

# The Royal Lyceum Theatre Theatre Trail Plan

Caitriona Brennan MA Heritage and Exhibition Design



# Project Overview

The Royal Lyceum Theatre is one of Edinburgh's longest standing theatres; I wanted to use this long running legacy to inform my approach for this project. The trail focuses on the work that happens behind the scenes of a theatre show, and the evolution it has seen over the years.

## Audience

This trail caters for families and young people, with a heavy focus on interaction and play. The historical and storytelling elements appeal to both local and tourist audiences, particularly those who have an interest in theatre and in the history of the local area.

## Learning Outcomes

- An overview of key moments in the history of the Royal Lyceum Theatre.
- Insight into the different kinds of 'behind the scenes' work that go into running a theatre production.
- Discover some of the developments the theatre has seen in production technologies since its opening.
- See how the Lyceum is evolving as a modern working theatre.

# Challenges

- Access restricted to front of house.
- Theatre needs to be usable as a theatre during performances.
- Accessibility around the theatre.
- Current focus is on performers.
- Content and stories are scattered through history of the theatre.

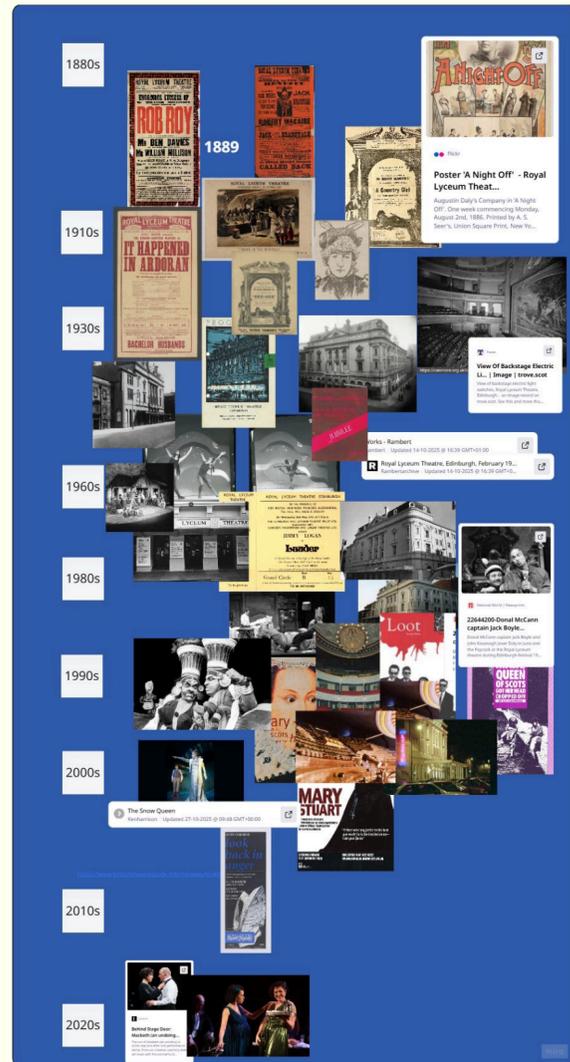
# Proposed Solutions

- Bring the backstage world to the front of house through recreations and artefacts.
- Create exhibitions that can be easily moved out of the way, or that integrate into the structure of the theatre allowing it to function as normal.
- Have a flexible route with alternative flows depending on visitor's mobility.
- Bring focus to the individuals who have worked behind the scenes.
- Create a cohesive timeline that can be followed and pieced together throughout the course of the trail.

Research

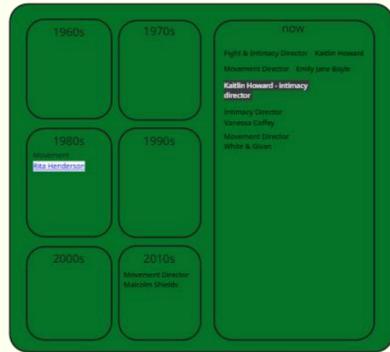
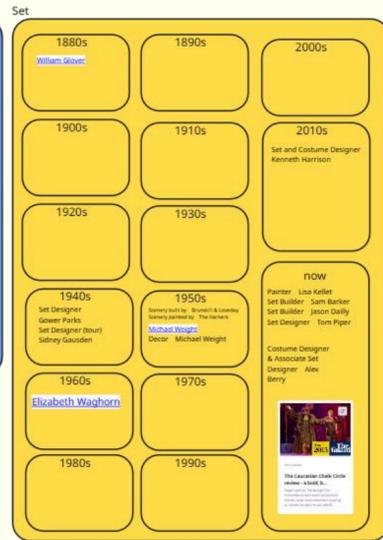
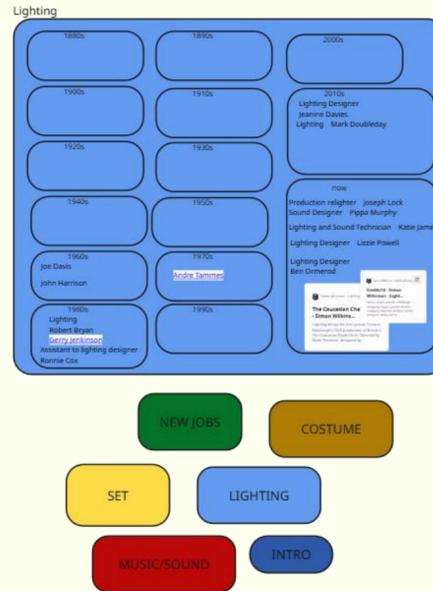
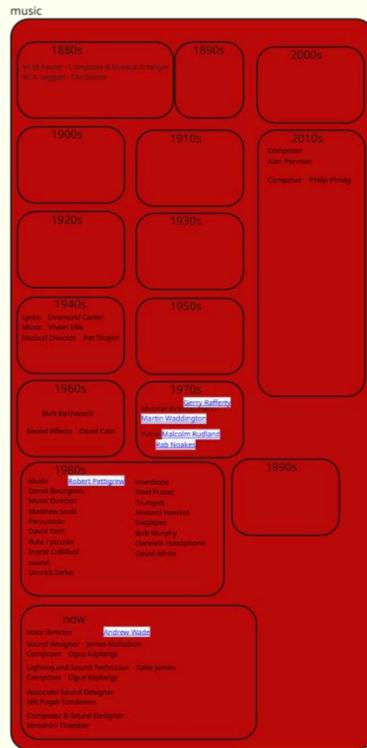
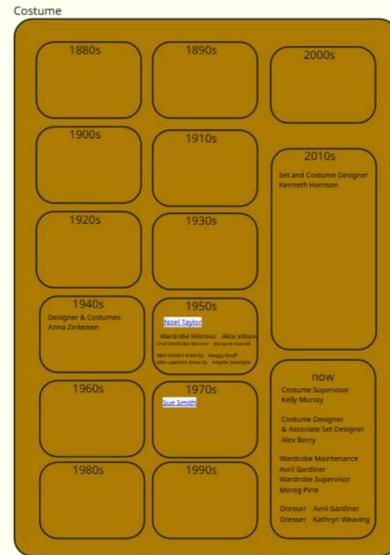


