

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-abouts)

Producer: Becky Brown

Project Manager: Joe Iredale

Designers:
Meg Cunningham
Joe Iredale

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



Momentary Bliss cast, 2018



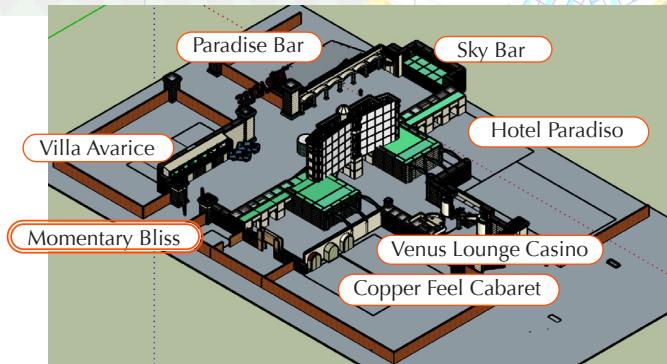
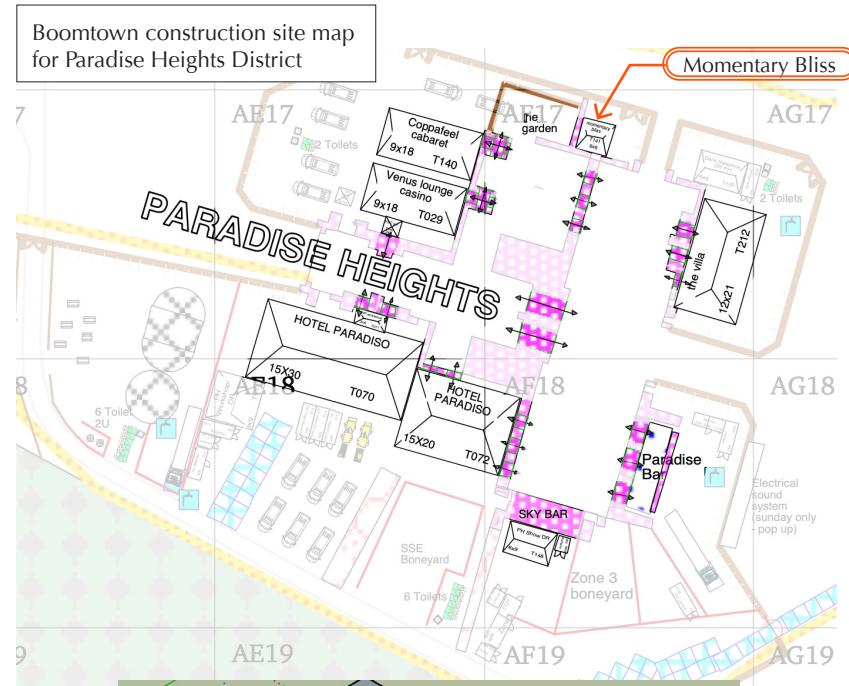
Momentary Bliss cast, 2019



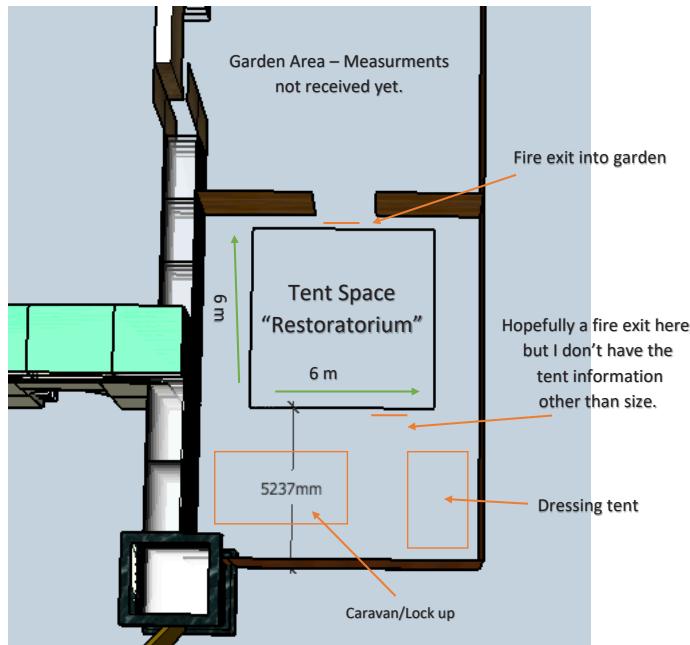
Official Boomtown map shows entire site, including theatrical districts and camping areas

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



Sketchup Model of Paradise Heights District

MOMENTARY BLISS GARDENS AND VENUE – ROUGH FLOOR PLAN

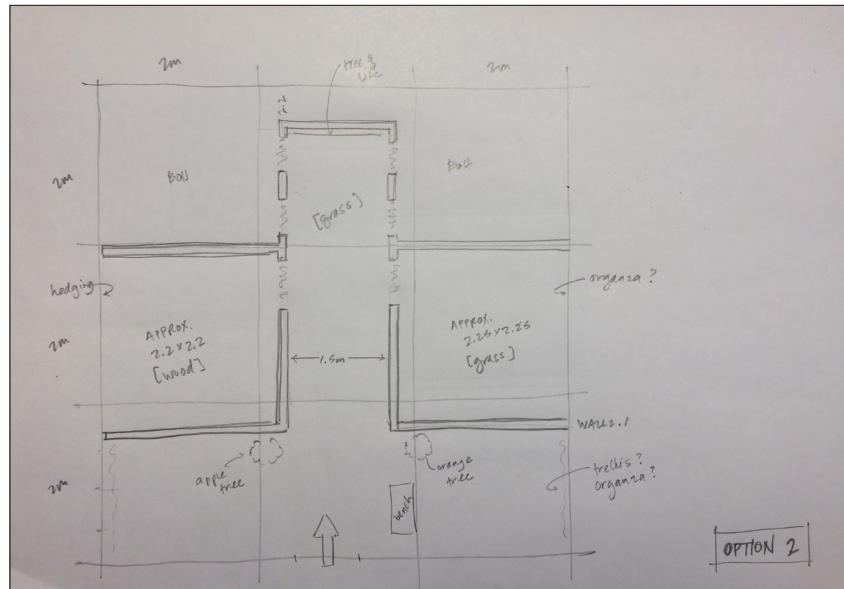
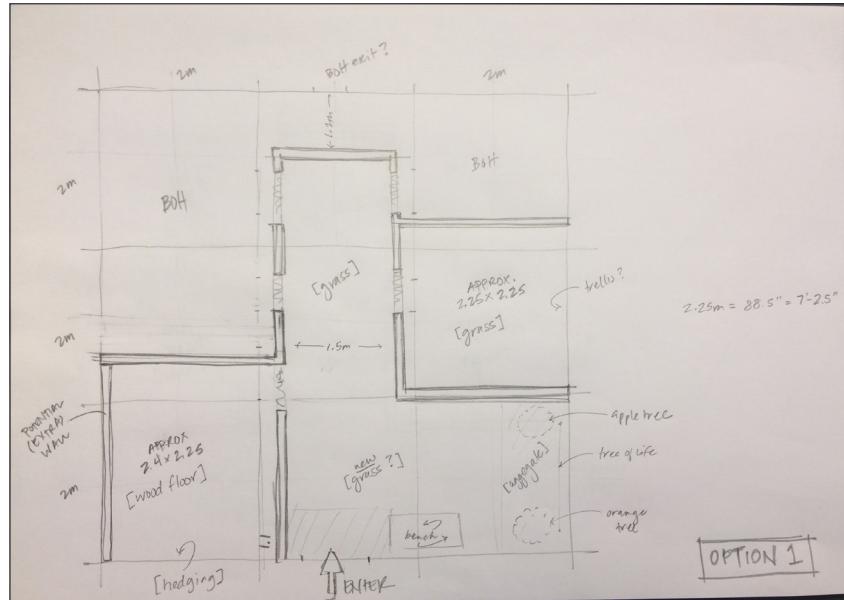
Area designated for Momentary Bliss Tent (Sketchup Model), from Boomtown Theatrics

