

BOOMTOWN FAIR

Dank Parish
in(ep)trepid
Boomtown Theatrics

Winchester, England

Chapter 10
9-12 August 2018

Chapter 11
7-11 August 2019

Chapter 12
12-16 August 2020 (canceled)



BOOMTOWN

Creators:
The Dank Parish collective
The In(ep)trepid company

Directors:
Joe Thorpe (*Villa Avarice*)
Liam Flemming (*Momentary Bliss*)
Nigel Munson (*Serpentine's*)
Chris Gunter & Kristoffer Huball (walk-about's)

Producer: Becky Brown

Project Manager: Joe Iredale

Designers:
Meg Cunningham
Joe Iredale

Costumes:
Dev J. Danzig (*Villa Avarice*)
Vicki Halliday (*Serpentine's*)

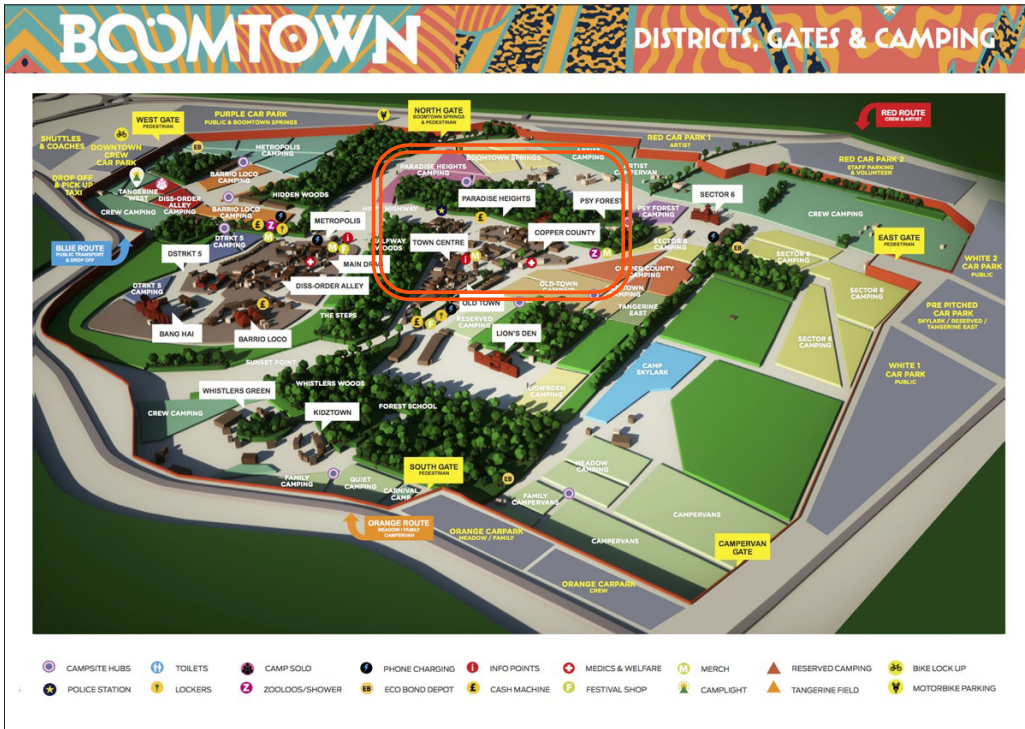
photo: Ali Wright



Momentary Bliss cast, 2018



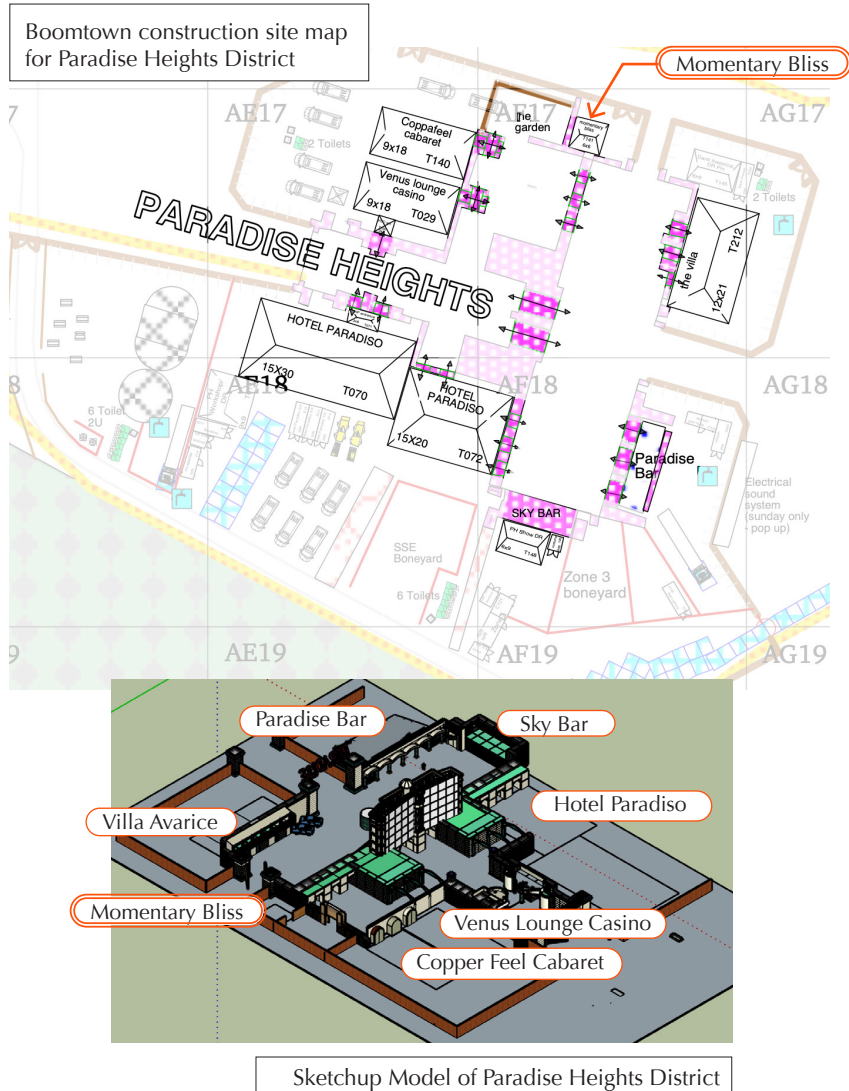
Momentary Bliss cast, 2019



Official Boomtown map shows entire site, including theatrical districts and camping areas

Dank Parish (Collective) worked in the **Paradise Heights** theatrical district. We created **Villa Avarice**, **Sky Bar** and **Momentary Bliss** venues and organized walk-about characters and scenes on balconies.

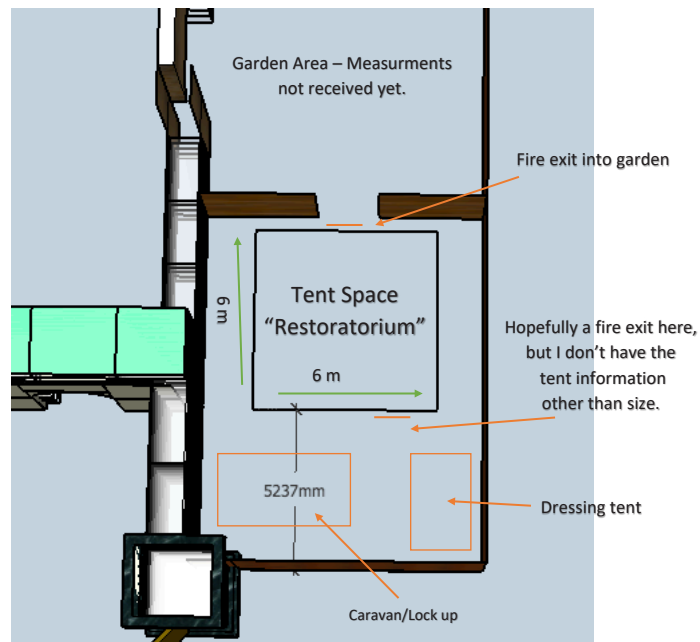
In 2018, I designed the Momentary Bliss venue



PARADISE HEIGHTS DISTRICT

Boomtown Fair | Chapter 10 | 2018

MOMENTARY BLISS GARDENS AND VENUE – ROUGH FLOOR PLAN



Area designated for Momentary Bliss Tent (Sketchup Model), from Boomtown Theatrics