Collected photos and artefact and broke them down into a rough timeline



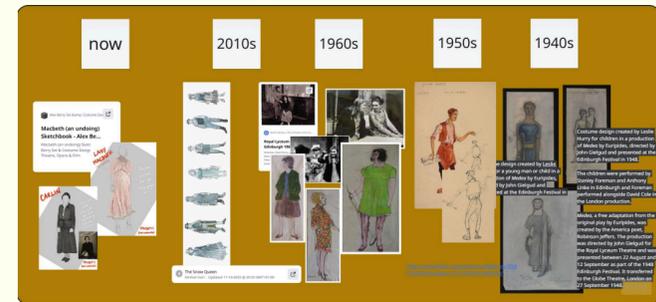
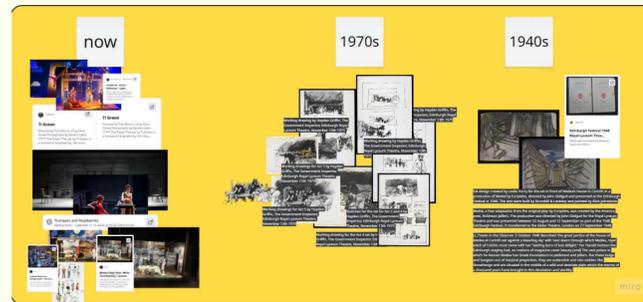
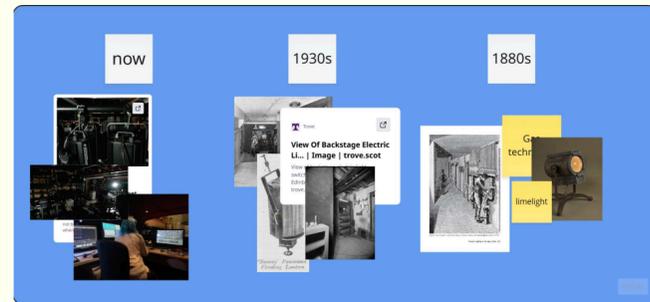
Selected 5 areas to explore; Costume, Sound/Music, Lighting, Set and Modern roles

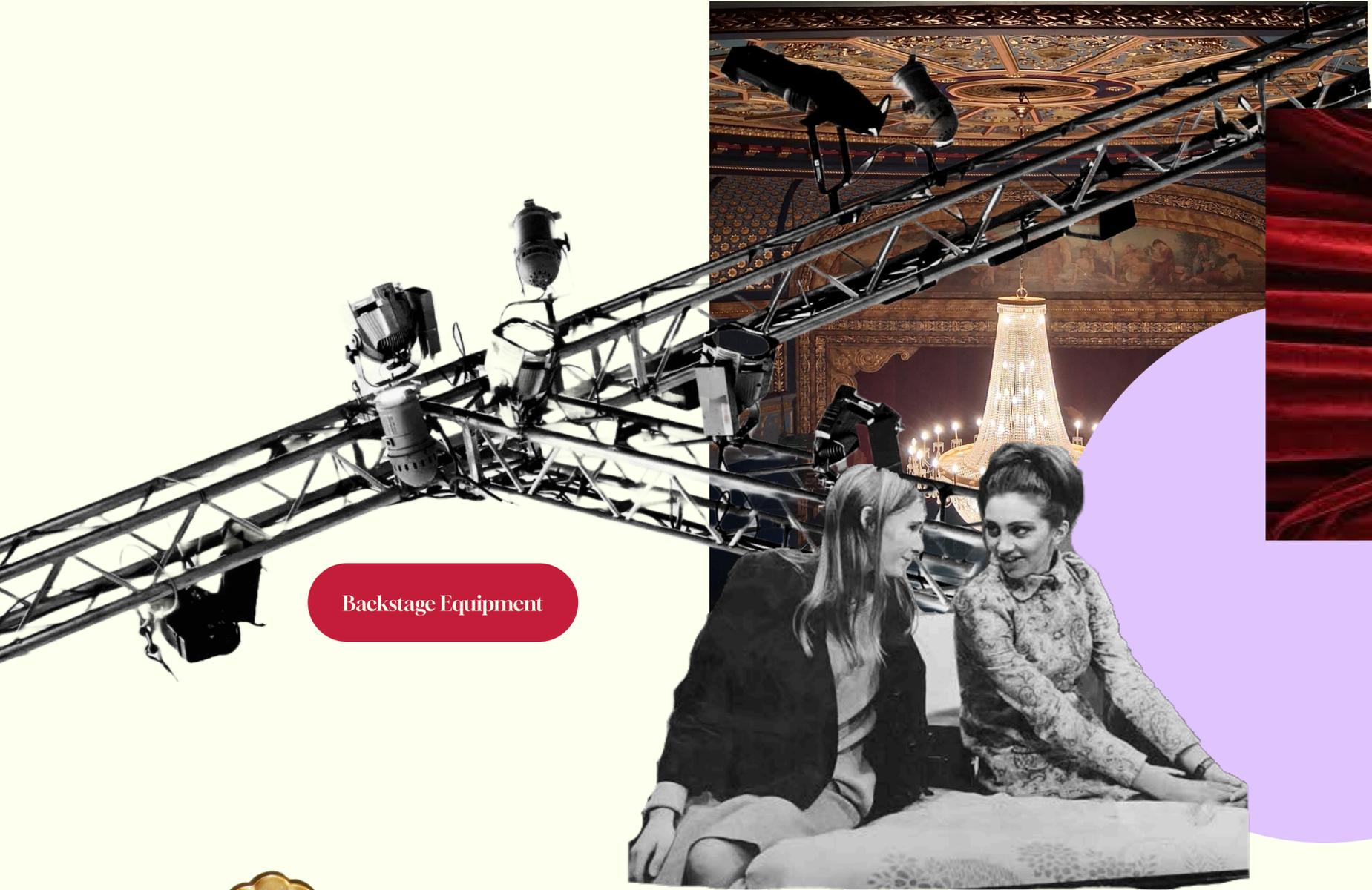
Picked out people from productions' crew lists who have worked in each area