Evolution of Plan, 2018

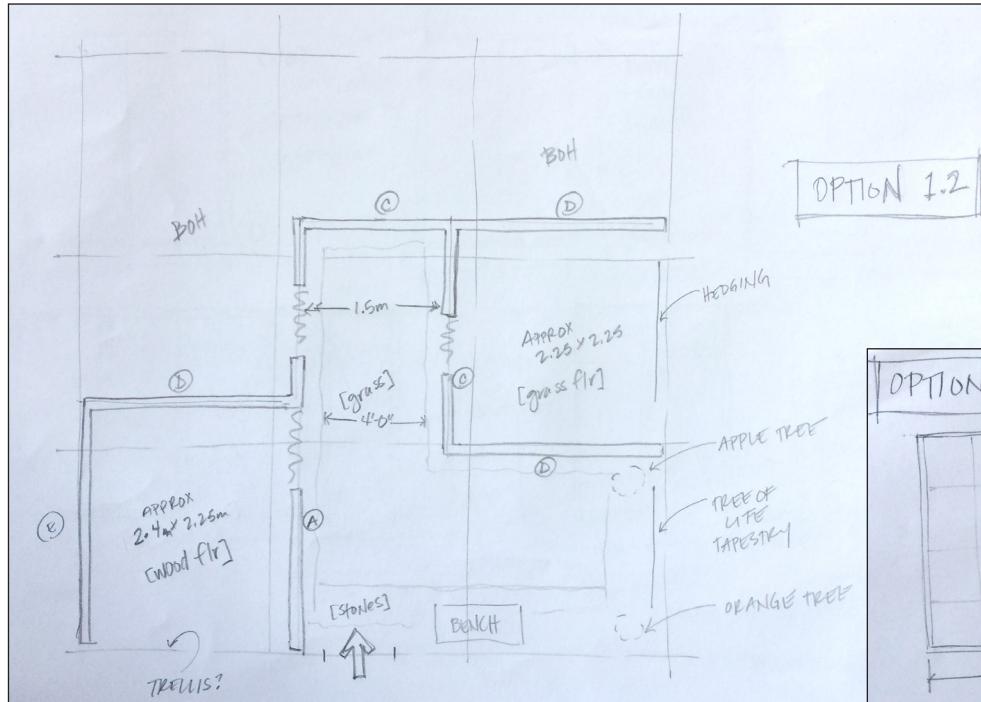
MOMENTARY BLISS
Boomtown Fair | Chapter 10 | 2018

Sketch plans (sketchbook)

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



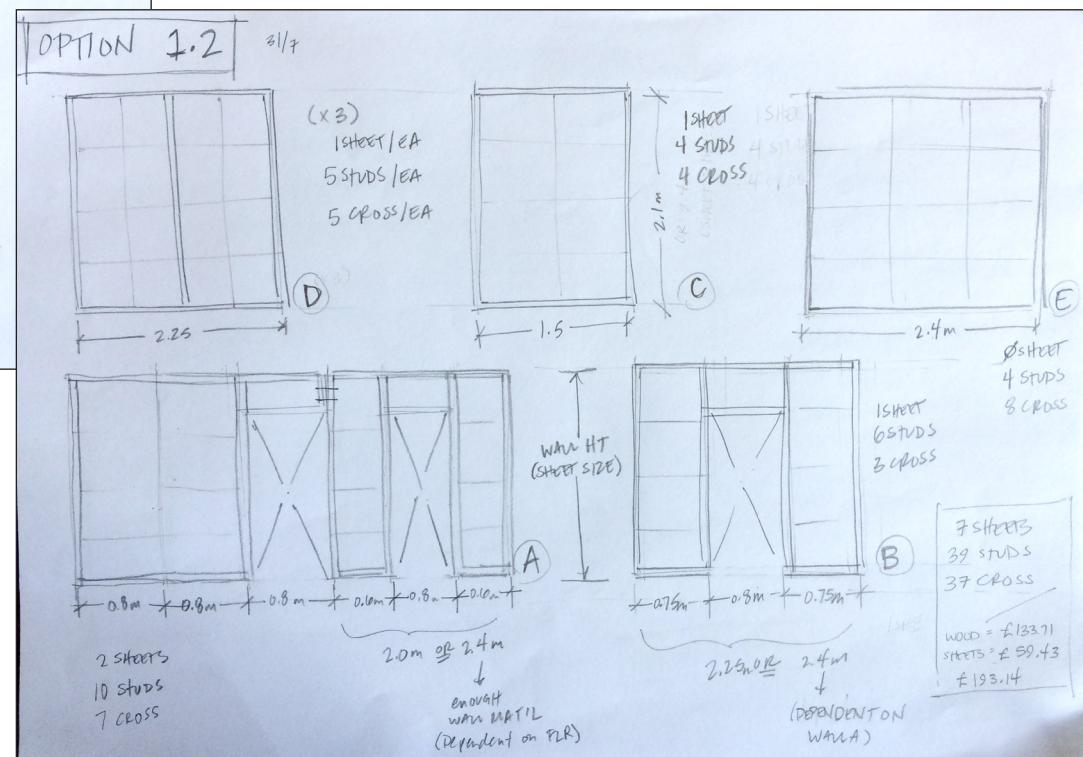
Plan (proportional)
walls within the 6m x 6m tent



Shoji screen aesthetic

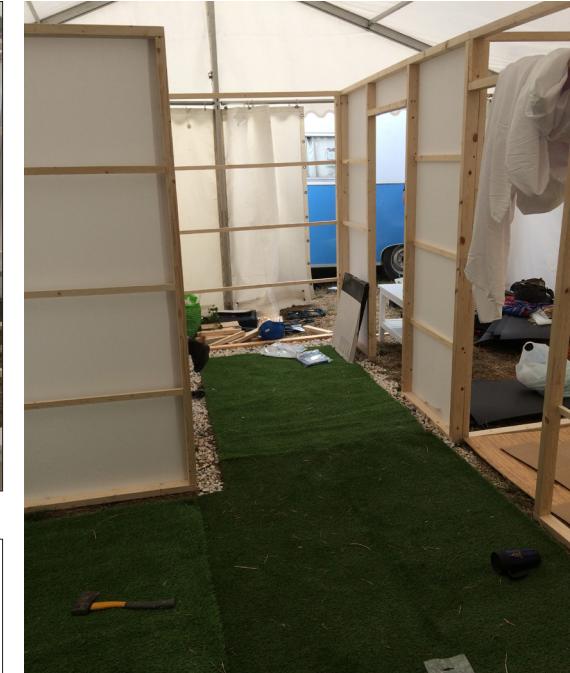


Elevations (proportional)
for budget and build



Final Drawings

MOMENTARY BLISS
Boomtown Fair | Chapter 10 | 2018



Build / Install

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



Entrance door to tent (& fire exit)

2 Orapple Trees (see Chapter 4)

MOMENTARY BLISS

Boomtown Fair | Chapter 10 | 2018

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



Pre-Set



photo: Ali Wright

Entry



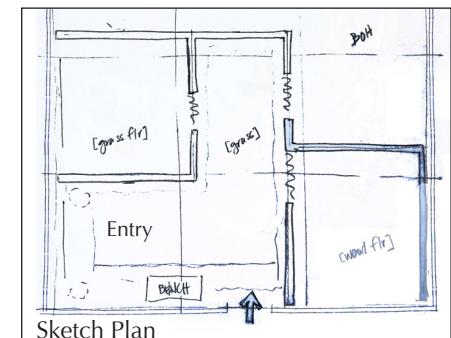
photo: Ali Wright

Entry

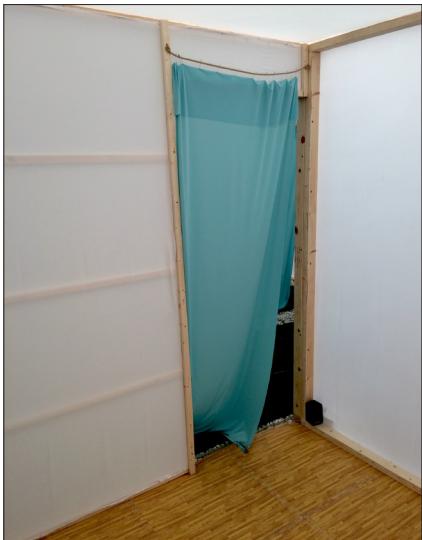
"Welcome to Momentary Bliss,
where we will make you a
better version of yourself."