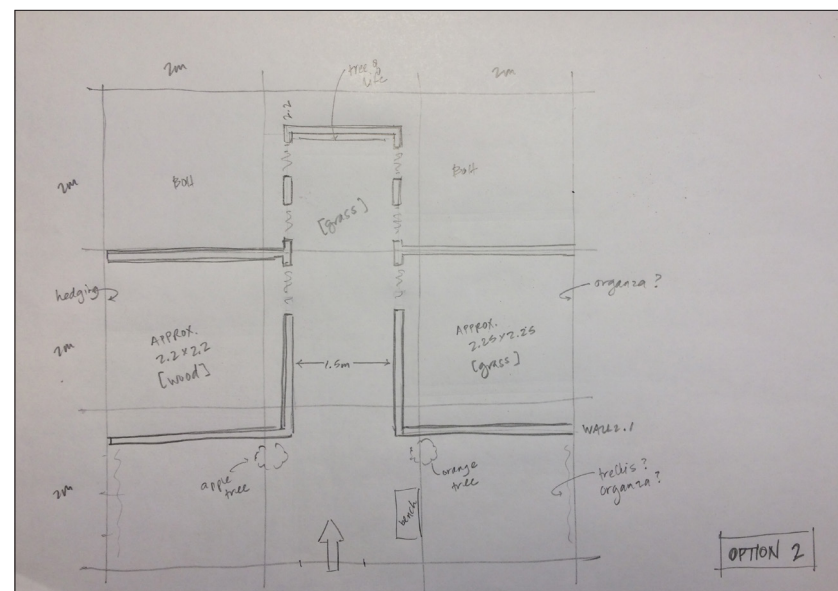
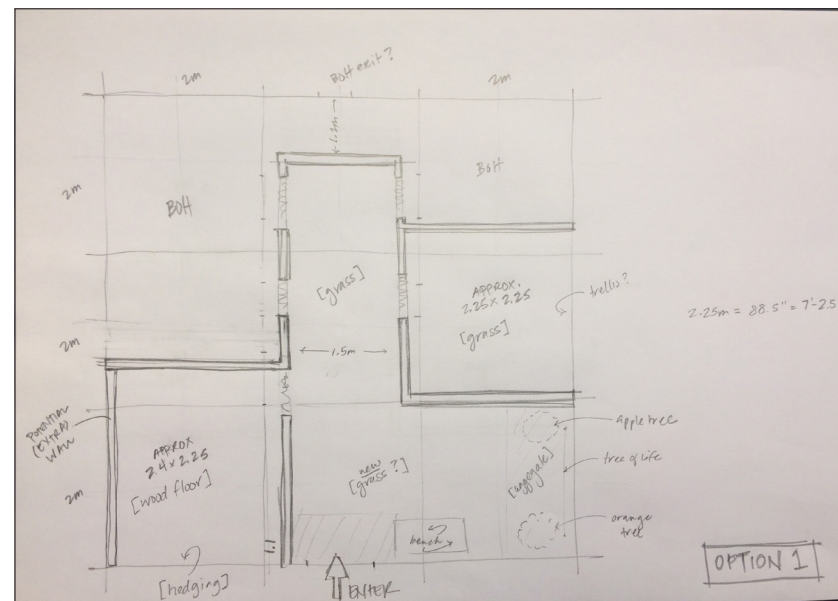
Sketch plans (sketchbook)

2 options show a different configuration of "treatment rooms" and entry space (drawing based on 6m square tent)

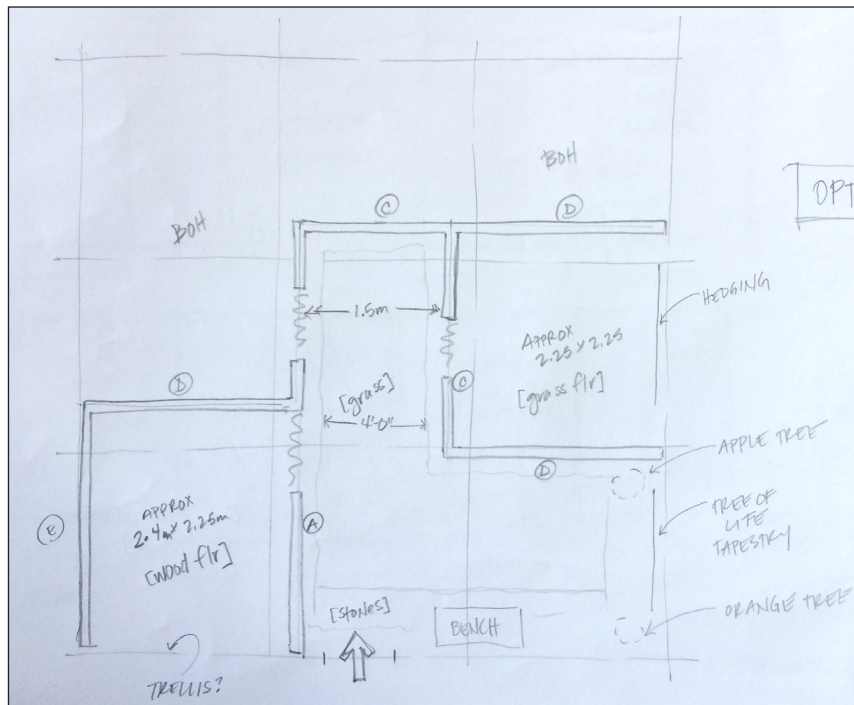
Evolution of Plan, 2018

MOMENTARY BLISS

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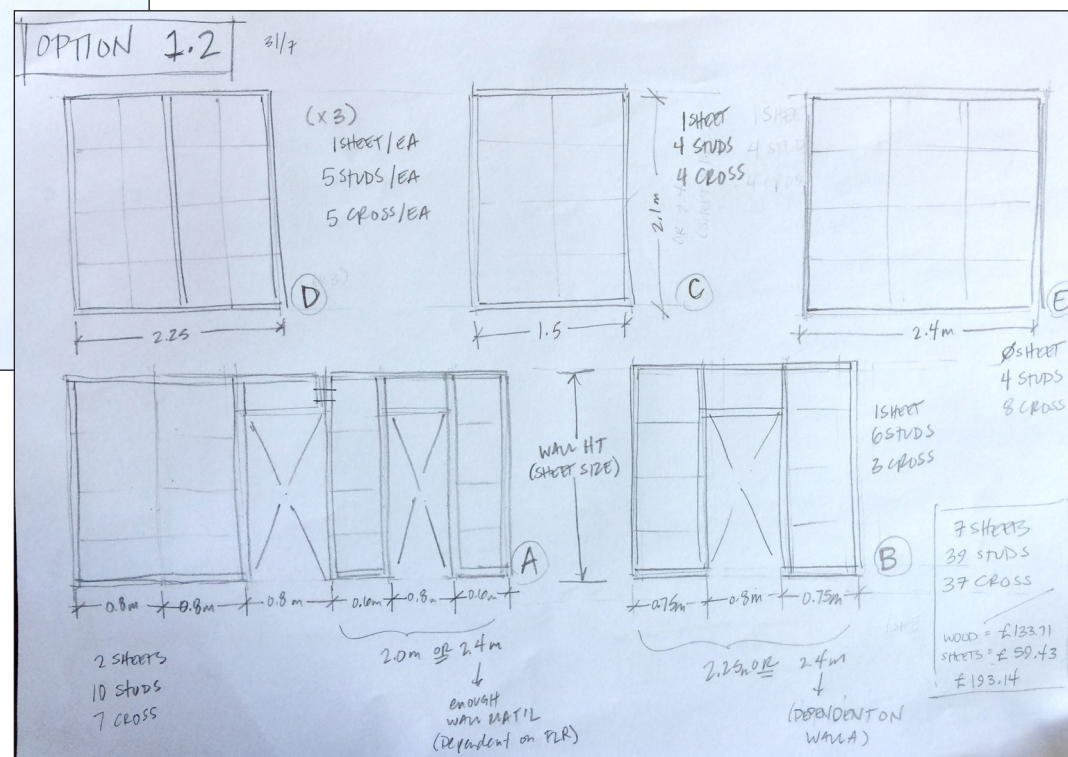
Plan (proportional)
walls within the 6m x 6m tent



Shoji screen aesthetic



Elevations (proportional)
for budget and build



Final Drawings

MOMENTARY BLISS

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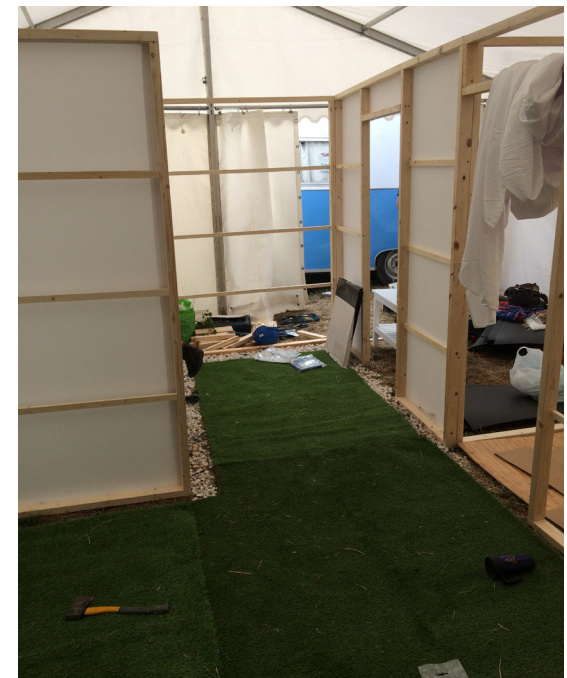
Laying out the space before starting build