Selected 3 areas to develop; Lighting, Set Design and Costume design

Broke each area down into decades with interesting content



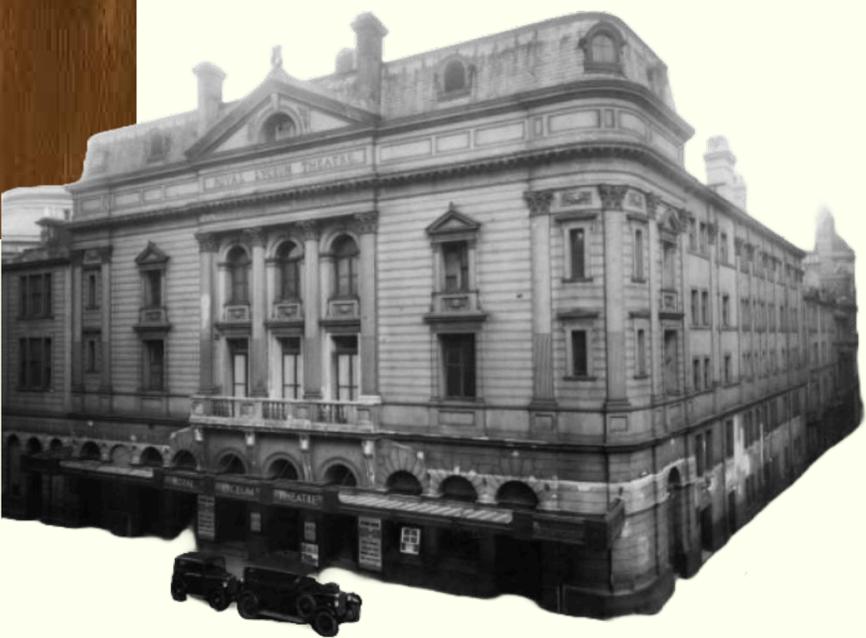


Backstage Equipment



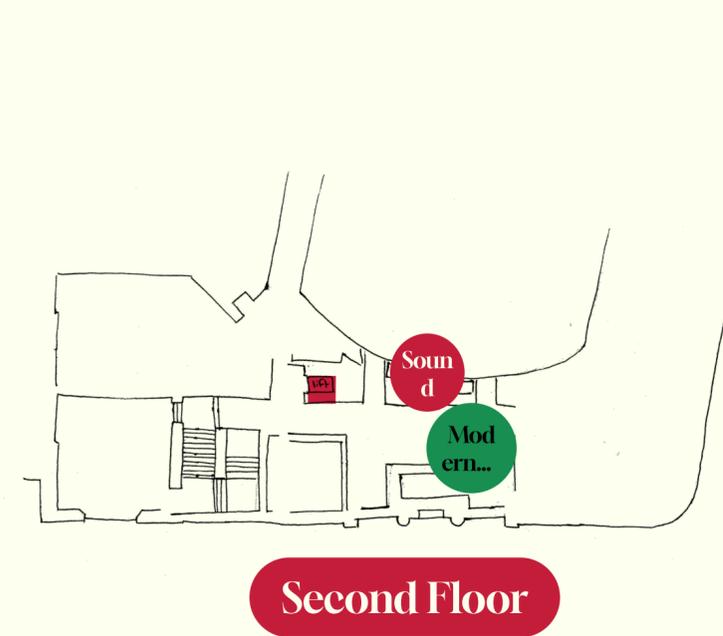
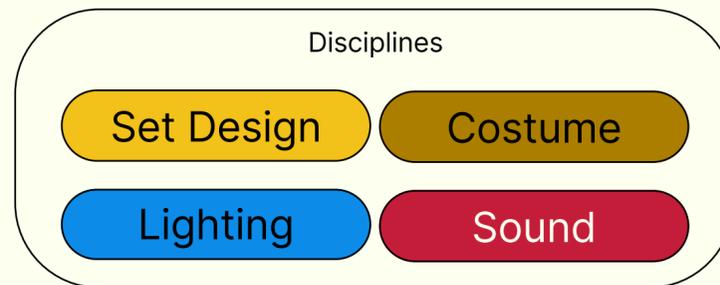
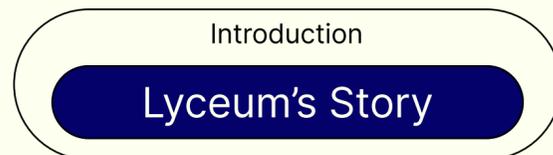
Materials found in the Theatre

Archival Images



Stops

- Route uses all three floors - no set order of stops.
- Begins in New Foyer on the ground floor and finishes in the Upper Circle Bar.
- Access to first and second floors through either lift or right hand side stairs.



# Wayfinding

- Visitors can take a map at the beginning of the trail which contains a map of the stops.
- Signage directs visitors through each floor and its stops.
- Directional signage guides visitors to the lift and stairs.
- Signage consists of scaffolding style modular pieces (inspired by stage rigging equipment) that can easily be taken up and down.
- The purple colour differentiates the trail signage from the theatre's regular signage.