Exit

"Have a blissful day!"



Sketch Plan



Treatment Room 1: Studio



Pre-Set

Treatment Room 1

photo: Ali Wright



photo: Ali Wright

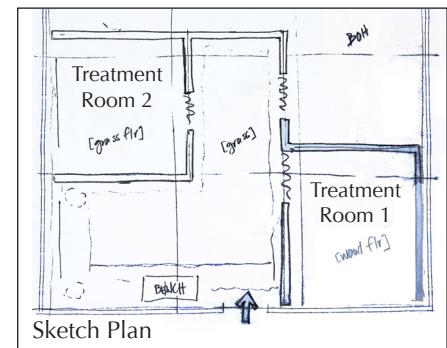


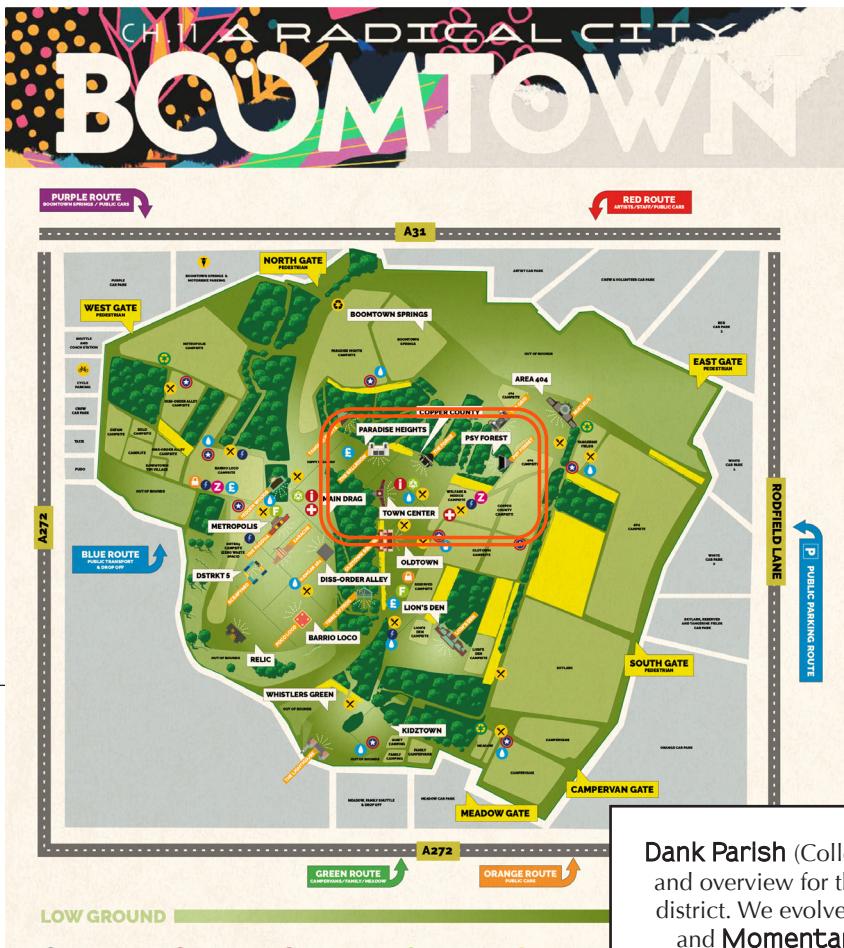
Treatment Room 2: Rainforest Room



Treatment Room 2

photo: Ali Wright





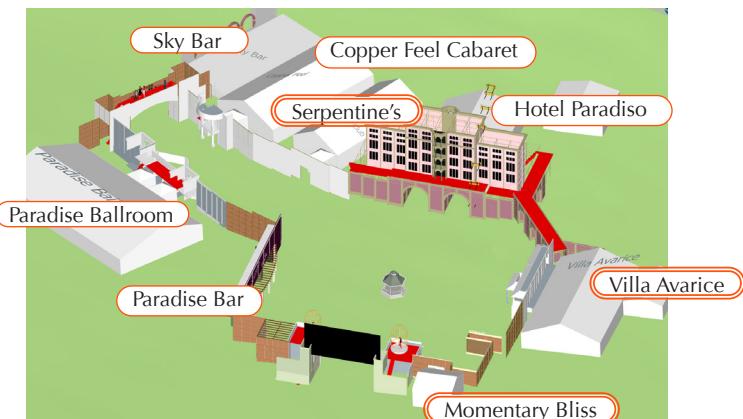
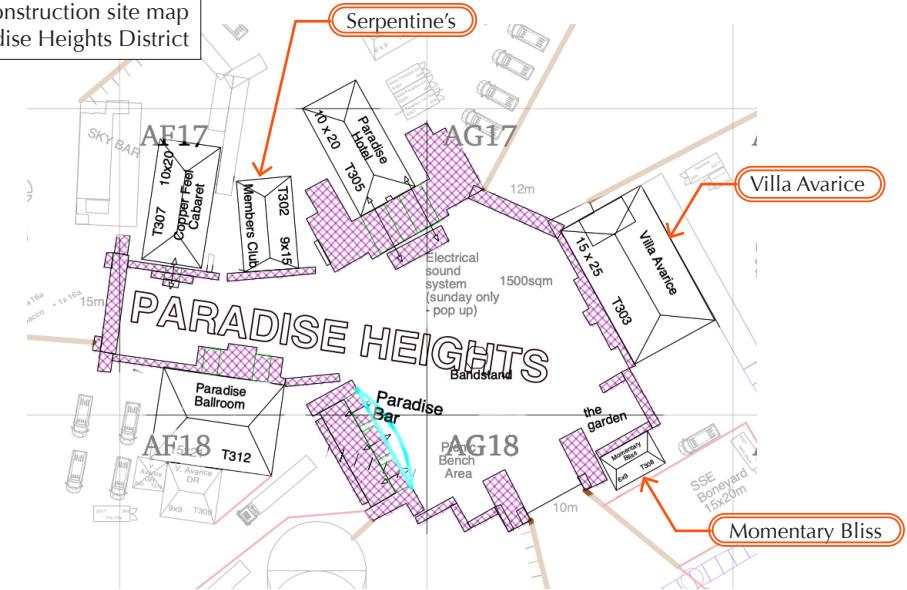
PARADISE HEIGHTS DISTRICT

Boomtown Fair | Chapter 11 | 2019

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.