Unfinished wood stud walls

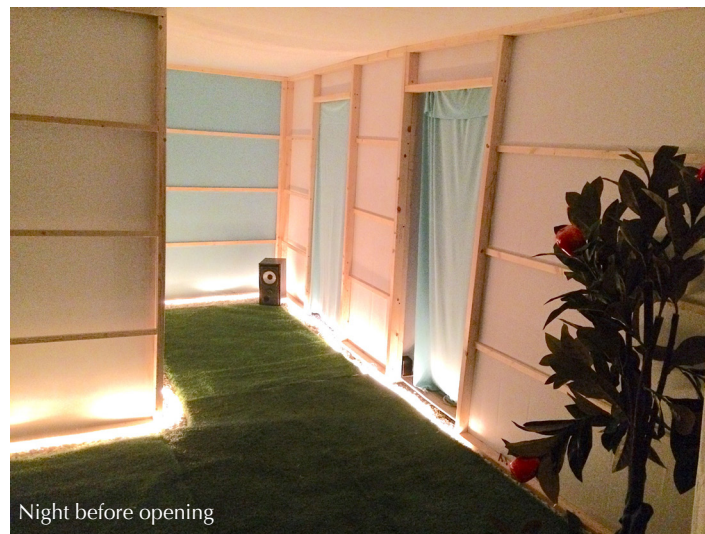


Connecting walls according to plan



Fabric (white sheets) stretched onto walls
Fake grass laid down (on grass)
White stones placed as border

BUILD / INSTALL



Night before opening



Entrance door to tent (& fire exit)

2 Orapple Trees (see Chapter 4)

Fabric stretched as ceiling
Blue fabric as doorways to "treatment rooms"
LED strips and speakers installed in rock border

MOMENTARY BLISS

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Pre-Set

photo: Ali Wright



MOMENTARY BLISS

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Entry

photo: Ali Wright

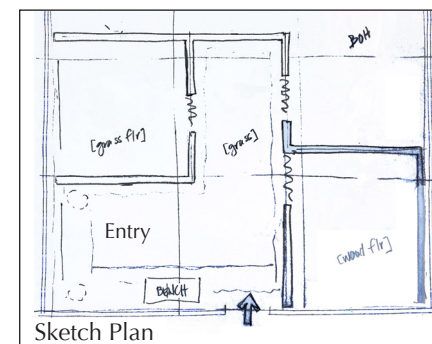


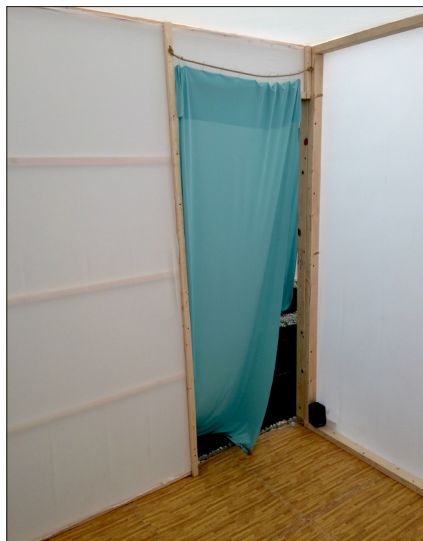
Entry

"Welcome to Momentary Bliss,
where we will make you a
better version of yourself."

Exit

"Have a blissful day!"





Treatment Room 1: Studio



Treatment Room 1



photo: Ali Wright



photo: Ali Wright

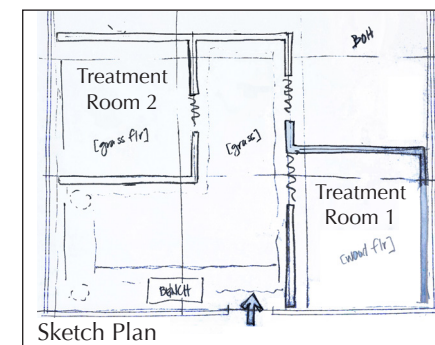


Treatment Room 2: Rainforest Room



photo: Ali Wright

Treatment Room 2

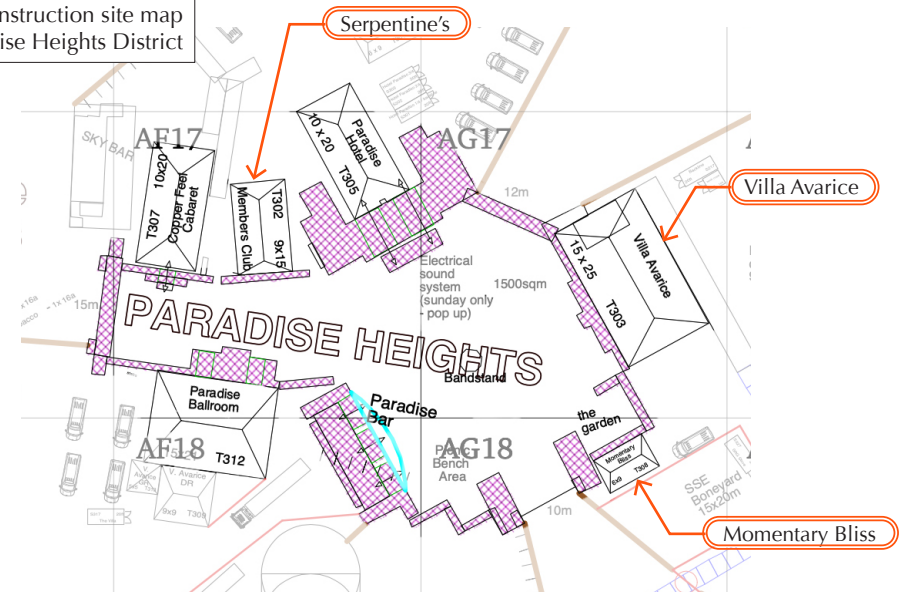
**MOMENTARY BLISS**

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PARADISE HEIGHTS DISTRICT

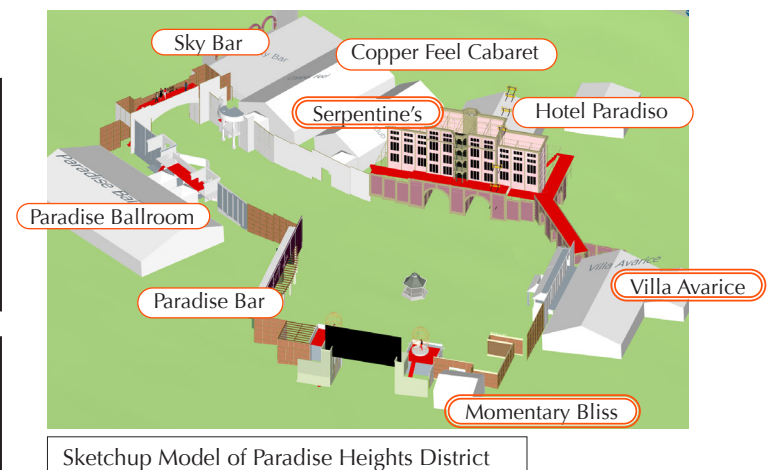
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Boomtown construction site map
for Paradise Heights District



Dank Parlsh (Collective) provided overall backstory and overview for the **Paradise Heights** theatrical district. We evolved the story lines for **Villa Avarice** and **Momentary Bliss** venues. We developed a new venue, **Serpentine's** (a member's only club), and organized walk-about and balcony characters.

In 2019, I designed the Momentary Bliss and Serpentine's venues. I also supported the Villa Avarice venue 2019 update and helped to develop the overall story for Paradise Heights.