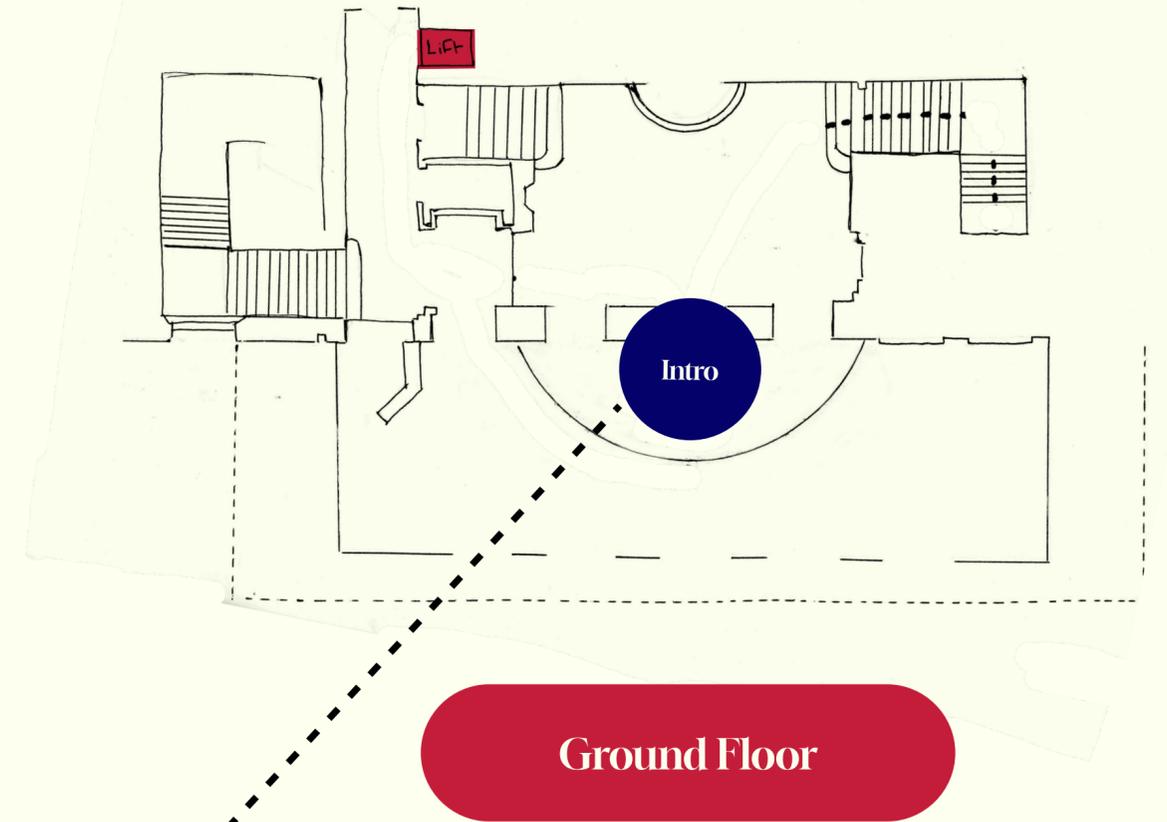


# Stop 1: Introduction

**Location** New Foyer (Ground Floor)

**Aims** Give an overview of the Theatre's history by breaking down key events and found images from each decade since its opening.

**Learning Outcomes** Contextualises The Lyceum as a longstanding Edinburgh institution and gives visitors some key facts about the theatre.



The first stop uses the existing screens in the foyer to show a short film outlining some of the major moments for the Lyceum over the decades.



Video goes through each decade that the theatre has operated for, showing images, playbills, and major moments for the thea...

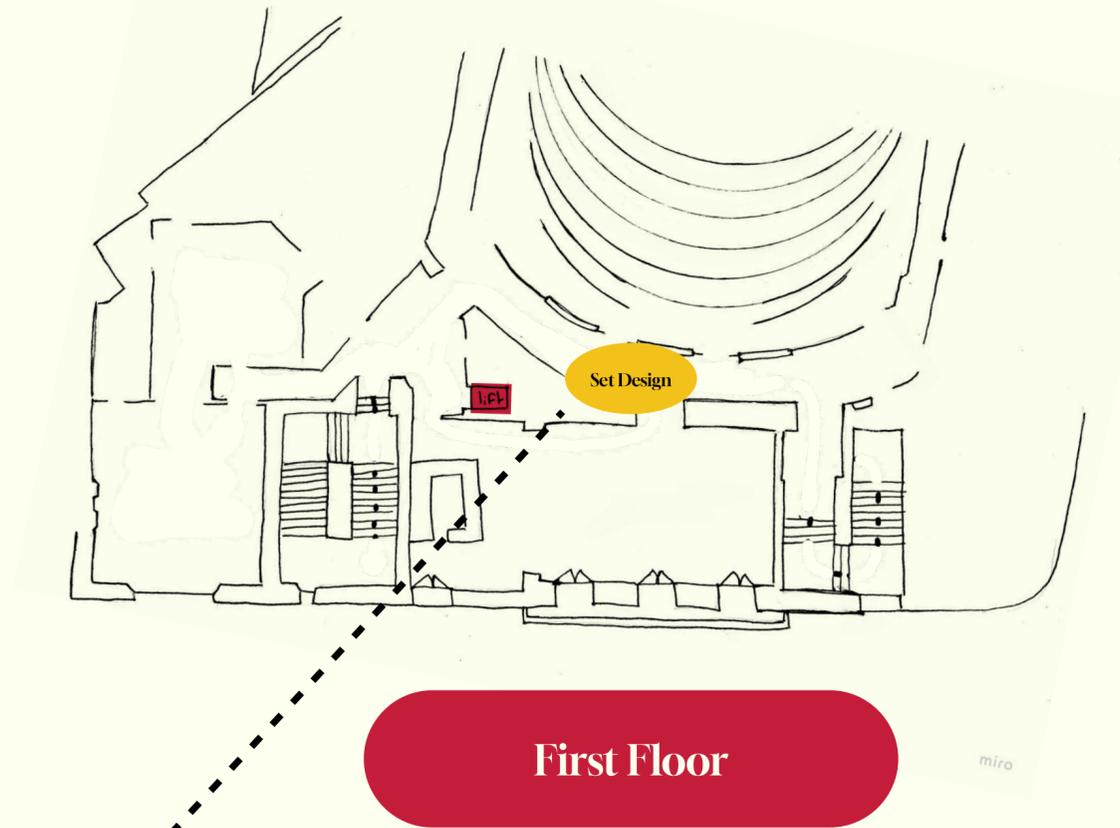
Booklet with overview of trail, map, and space to collect stamps from each st...

# Stop 2: Set Design

**Location** Auditorium Walkway (1st Floor)

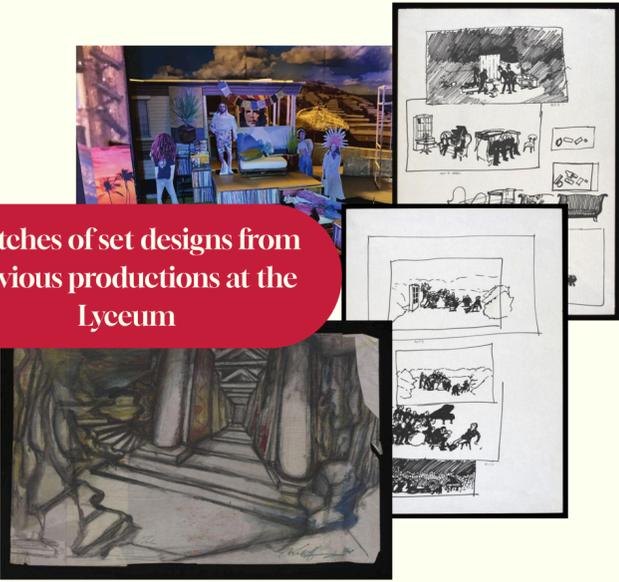
**Aims** Show some sketches and models of stage sets from previous shows at the Lyceum with the backdrop of the stage.

