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THEA 240

Spine Options:

- The impetus of evolving technology blurs ethics.
- As worlds merge, reality fades to history
- As technology progresses, humanity dies

Spine: Impending technology erases reality and expunges humanity.

In *The Nether*, as we learn more about the characters, we realize how much they've lost grasp of reality and lost sight of their humanity. One of the first impactful lines of the play is Morris threatening to rescind Sims' login. The sudden shift in his tone is indicative of the weight the characters place on their access to the Nether. In this production, I'd like to emphasize the role the actual "Nether" plays in our world, and how much of a grasp it has taken on our characters. In pursuit of this goal, I'd love to use lighting design to whitewash most of the stage when interacting with the virtual world and depict the "real" world as rainy and dark. I'd love to draw inspiration from [Blade Runner 2049](#) (header picture) and other similar dystopian productions. I'd also love to depict Nether characters as artificially real. Using smooth, airbrushed makeup would achieve this goal amongst other tools.

I think it's important to put this play on in today's climate due to social media's influence on society. Companies like Facebook and Google are heavily invested in a VR/AR future, so *The Nether* is not too distant of a reality. In staging this play, it's important to view it as a potential cautionary tale rather than an impossible future.