Sketch plans (sketchbook)

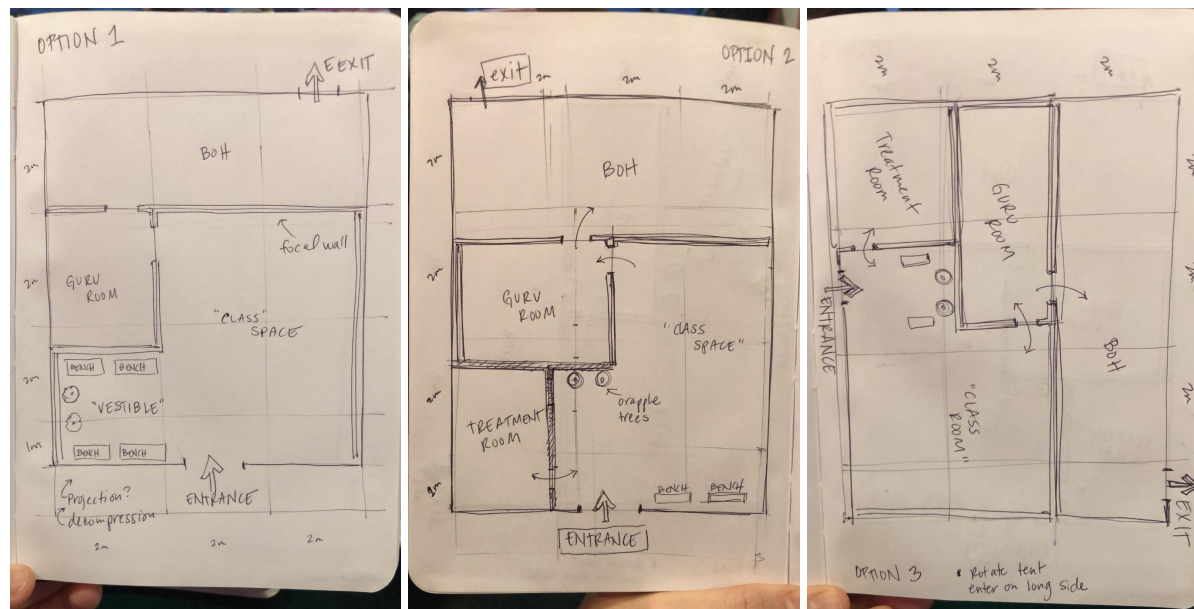
Evolution of Plan, 2019

Changes (from 2018 layout) :

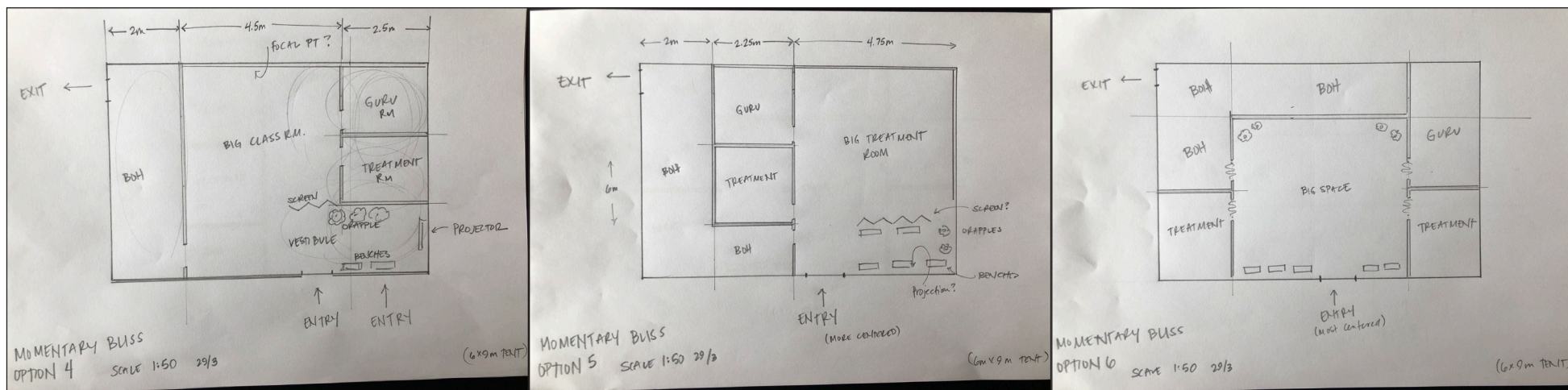
Bigger tent (9m x 6m)

More audience at a time ("class" space)

"Guru" character to have special one-on-one room

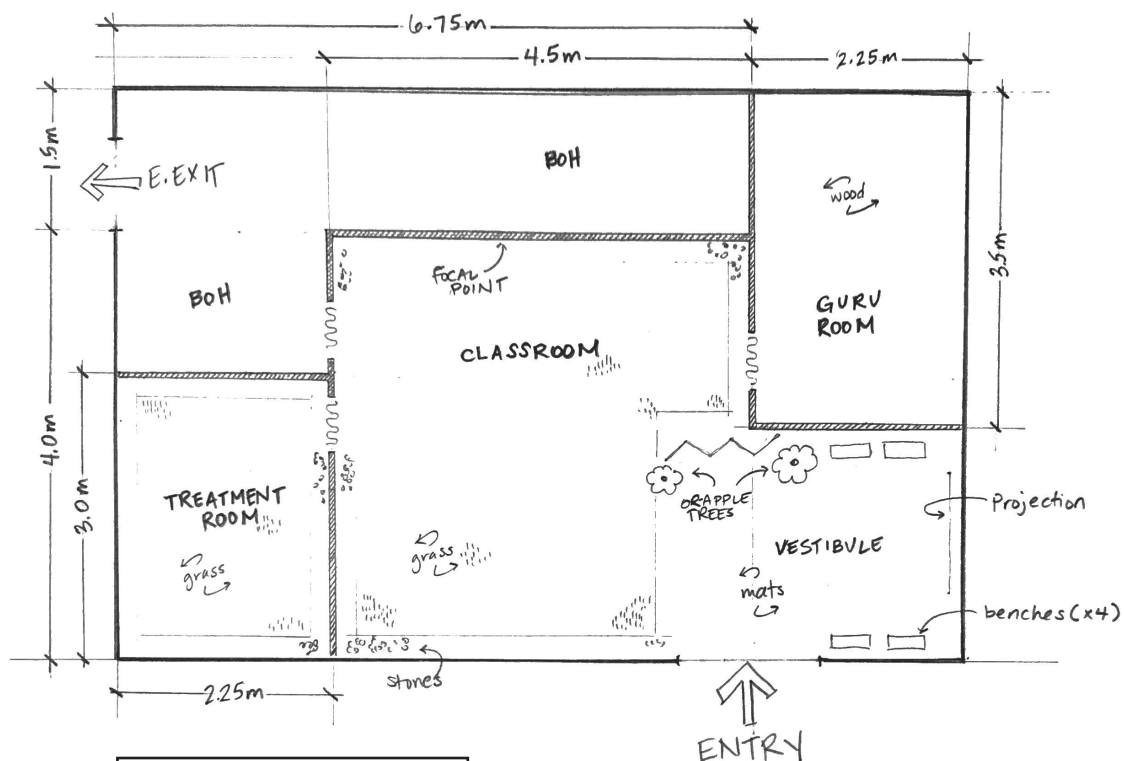


To-scale plans (A4)

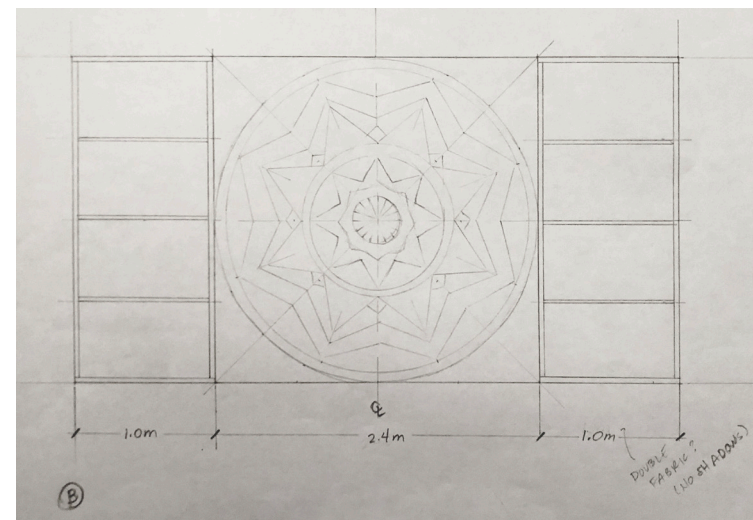


MOMENTARY BLISS

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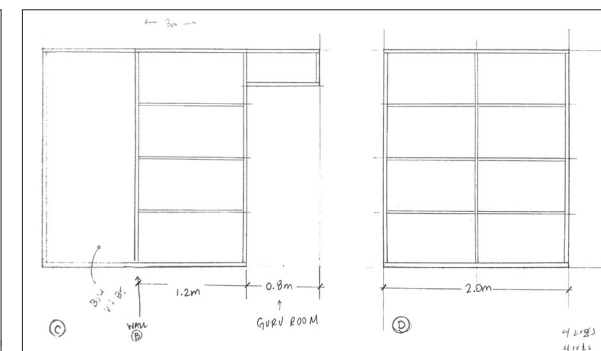
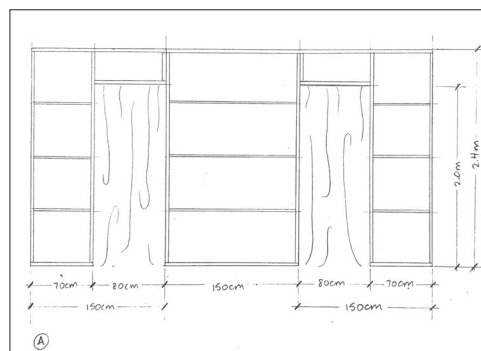
Plan (to scale, A4)
walls within the 9m x 6m tent



Mandala focal point elevation

Elevations (to scale) for builder

In 2019, we hired several carpenters. One oversaw the Momentary Bliss build.