Boomtown construction site map for Paradise Heights District



Sketchup Model of Paradise Heights District

Sketch plans (sketchbook)

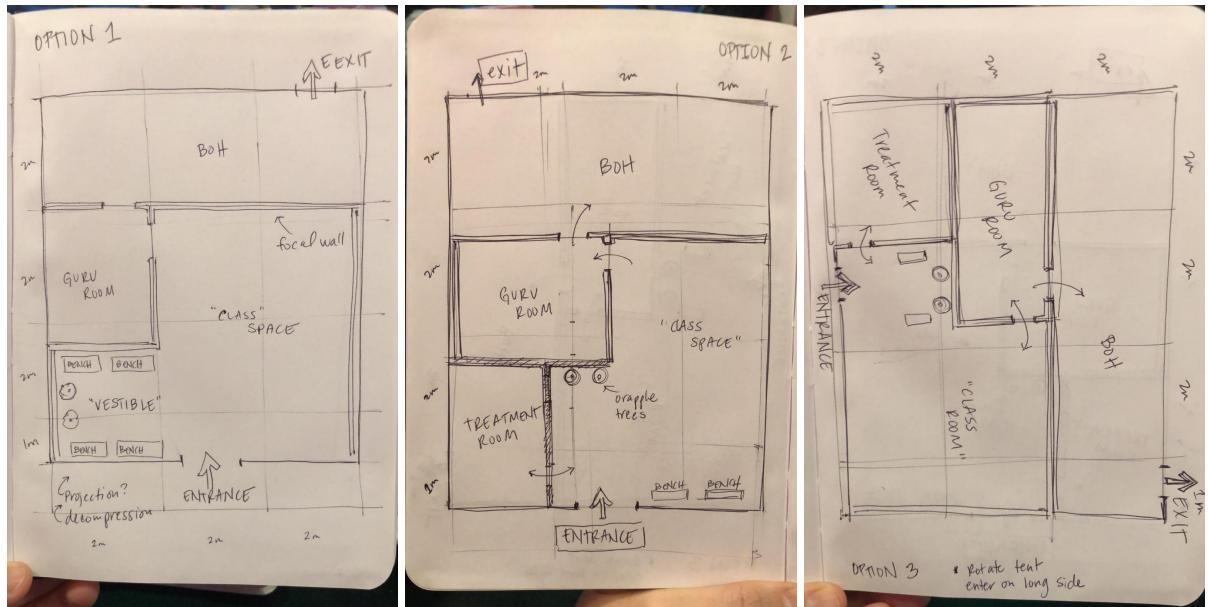
Evolution of Plan, 2019

Changes (from 2018 layout):

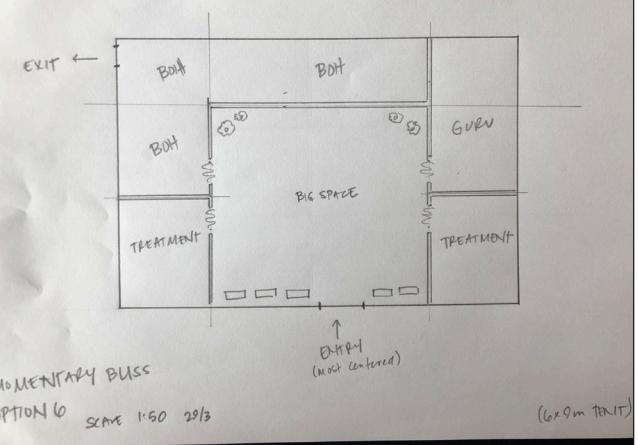
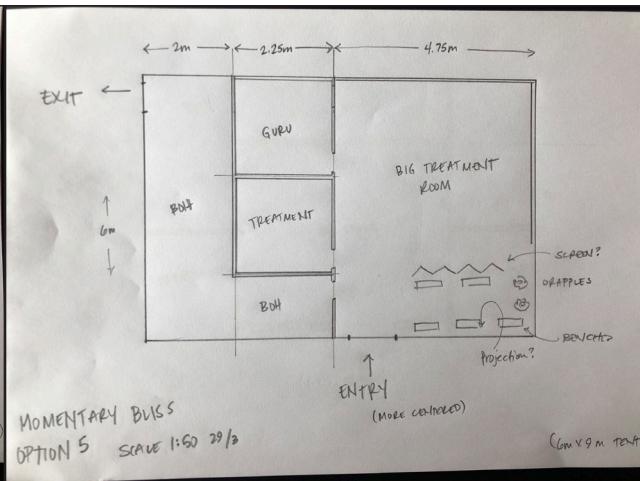
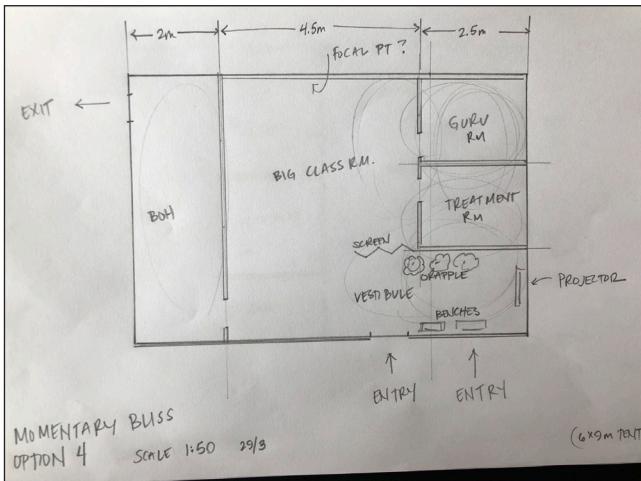
Bigger tent (9m x 6m)

More audience at a time ("class" space)

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

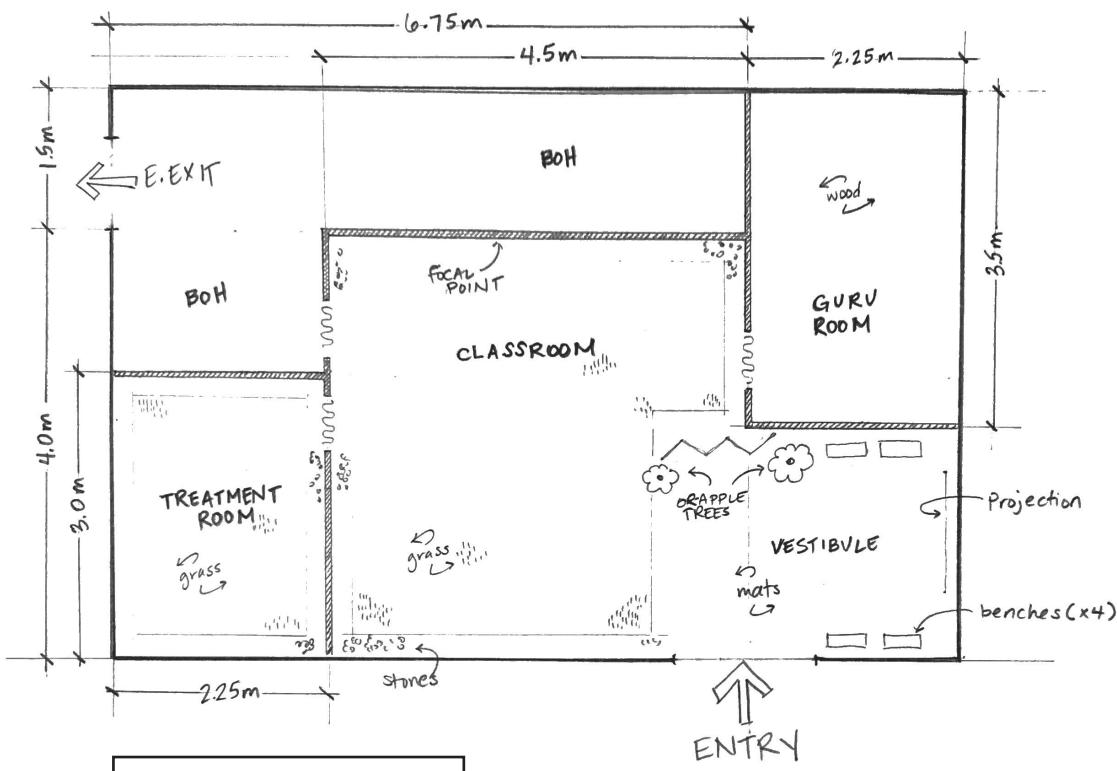


To-scale plans (A4)



