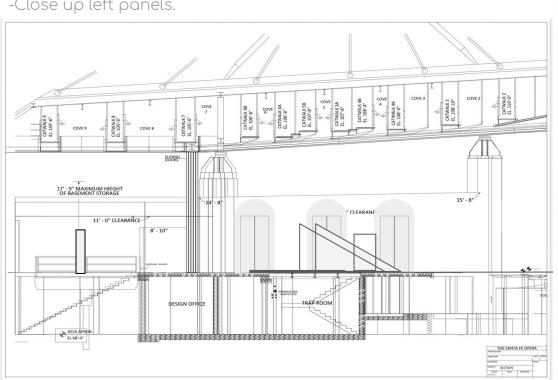


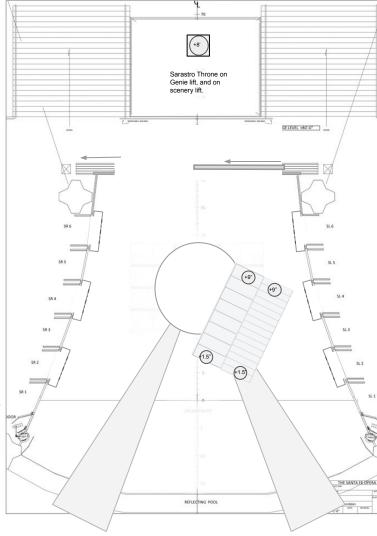




Scene Change; A Hall in the Temple of the Sun, No. 16-17 (3 minutes)

- -Shift bed offstage.
- -Drop platform down, remove arches, and raise back up.
- -Shift 1st and 2nd staircases down left.
- -Close up left panels.







The Magic Flute A Hall in the Temple of the Sun, No. 16-17











Guards of the Vault of Trials The Magic Flute





The Magic Flute A Vault; (Trial of Fire) No. 18-19

A Vault; Trial of Fire, No. 18-19 (2 Minutes)

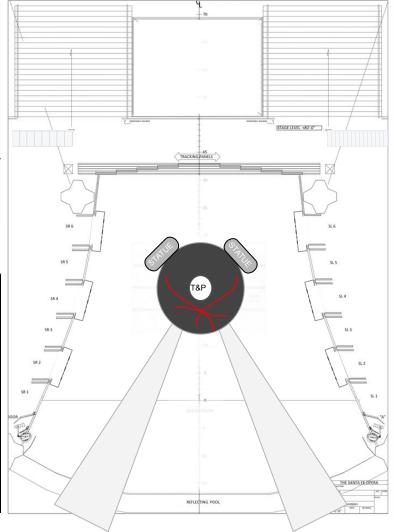
-Guards lead Tamino and Pamina onstage. -Staircases shift up and offstage. -Tamino & Pamino move to center platform -Large round drops down. -Back panels close. -Anubis & Horus Statues shift on

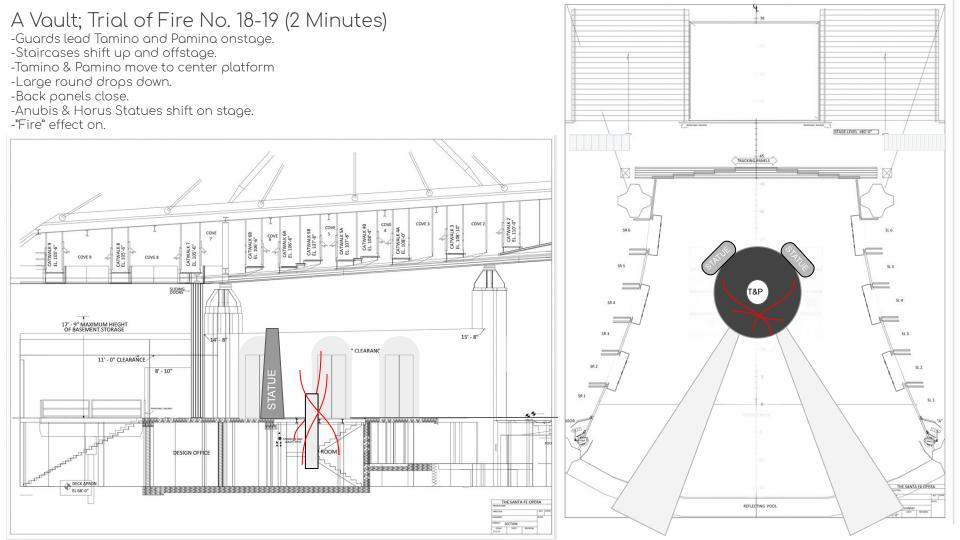
stage. -"Fire" effect on. 12. - P AAAMAM HEGHT
O EAGAMACE 9'-10'