**Learning Outcomes** Learn about some of the people who have worked at the theatre over years and see the progression of set design techniques over time.



Sketches of previous production's set designs would be projected onto sheer fabric over the windows looking onto the stage, with a short description of the artist and the production for which the sketch was created. The projection allows for the images to be easily changed or turned off to suit the needs of the theatre.

Sketches of set designs from previous productions at the Lyceum



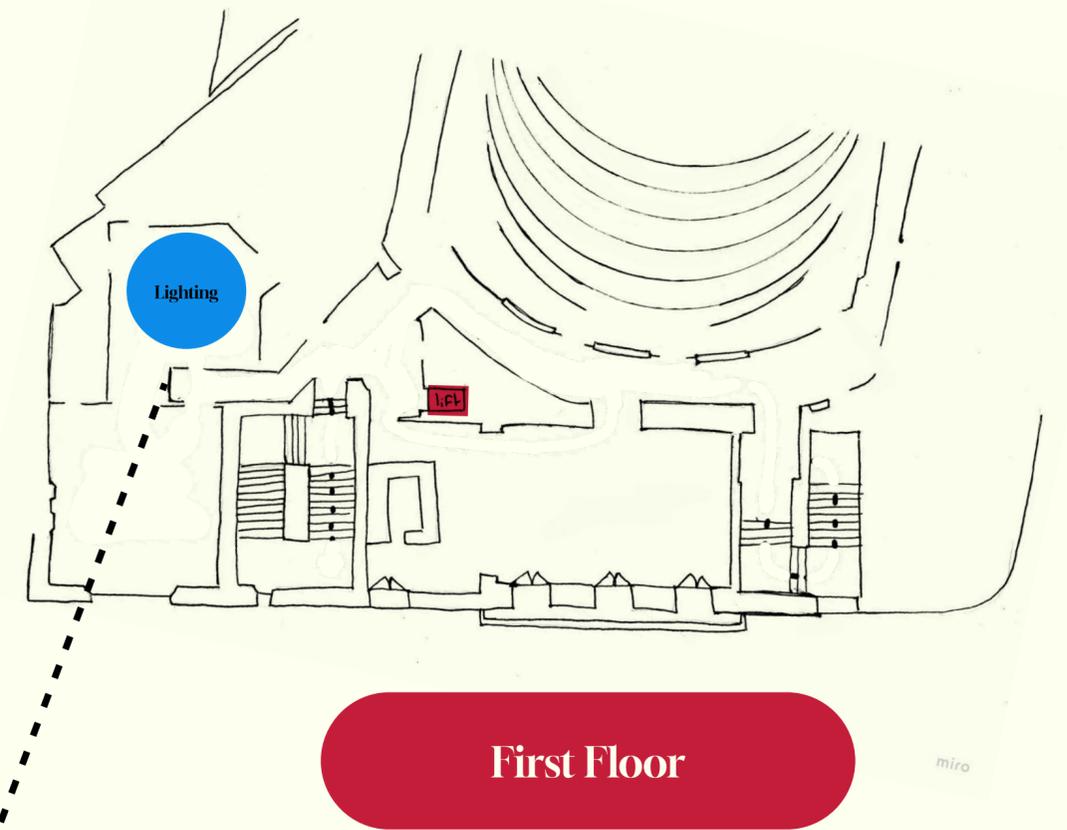
Projection of images on to transparent sheets