MOMENTARY BLISS

Boomtown Fair | Chapter 11 | 2019



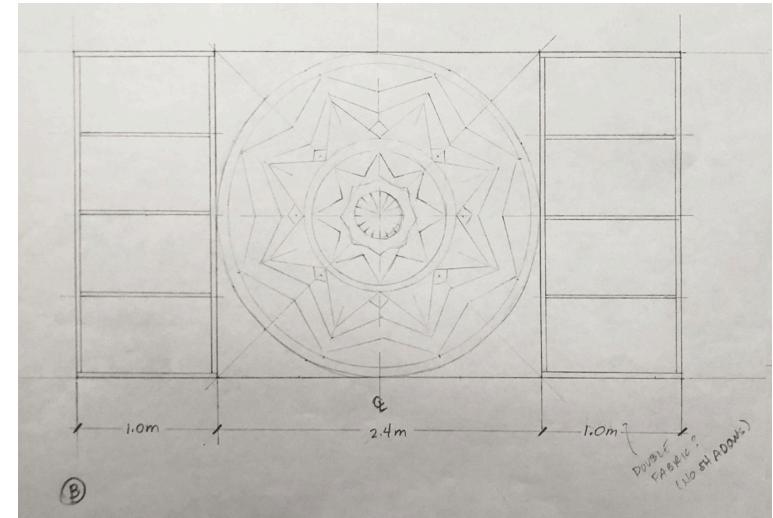
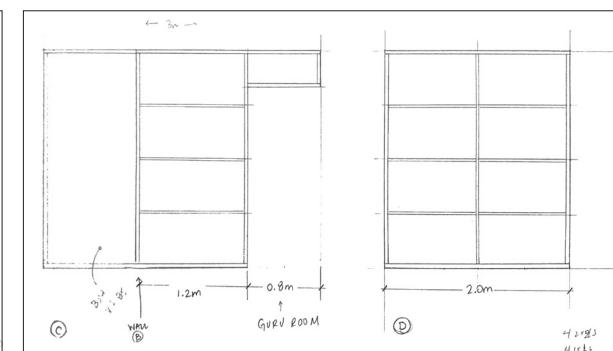
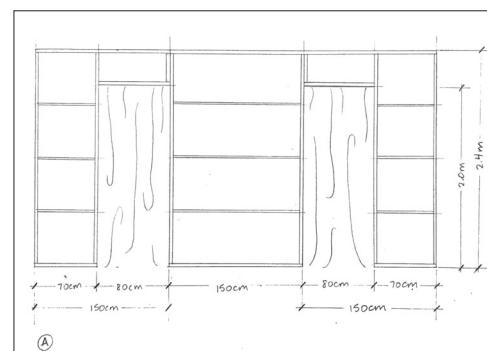
Final Drawings

MOMENTARY BLISS

Boomtown Fair | Chapter 11 | 2019

Elevations (to scale) for builder

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



Build / 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



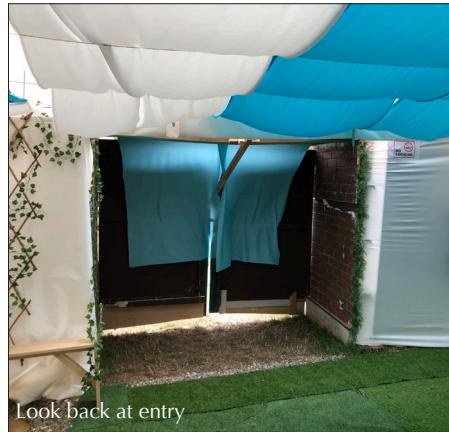
Securing grass and wood floors



Wood stud walls secured



Fabric stretched on walls



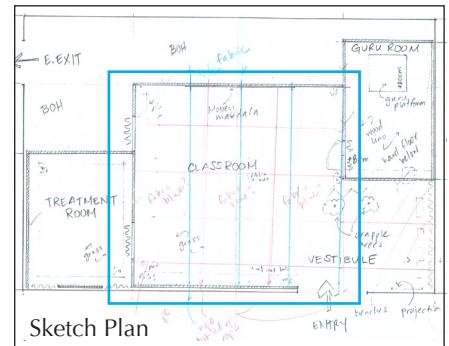
MOMENTARY BLISS

Boomtown Fair | Chapter 11 | 2019

Classroom



Group "betterment treatment" class:
Innocence Re-Alignment



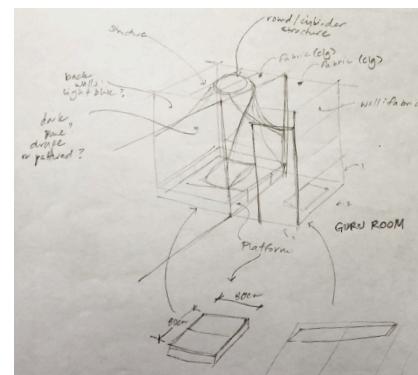
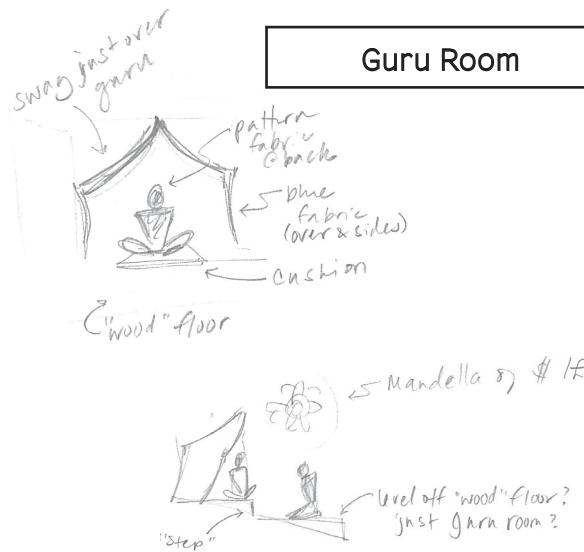


Treatment Room

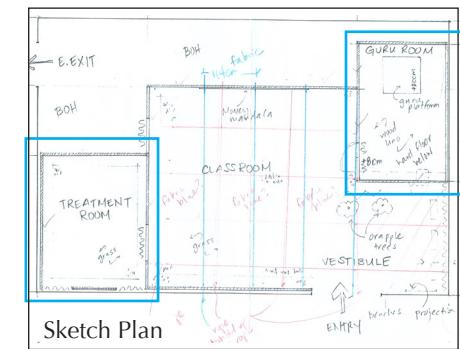
photo: Ali Wright



Guru Room



Construction sketch to help builder use all materials effectively



Sketch Plan

MOMENTARY BLISS

Boomtown Fair | Chapter 11 | 2019



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



MOMENTARY BLISS

Boomtown Fair | Chapter 11 | 2019



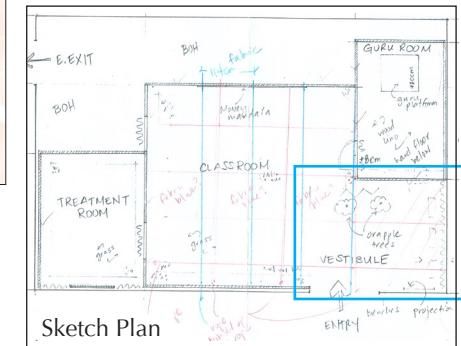
photo: Ali Wright



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.”