DESGN OFFICE

DESG



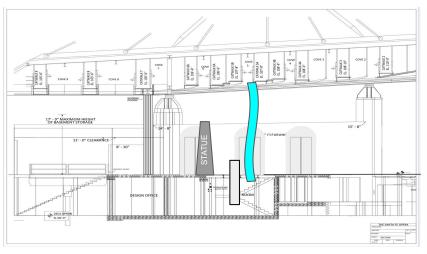




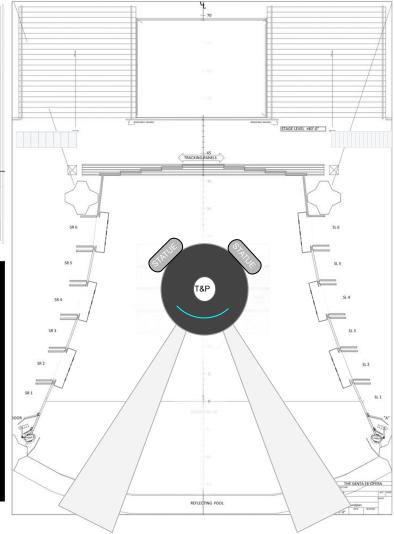


The Magic Flute A Vault; (Trial of Water) No. 18-19 A Vault; Trial of Water No. 20 (1 Minutes)

-"Fire" effect off. -Fly in Water/Rain curtain.







A Vault; Trial of Water No. 20 (1 Minutes)

-"Fire" effect off.
-Water/Rain curtain flown in.

" CLEARANC

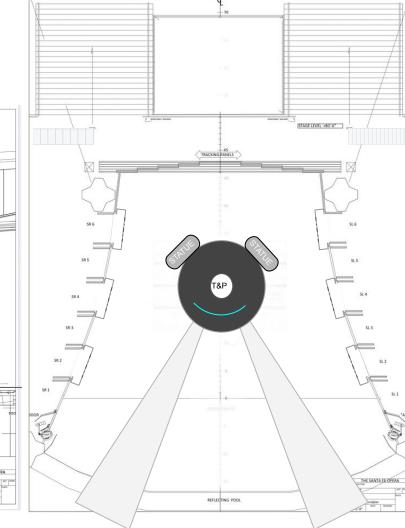
ERREREREE STATE

17' - 9" MAXIMUM HIEGHT OF BASEMENT STORAGE

11' - 0" CLEARANCE

8' - 10"

DESIGN OFFICE







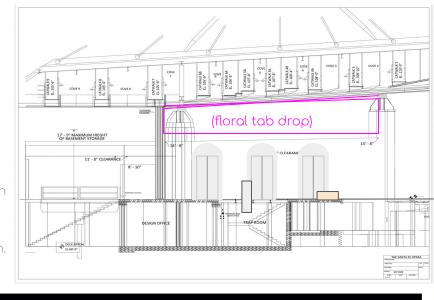


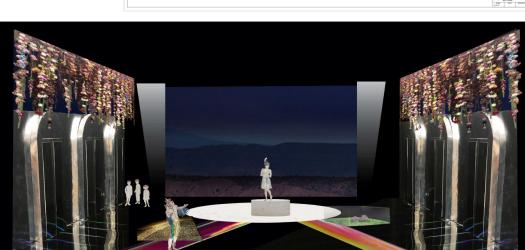


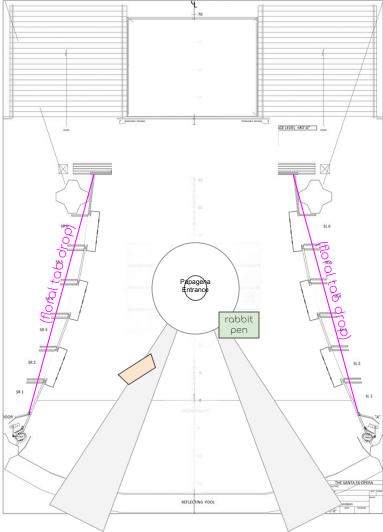
The Magic Flute Temple of the Sun, No. 21 Garden Scene Change