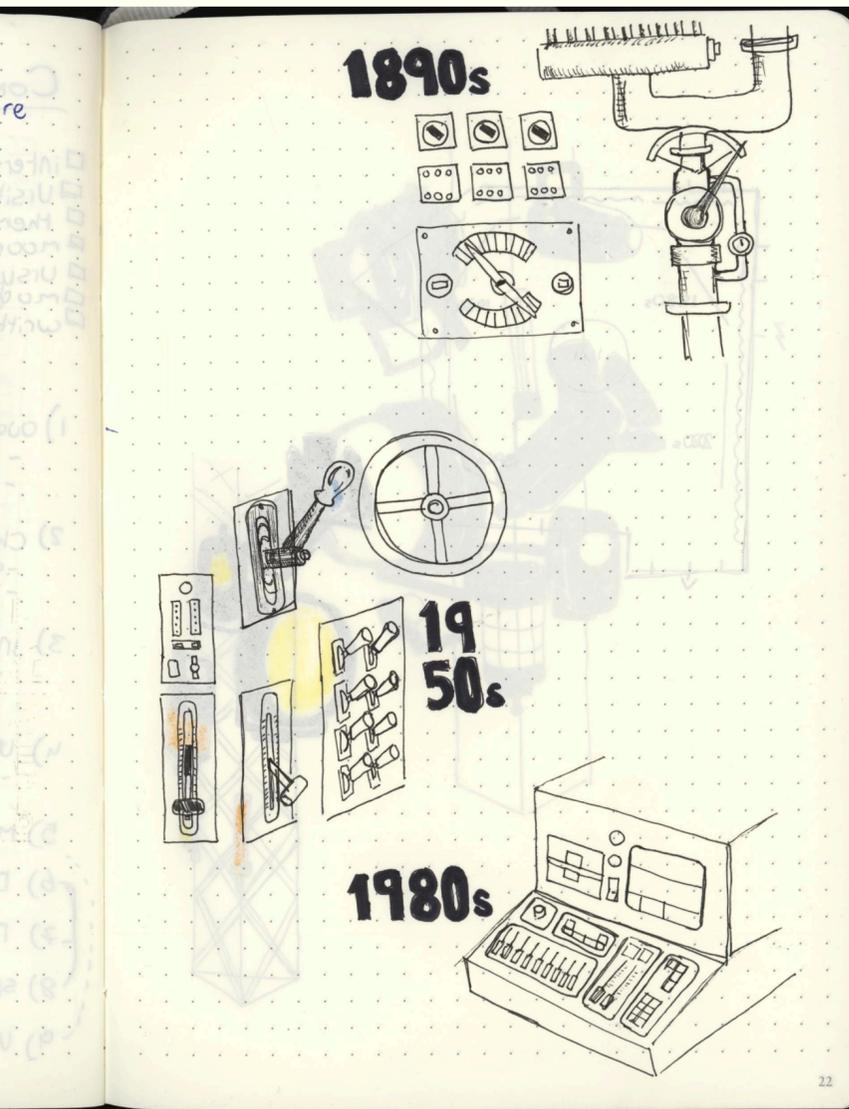
# Stop 3: Lighting Design

**Location** Ellen Terry Room (1st Floor)

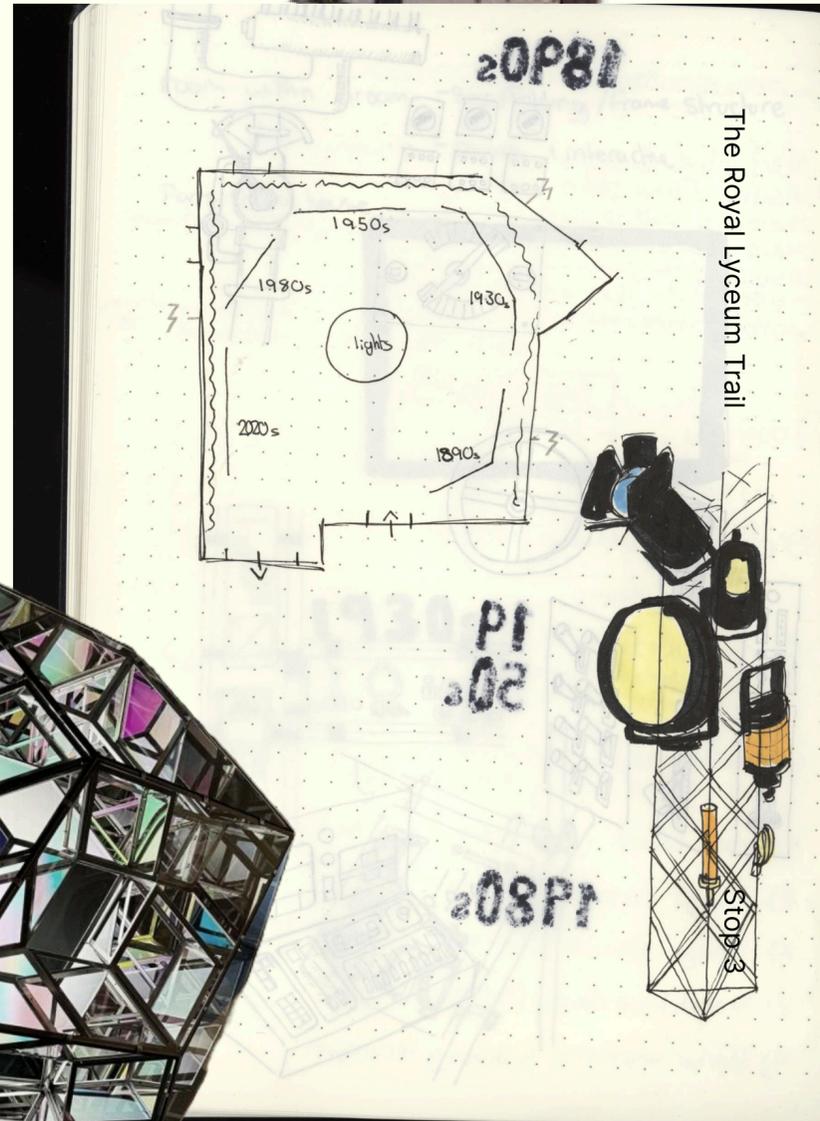
**Aims** Create a series of walls where visitors can interact with a range of light control panels from different eras, mimicking what would have been used in the theatre throughout its history. These would range from the original gas control room, to the electric control panels of the 1930s, to modern digital systems. These interactive displays would link with a light display.

**Learning Outcomes** Explore the developments in lighting technology seen by the theatre over its lifespan, and learn about how these changes have affected the running of the theatre.