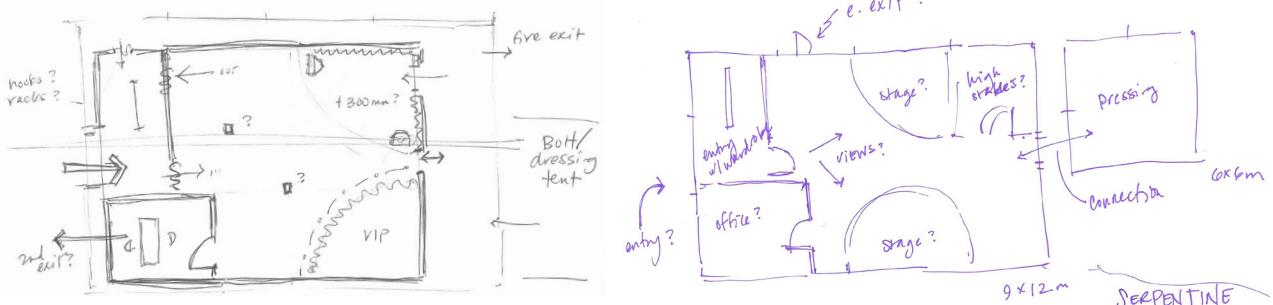


Sketch Plan

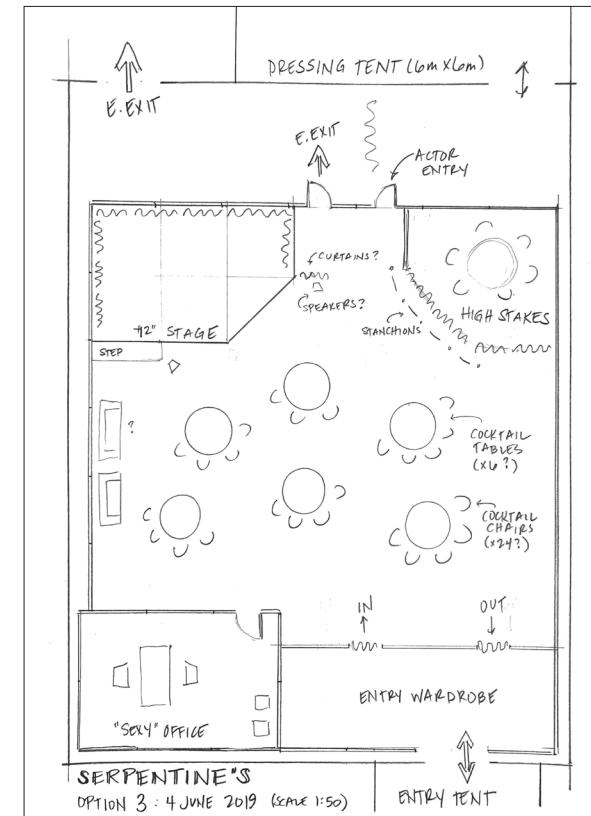
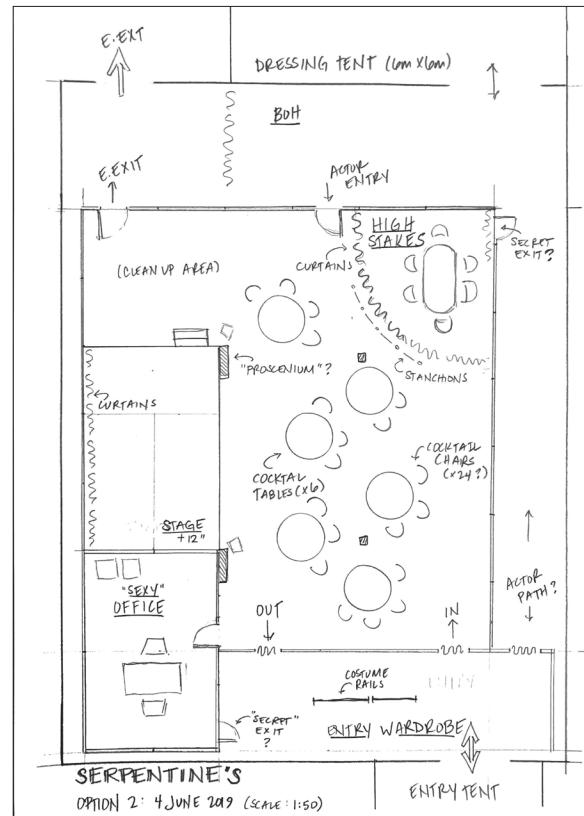
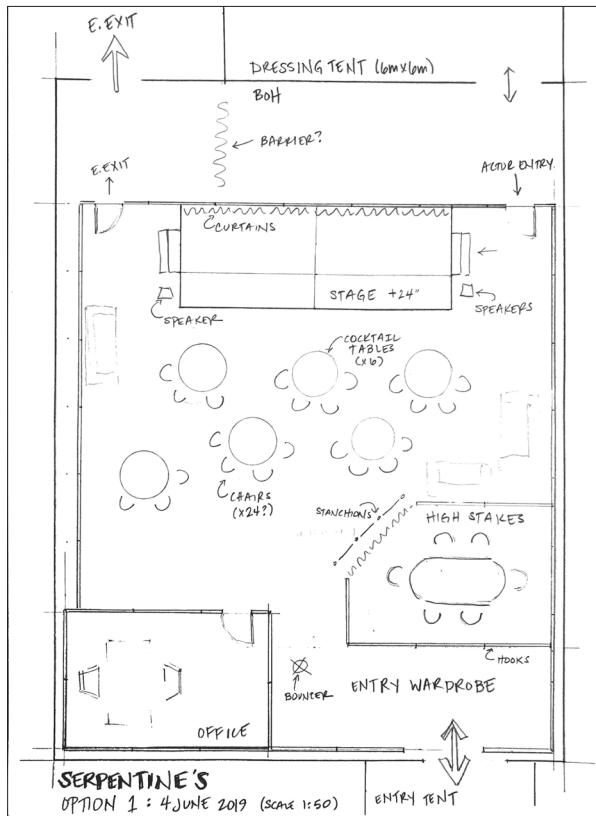
Sketch plans (sketchbook)

Evolution of Plan, 2019

To-scale plans (A4)