Final Drawings

MOMENTARY BLISS

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Buld / Install

Fabric stretched as walls
and draped as ceiling

Blue fabric as details and
doorways to "one-on-one
rooms"

Fake grass on field grass



Money Mandala made using 3 years
worth of past Boomtown Dollars



Securing grass and wood floors



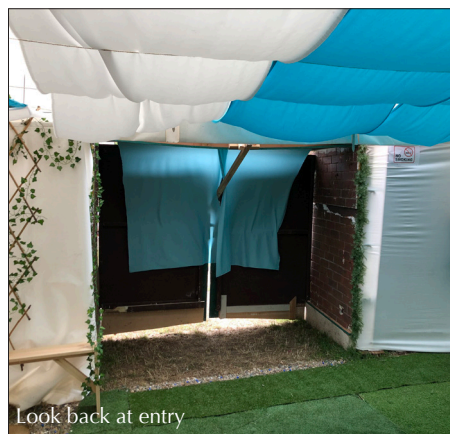
Wood stud walls secured



Fabric stretched on walls

MOMENTARY BLISS

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MOMENTARY BLISS

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Classroom

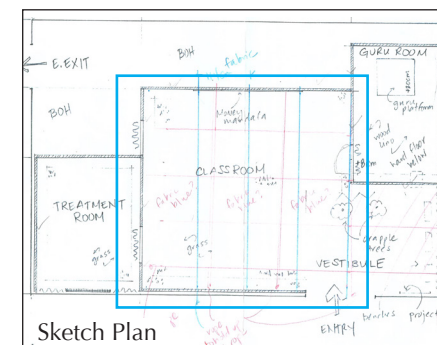
photo: Benjamin Paul



photo: Benjamin Paul



Group "betterment treatment" class:
Innocence Re-Alignment



Sketch Plan



Exclusive treatment room



Look back



Pre-Set

Treatment Room

photo: Ali Wright

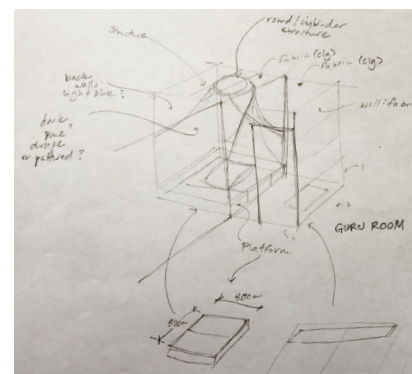
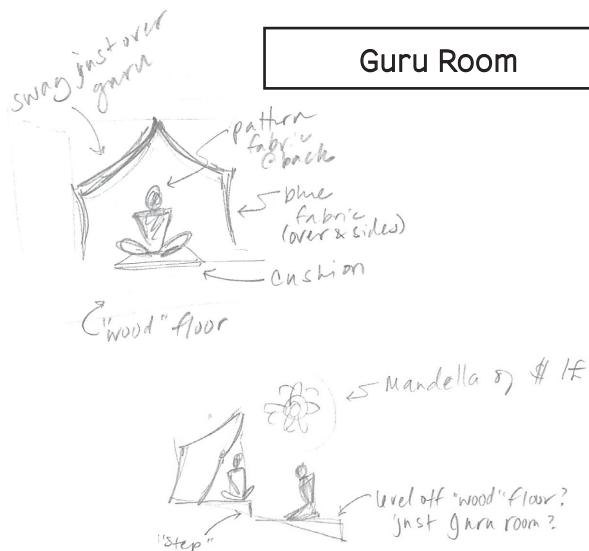


One-on-one treatments in these rooms:

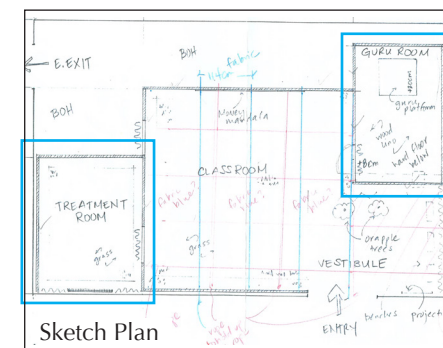
Guru Room, to visit a fully qualified self-help guru (character)

Special room for the Rainforest Treatment

Guru Room



Construction sketch to help builder use all materials effectively



Sketch Plan

MOMENTARY BLISS

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Part of the entry sequence involves each festival attendee removing their shoes and greeting the Orapple Tree.



Vestibule

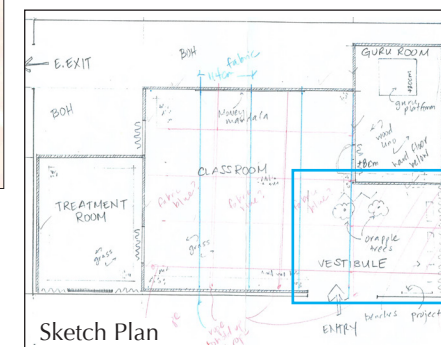
photo: Ali Wright



QR Code revealed inside Orapple Fruit

Fruit from Orapple Tree

"The Orapple is a blessing and nature's way of thanking us for being better. Take a moment to appreciate the Orapple."



Sketch Plan

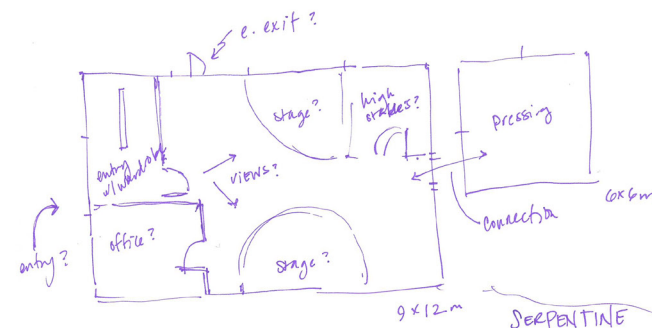
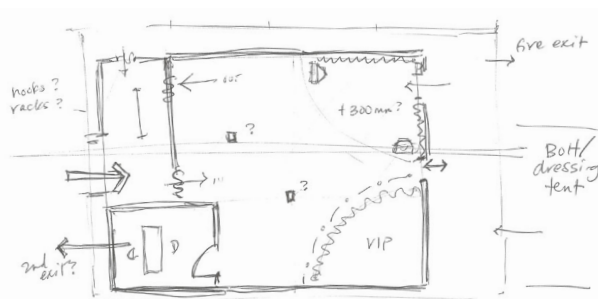
MOMENTARY BLISS