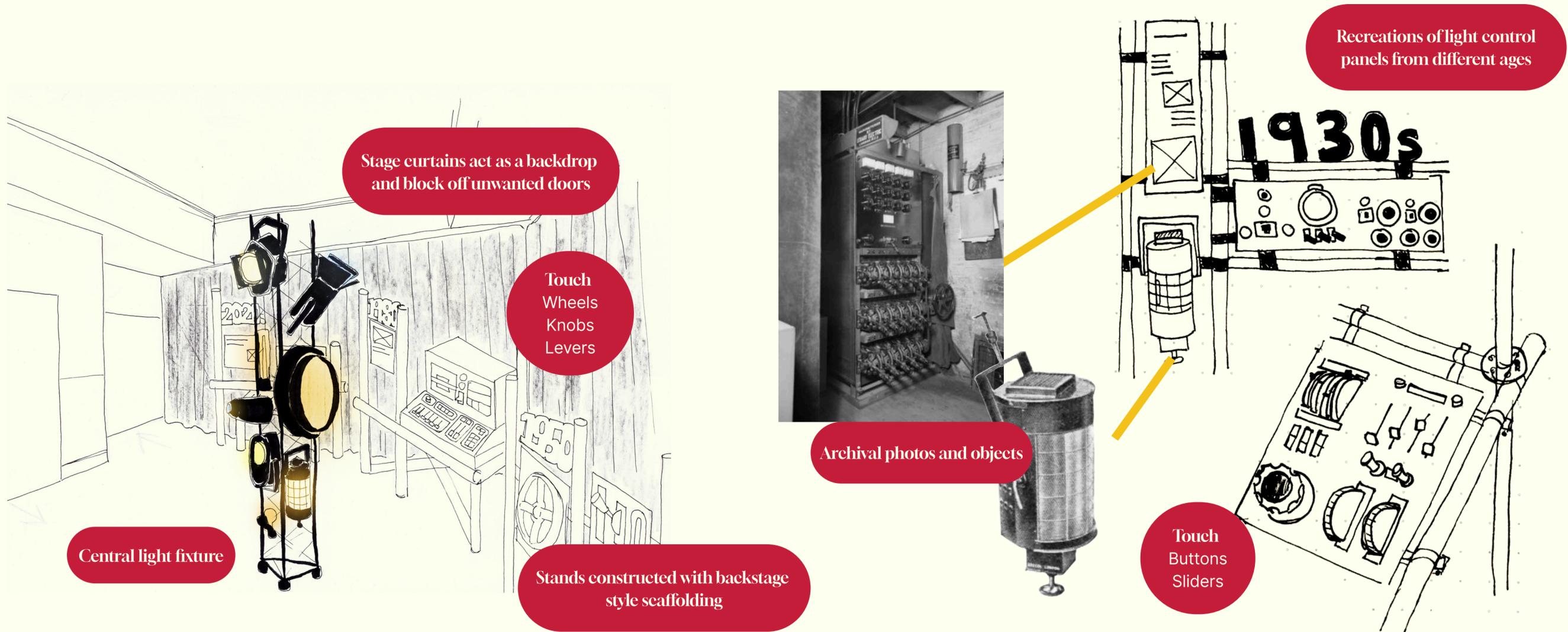
Caitriona Brennan



The Royal Lyceum Trail

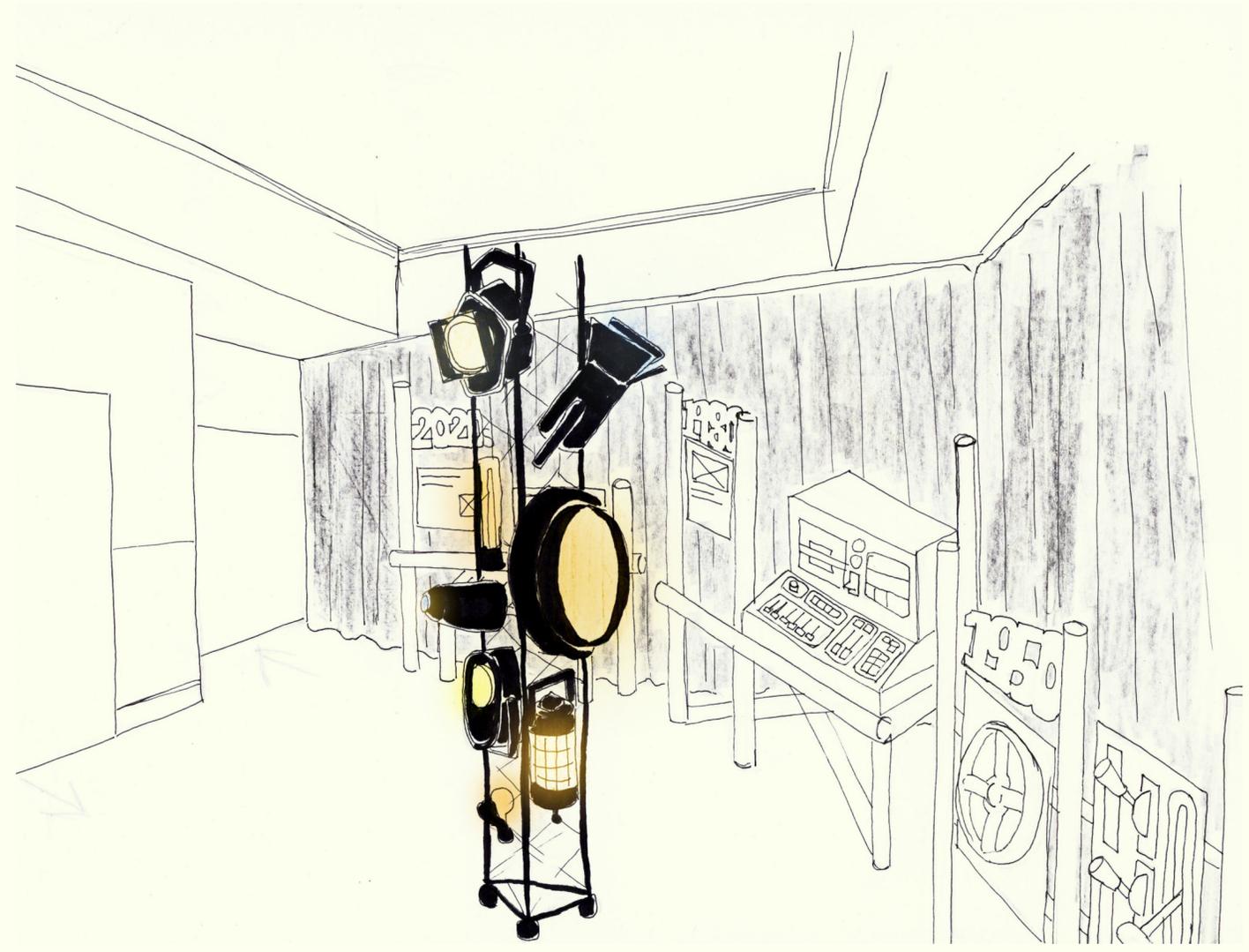


The Ellen Terry room has no natural lighting, making it easy to control the lighting and create a dark space. The walls with unused doors will be covered with a black stage curtain. There will be 5 stands - 1890s, 1930s, 1950s, 1980s and 2020s - that have an interactive recreation of some of the lighting controls from that era. The stands will be made from scaffolding, and will also hold interpretation panels with some information about how the technology works and how it was used in the theatre. Interacting with the panels controls the lights in the sculpture. The stands are moveable so the room can be used as normal if needed.