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

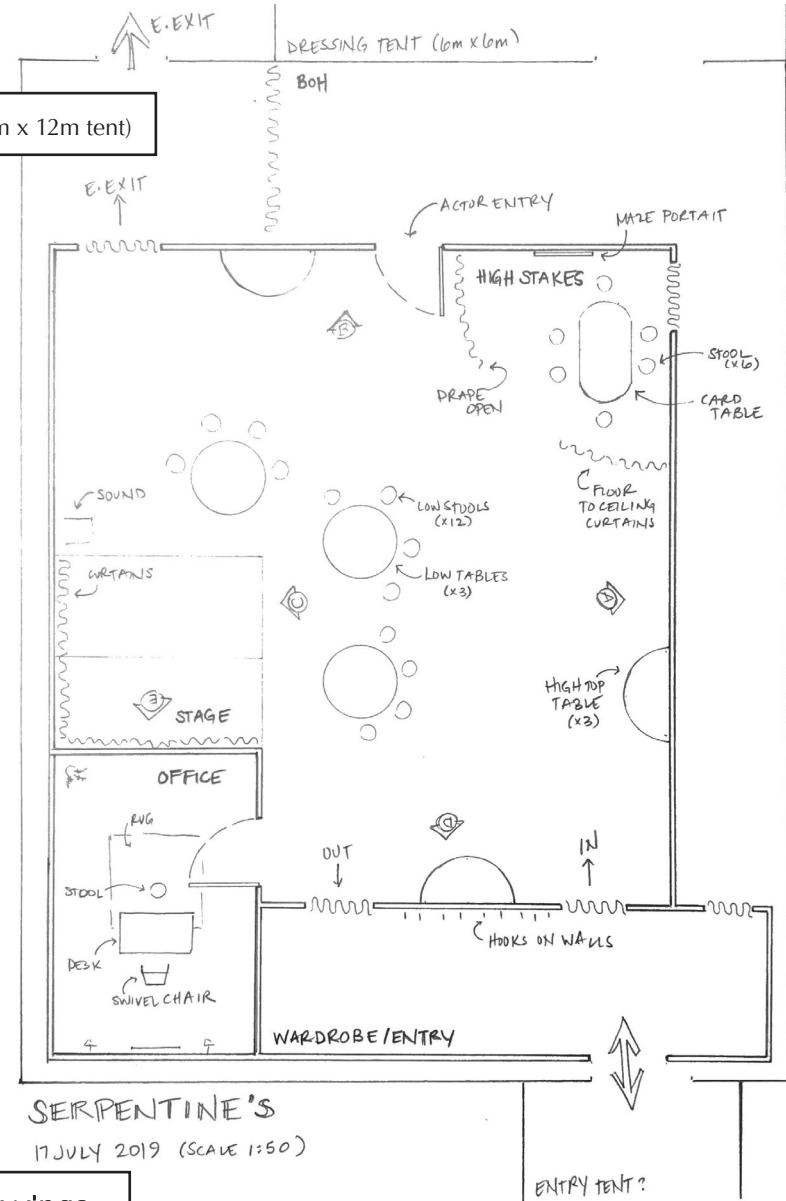


Final Drawings

SERPENTINE'S

Boomtown Fair | Chapter 11 | 2019

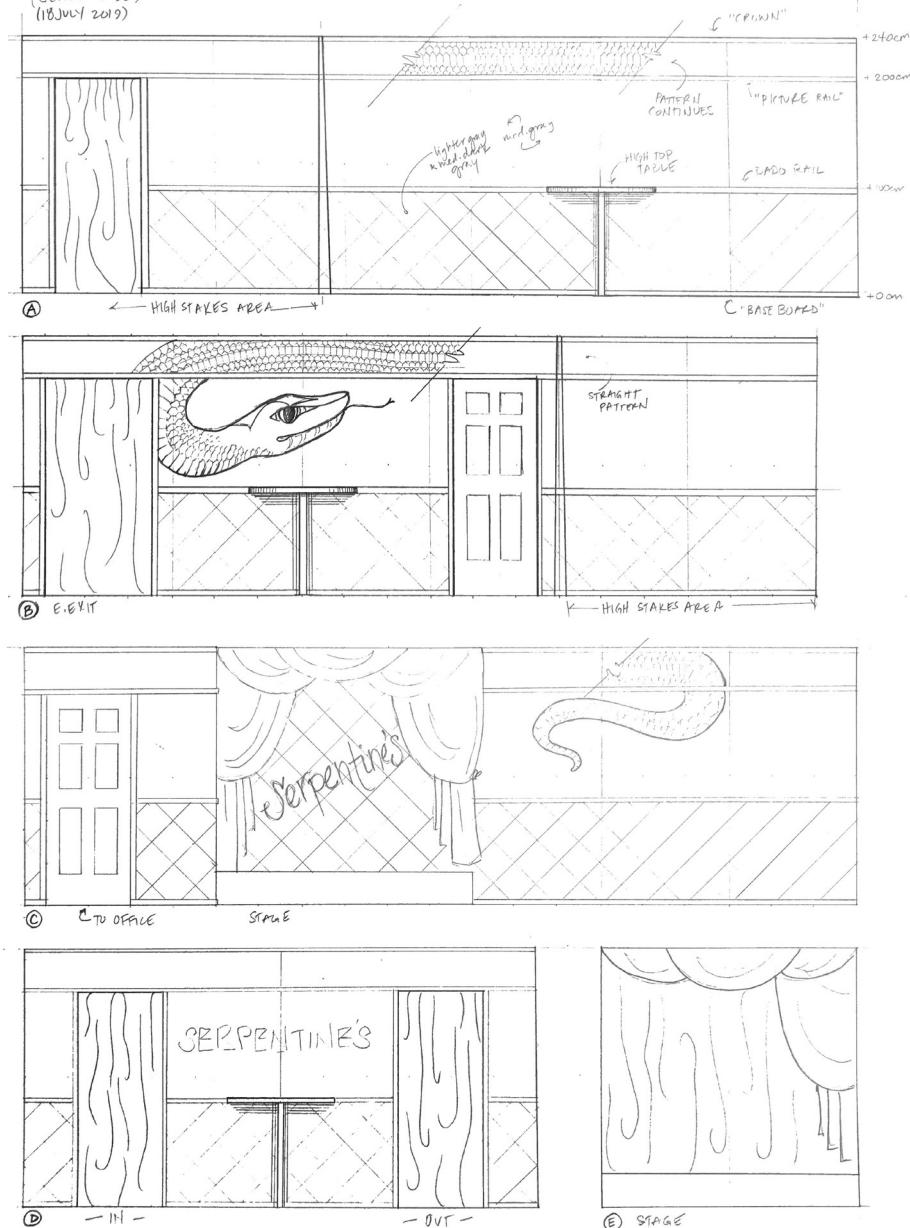
Plan (9m x 12m tent)



Elevations (to scale)

SERPENTINE'S: MAIN SPACE ELEVATIONS

(SCALE 1:30)
(18 JULY 2019)





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)

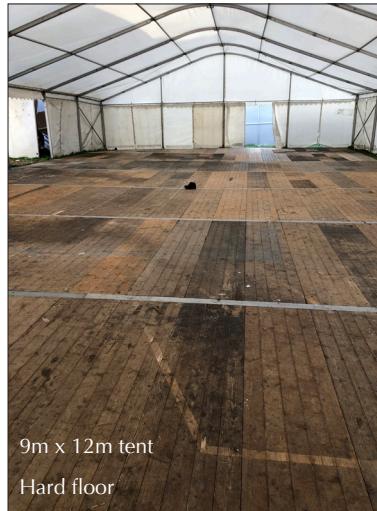
Painting (on-site)



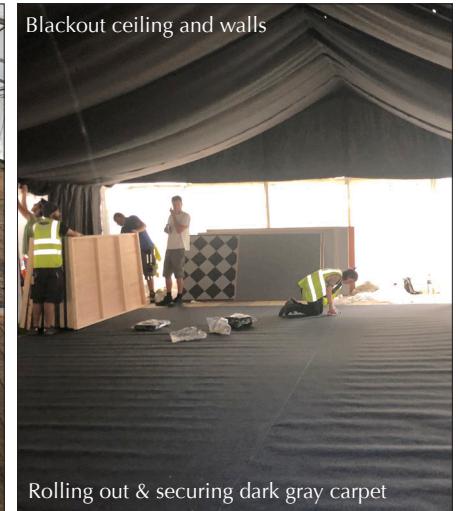
Shades of gray paint give moody atmosphere in the dark venue.
Pops of red (fabric) and maroon red (paint) heightened a feeling
of exclusivity in this "after-dark club".
A silver shine on the red snakeskin tied all the colors together.

SERPENTINE'S

Boomtown Fair | Chapter 11 | 2019



9m x 12m tent
Hard floor

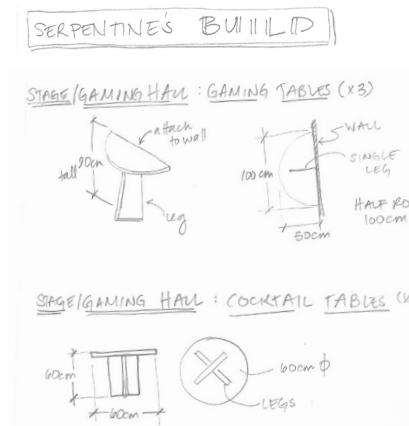


Blackout ceiling and walls

Rolling out & securing dark gray carpet

Build / Install

Assembling pre-painted wall flats
Inserting doorway headers to fit





Snake pattern: walls, upholstered tables



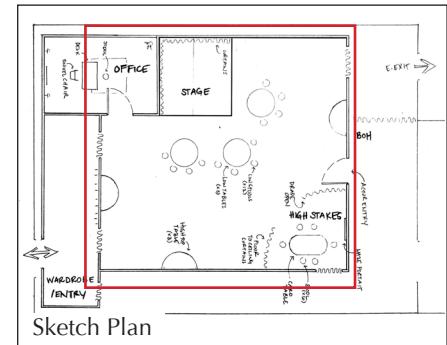
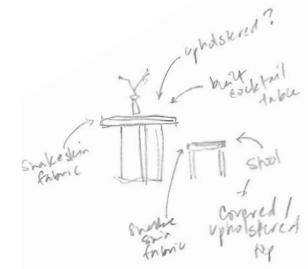
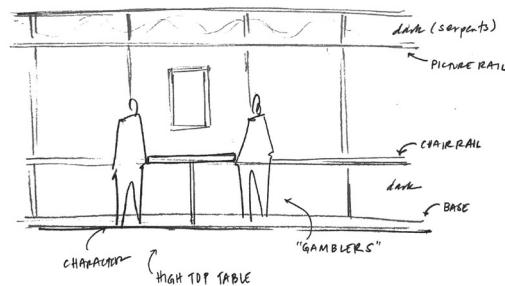
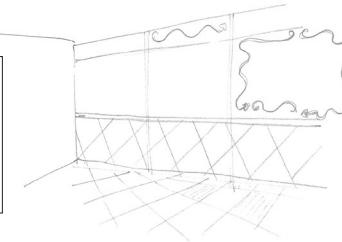
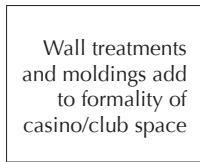
Member's Only Club

photo: Benjamin Paul



A photograph of a club interior. The floor is red and white checkered. The walls are white with a large, stylized snake mural. Red curtains are pulled back on the right. Two people are standing at a bar counter. The text 'Club populated by bizarre characters' is overlaid at the bottom left.