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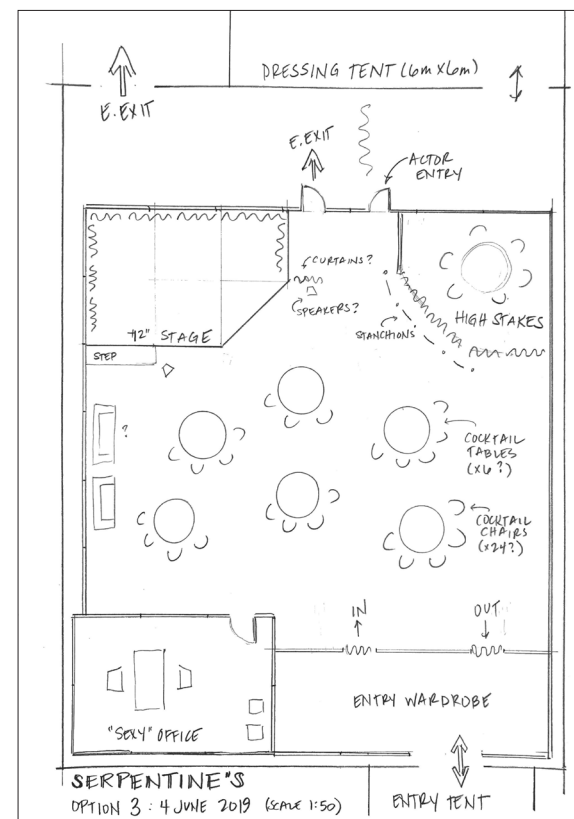
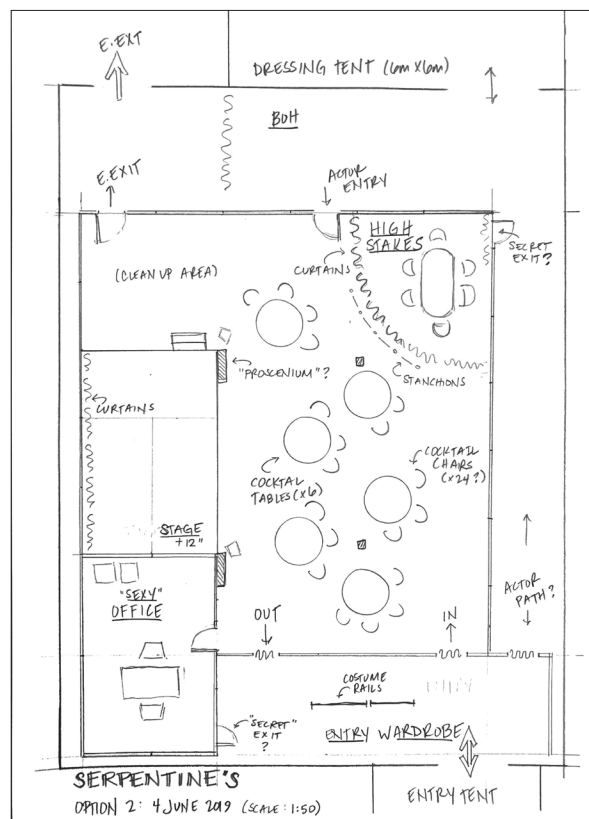
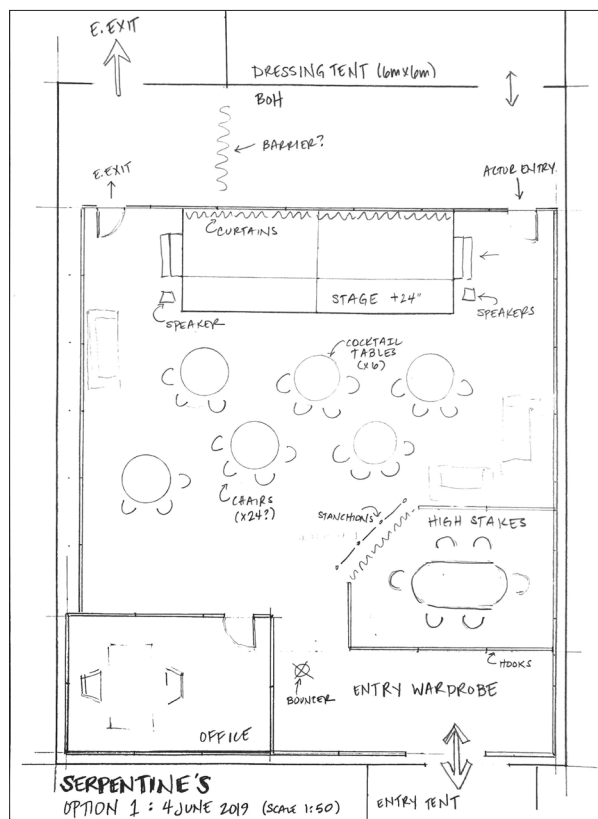
Sketch plans (sketchbook)

Evolution of Plan, 2019

To-scale plans (A4)

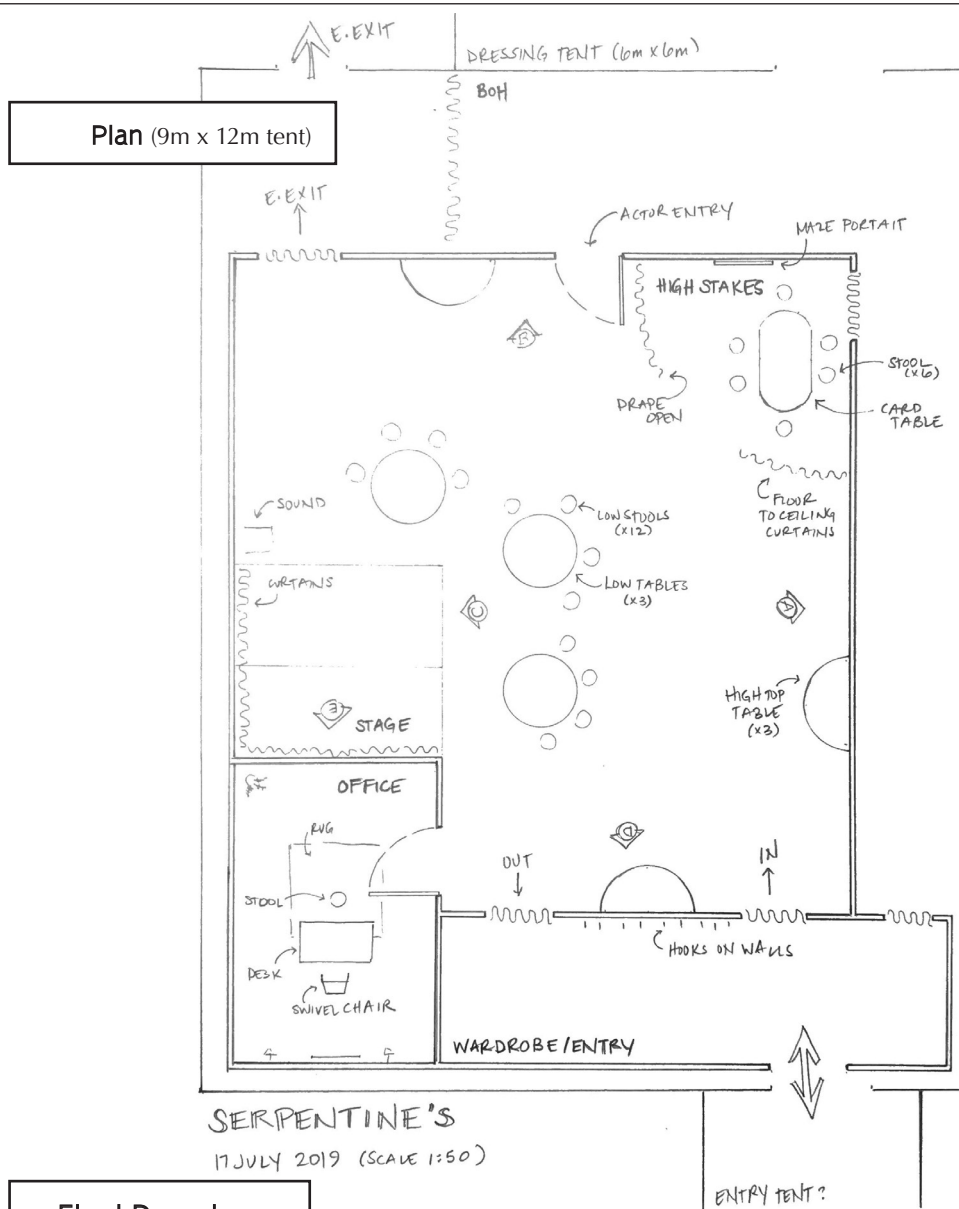


This venue went through many iterations in order to accommodate evolving activity plans and budget constraints.