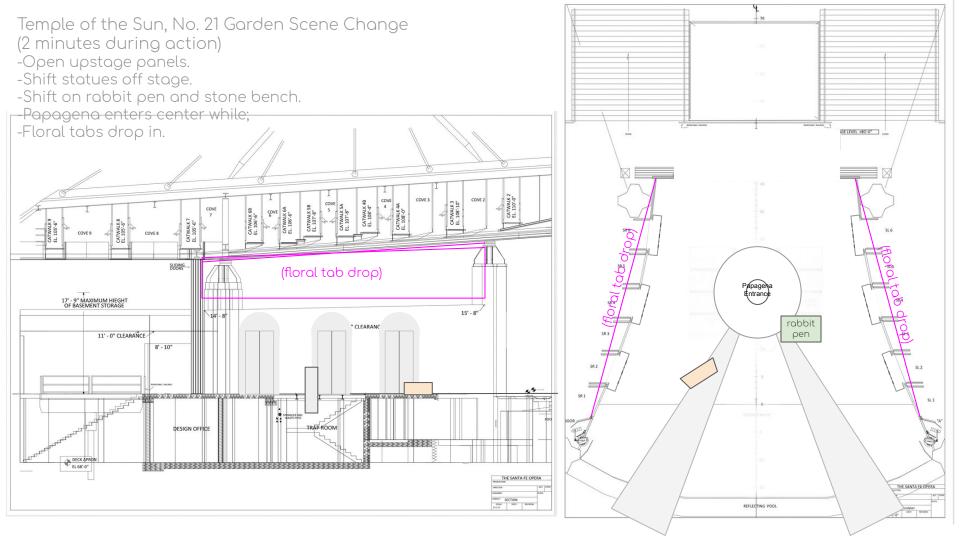


- -Open upstage panels.
- -Shift statues off stage.
- -Shift on rabbit pen and stone bench.
- -Papagena enters center while;
- -Floral tabs drop in.











Pamina & Tamino

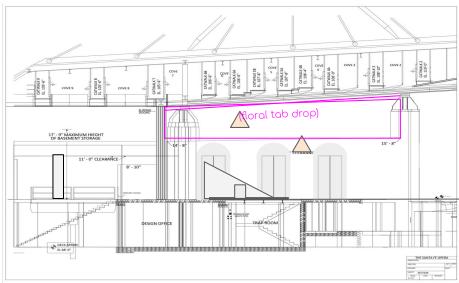




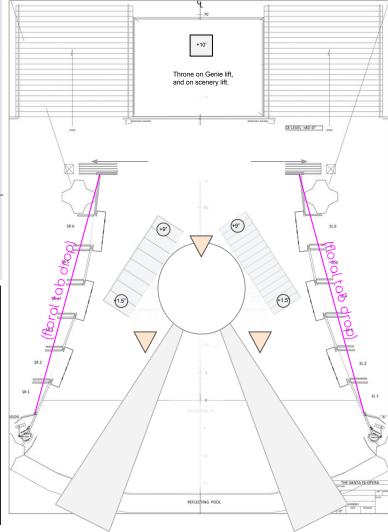
The Magic Flute Act 2 Finale, Temple of the Sun Scene Change; Act 2 Finale (3 minute.)

-Stairs shift from upstage. -QotN's throne rises on scenery lift. -Pyramid chandeliers fly in.

-Pyramid chandeliers fly in. -Pamina & Tamino stand center. -platform raises.