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



Sketch Plan

Stage

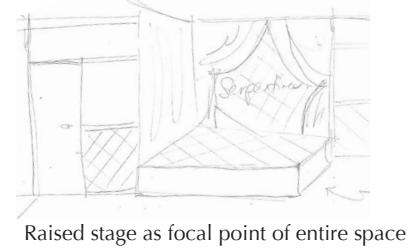
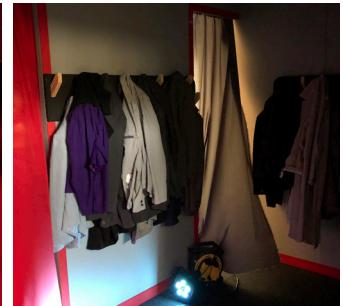


photo: Benjamin Paul



SERPENTINE'S

Boomtown Fair | Chapter 11 | 2019



Wardrobe/Entry

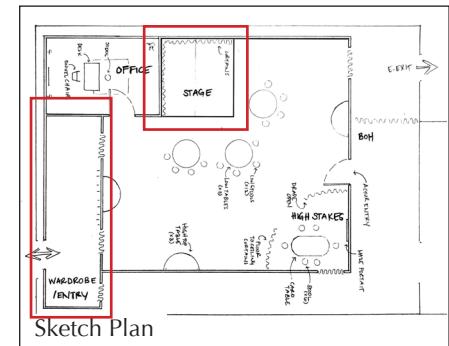
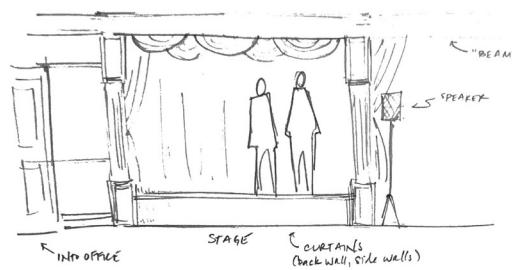
A jacket is required for entry to this member's only club

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

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



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



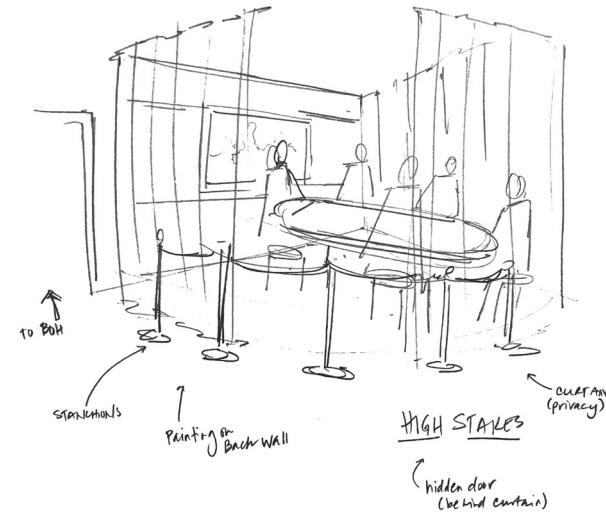
VIP / High Stakes



VIP area cordoned off, but visible



Custom felt-covered card table



SERPENTINE'S
Boomtown Fair | Chapter 11 | 2019

photo: Benjamin Paul

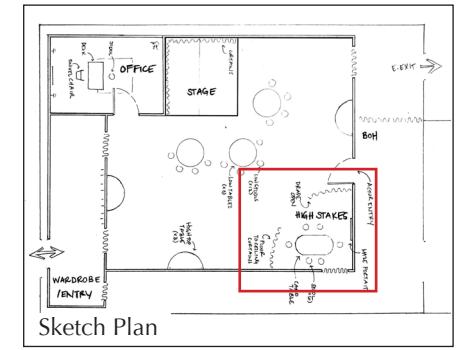


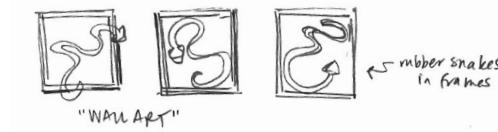
Card games: Go Fish, best house of cards wins, War, a game with continually changing rules only known by the characters

Games end when new deck reveals QR code for the 'Immersive Maze'

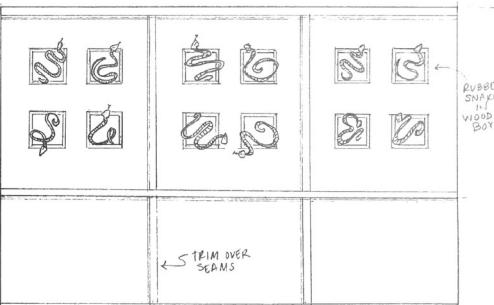
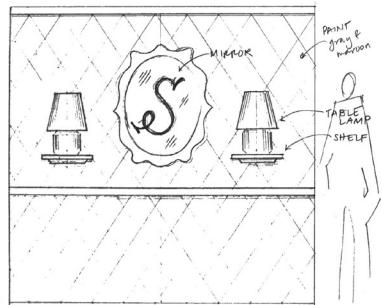


QR Cards revealed to Maze-Players

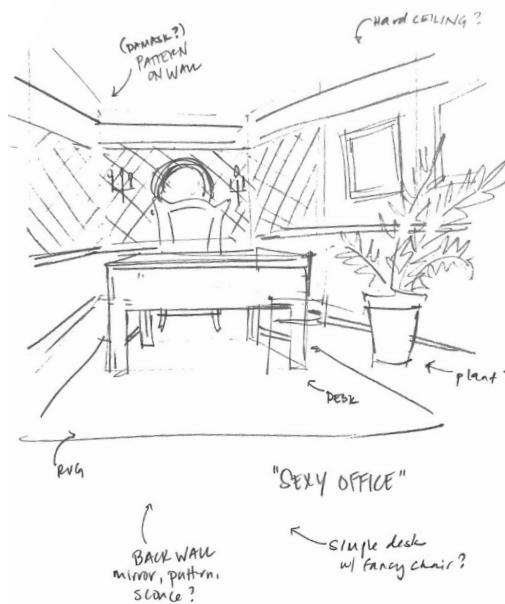




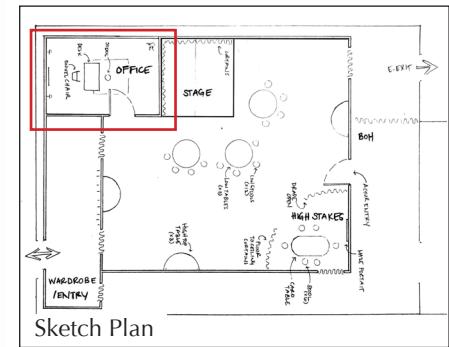
Private Office



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.





Build / Install draping ceiling fabric

Villa
 open large space but also smaller room
 ↳ host: physical workshops (rain back up)
 + sound system

extinction rebellion ← whispers of visitors before they protest
 ↓
 ↓ vs. character (P.H.)
 ↓ good Ext. Reb to attack/protest P.H.
 coming @ 5pm on SUNDAY

Sunday - all day party / street party
 & P.H. reaction "These Hippies"
 "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.