SERPENTINE'S

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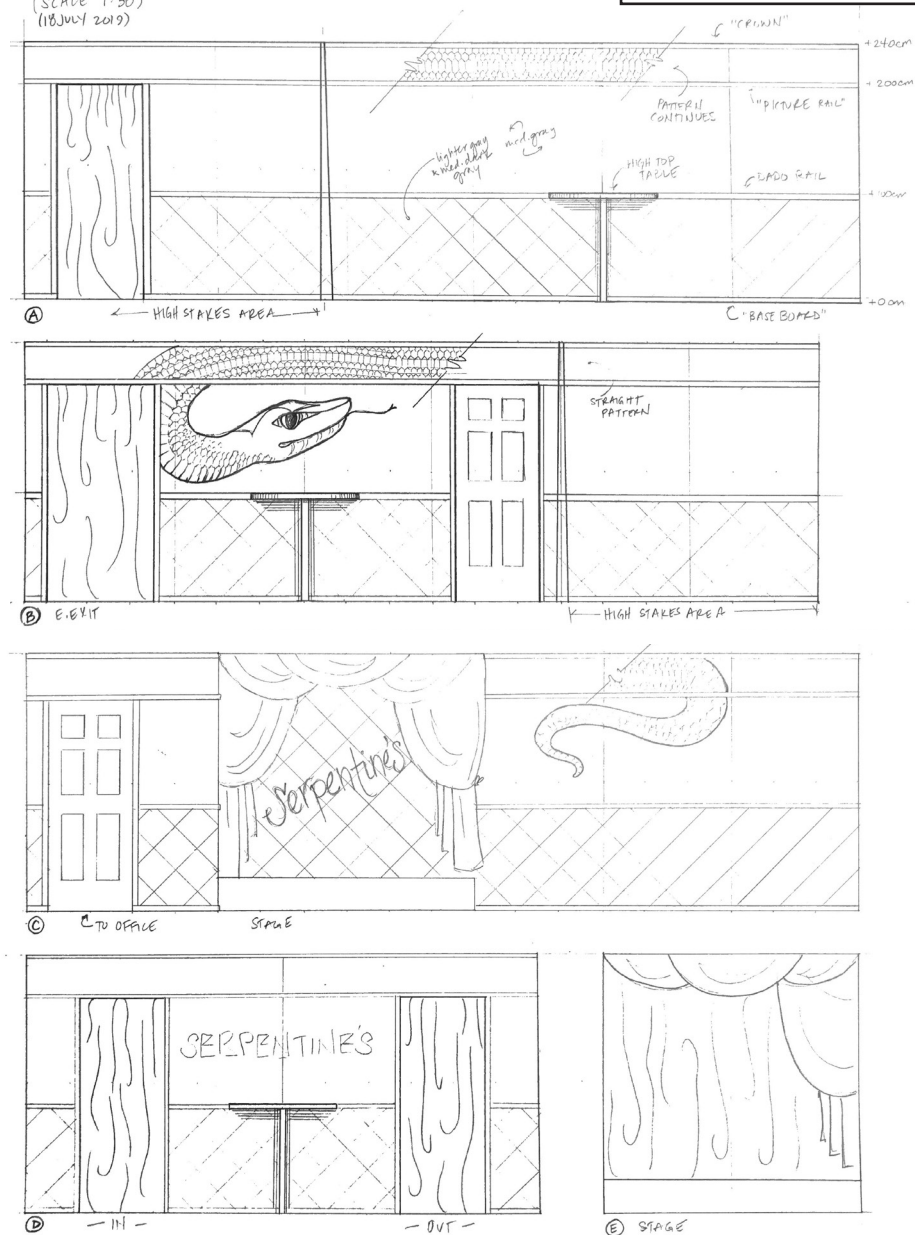
Final Drawings

SERPENTINE'S

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SERPENTINE'S: MAIN SPACE ELEVATIONS
(SCALE 1:30)
(18 JULY 2019)

Elevations (to scale)





Painting flats,
including square-diamond
wainscot pattern (not pictured)

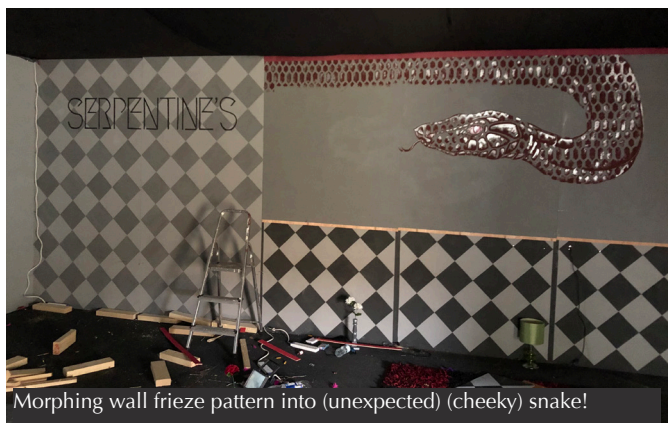


Finishing red diamond pattern
in office room



Adding snakeskin pattern to wall
frieze (above picture rail)

Painting (on-site)



Morphing wall frieze pattern into (unexpected) (cheeky) snake!

Shades of gray paint gave moody atmosphere in the dark venue.

Pops of red (fabric) and maroon red (paint) heightened a feeling
of exclusivity in this "after-dark club".

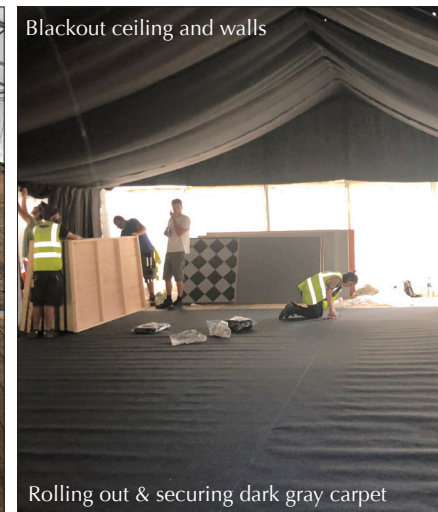
A silver shine on the red snakeskin tied all the colors together.

SERPENTINE'S

Boomtown Fair | Chapter 11 | 2019



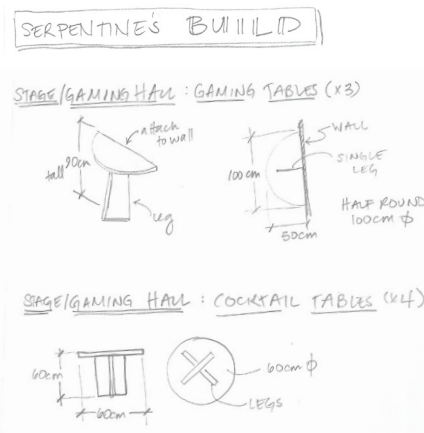
9m x 12m tent
Hard floor



Rolling out & securing dark gray carpet

Build / Install

Assembling pre-painted wall flats
Inserting doorway headers to fit





Snake pattern: walls, upholstered tables

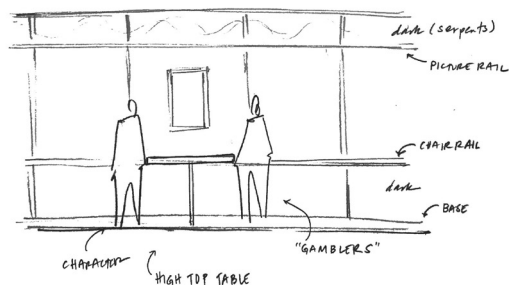
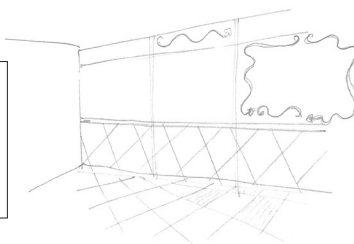


Club populated by bizarre characters



View of entrance

Wall treatments and moldings add to formality of casino/club space

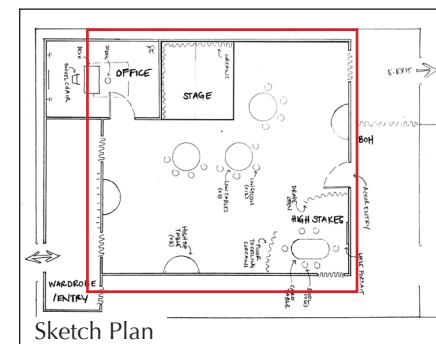
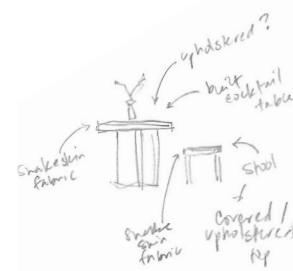


Member's Only Club

photo: Benjamin Paul



"Enjoy high-end gaming and entertainment in an extravagant yet elegant, majestic yet modest, aristocratic yet accessible setting."

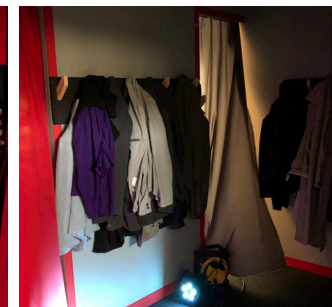
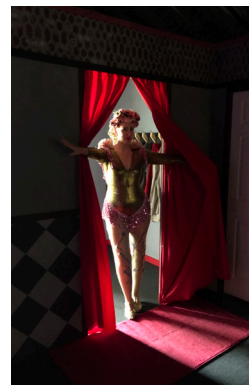


Sketch Plan

SERPENTINE'S

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Stage



Wardrobe/Entry

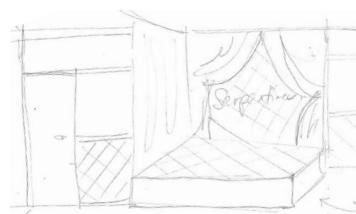
A jacket is required for entry to this member's only club

Characters ask: "Who is the man in the velvet maroon jacket?"

Maze-Players ask: "What's in my pocket?"