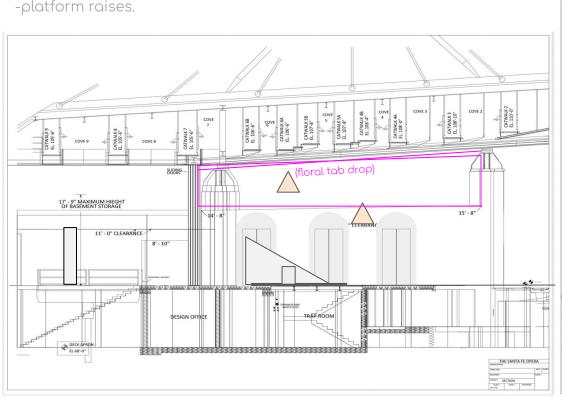


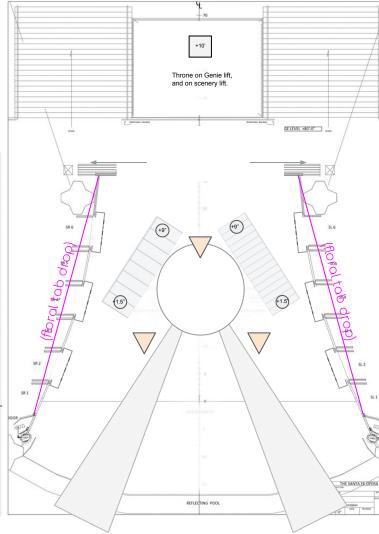




Scene Change; Act 2 Finale (3 minute.)

- -Stairs shift from upstage.
- -QotN's throne rises on scenery lift.
- -Pyramid chandeliers fly in.
- -Pamina & Tamino stand center.
- -platform raises.









The End



Magic Flute Character Arcs







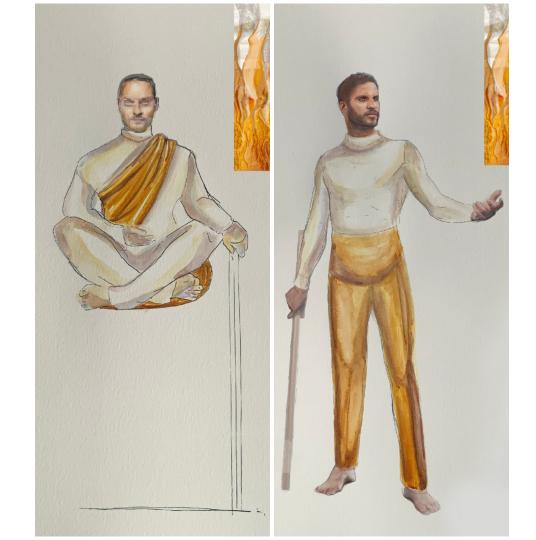














Monostatos & Slaves
Magic Flute
Costume Design: Martin Sanchez

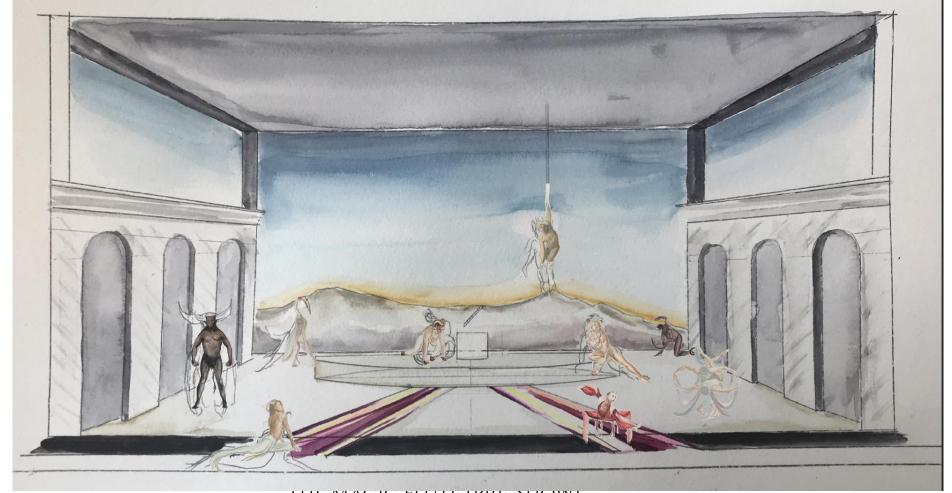


Priests of the Temple of the Sun Magic Flute Costume Design: Martin Sanchez



Priests of the Temple of the Sun Magic Flute Costume Design: Martin Sanchez





THE MAGIC FLUTE (PRE-SHOW)



































