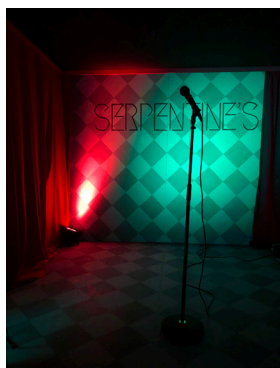


Madame Serpentine helping guest into an appropriate jacket



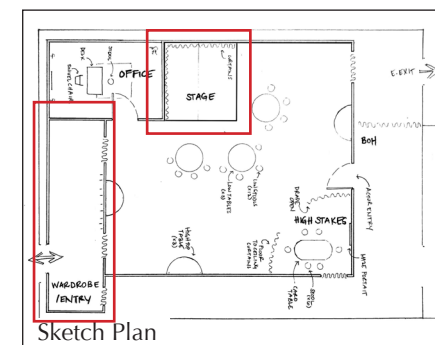
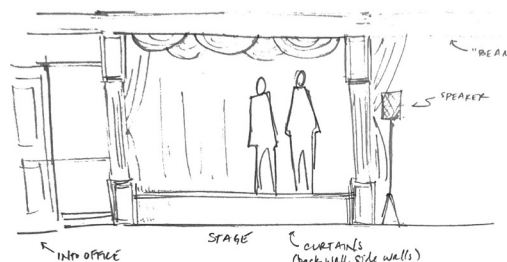
Raised stage as focal point of entire space

photo: Benjamin Paul



Waging / Betting / Gambling

Stage: mini-spectacles (to bet on), competitions (as wagers), games (for winning), interviews and speeches (as a gamble)



SERPENTINE'S

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VIP / High Stakes

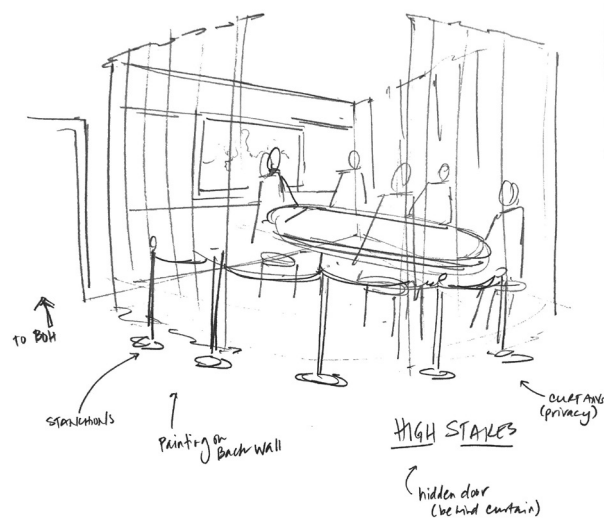
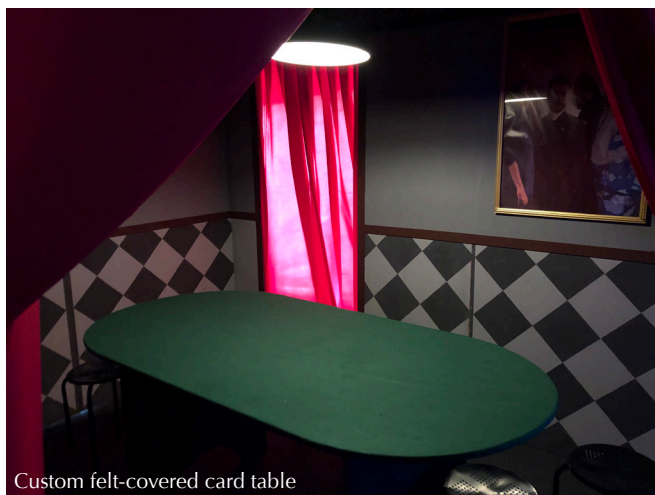


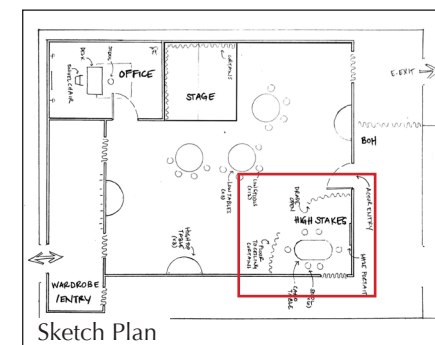
photo: Benjamin Paul



Card games: Go Fish, best house of cards wins, War, a game with continually changing rules only known by the characters
Games end when new deck reveals QR code for the 'Immersive Maze'

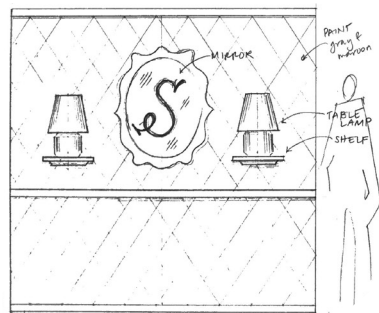
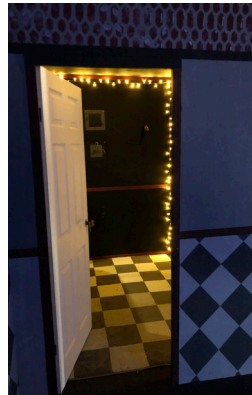
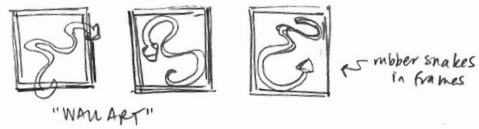


QR Cards revealed to Maze-Players

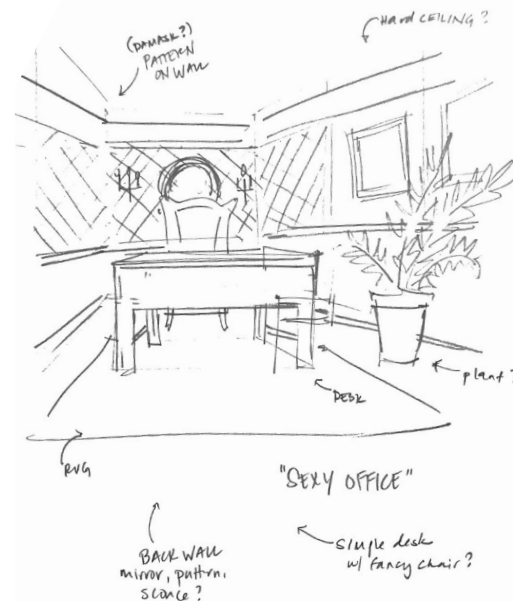
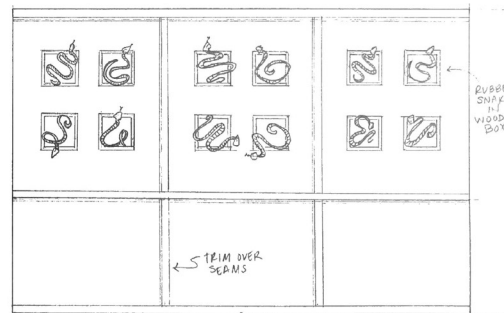
**SERPENTINE'S**

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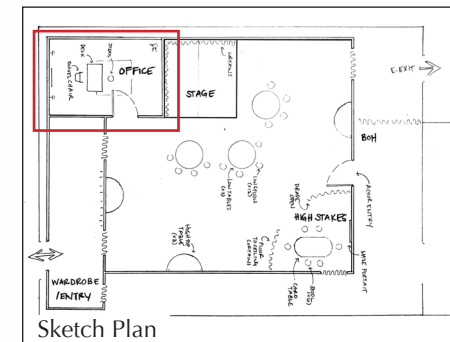
Private Office



Key Elevations (to scale)



A room for intimate interactions and one-on-one scenes; mostly tongue-in-cheek behind-the-scenes interactions with the manager of the club.



SERPENTINE'S

Boomtown Fair | Chapter 11 | 2019



Buld / Install draping ceiling fabric

Villa open large space but also smaller rooms
 ↳ host: physical workshop (rain backup)
 + sound system

extinction Rebellion ← whispers of visitors before they protest
 ↳ vs. character (PH)
 ↳ good Ext. Ref to attack/protest P.H.
 coming @ 5pm on SUNDAY

Sunday - all day party / street party
 & P.H. reaction "These things"
 "inconvenience"
 "Get a job!"

Notes from Workshop B [30 May 2019]

The second Paradise Heights Story workshop, hosted by Dank Parish

VILLA AVARICE

Boomtown Fair | Chapter 11 | 2019



Daytime Villa A host of "highly privileged" characters interact with audience, setting them tasks to earn "Boomtown Dollars" (see Chapter 4)

I provided support for the Villa Avarice venue. This primarily entailed procuring fabric and consulting on design ideas throughout the build (paint color, texture, speed of finish, etc.).

During installation and build, Villa Avarice, Serpentine's and Momentary Bliss shared the same Dank Parish build crew, tools, resources and time. So during that week, we did a lot of negotiating between venues, in order to get all completed to the same level of finish.