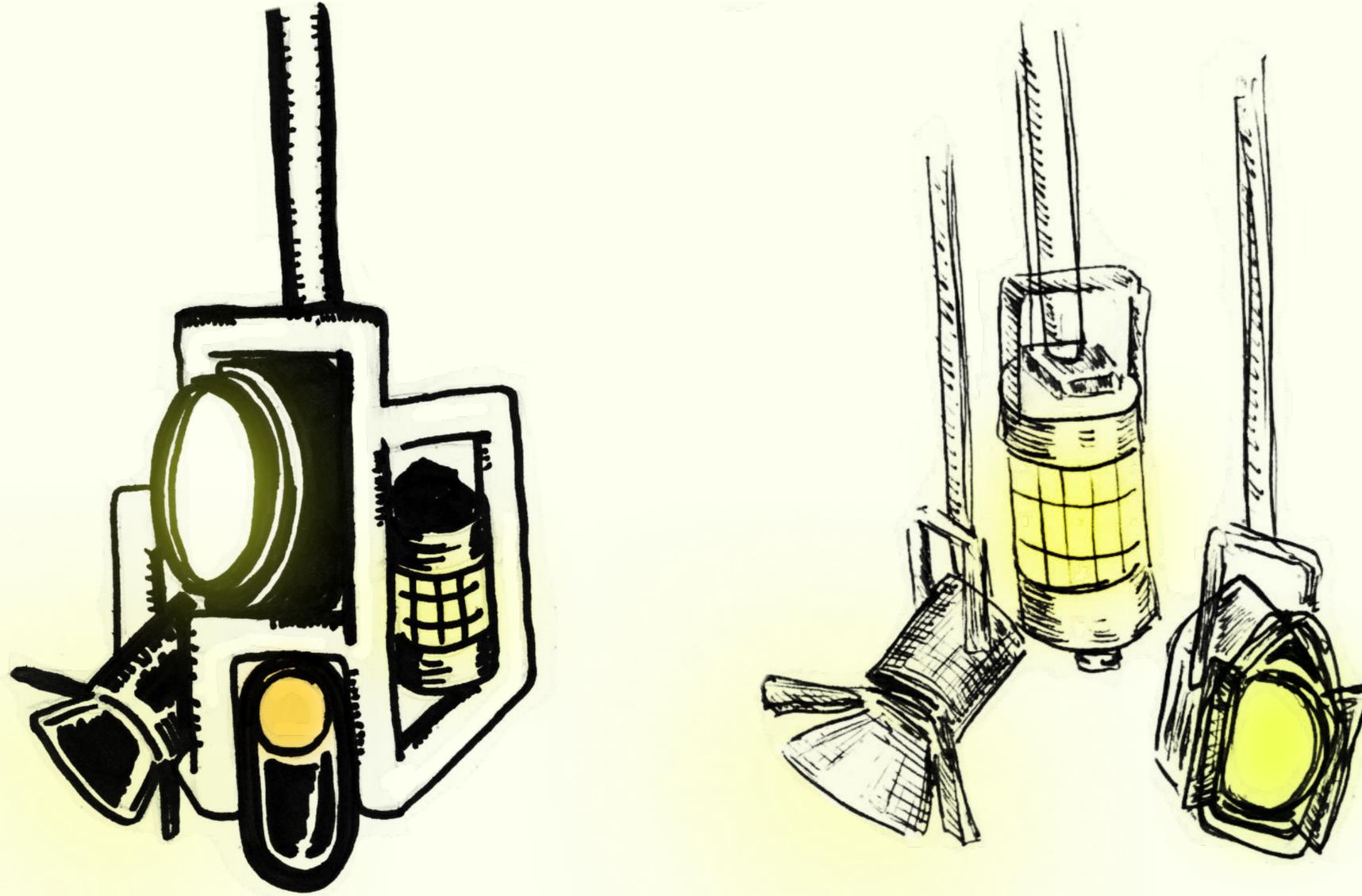
## Concept 1 Standing lights

- Easily moveable.
- Opportunity to see lights up close.



## Concept 2 Hanging lights

- Easier to power.
- Shows how different qualities of light would shine down on a stage.

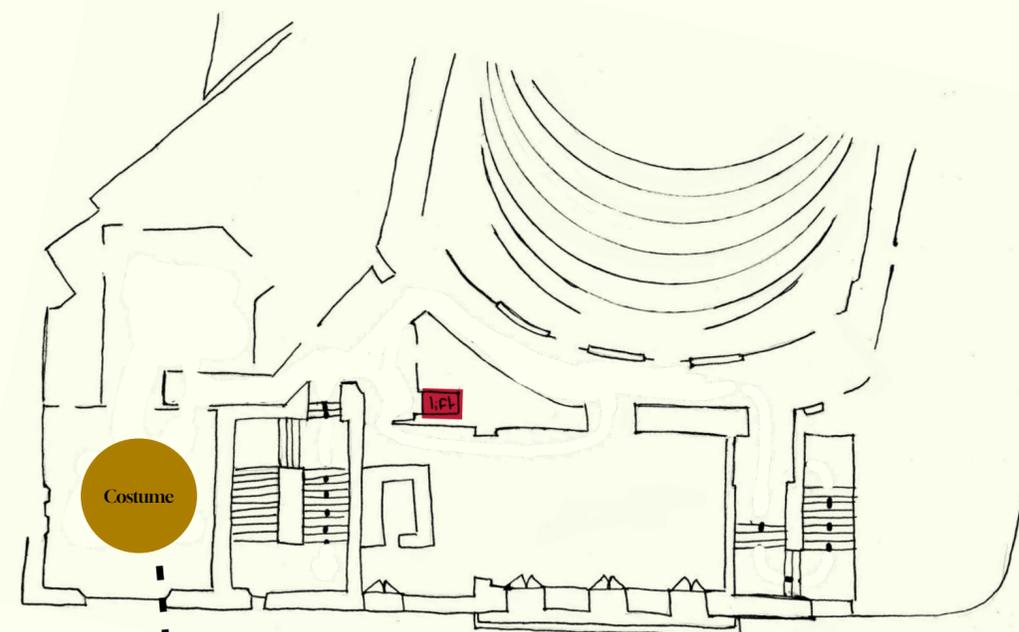


# Stop 4: Costume Design

**Location** Henry Irving Room (1st Floor)

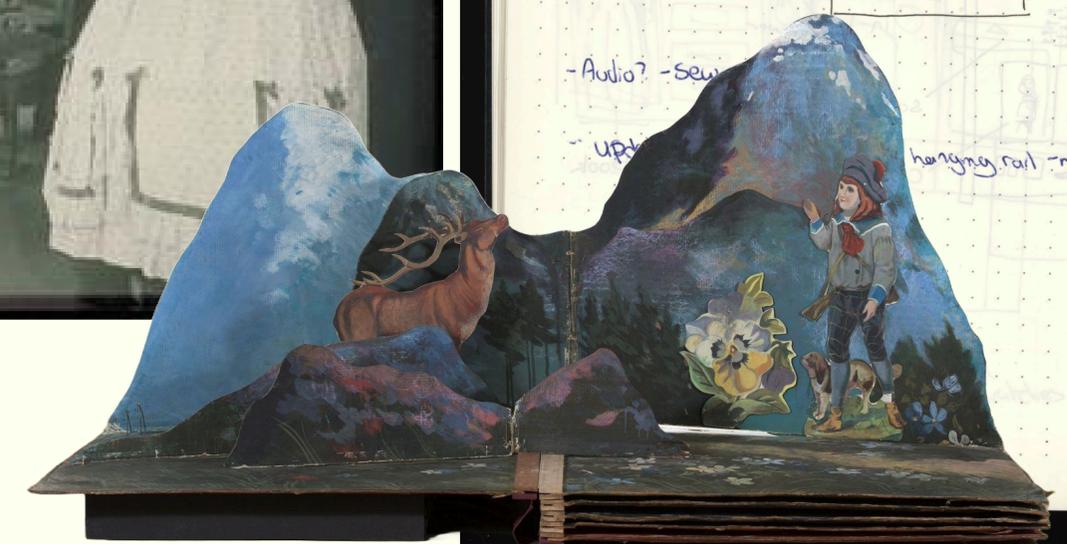
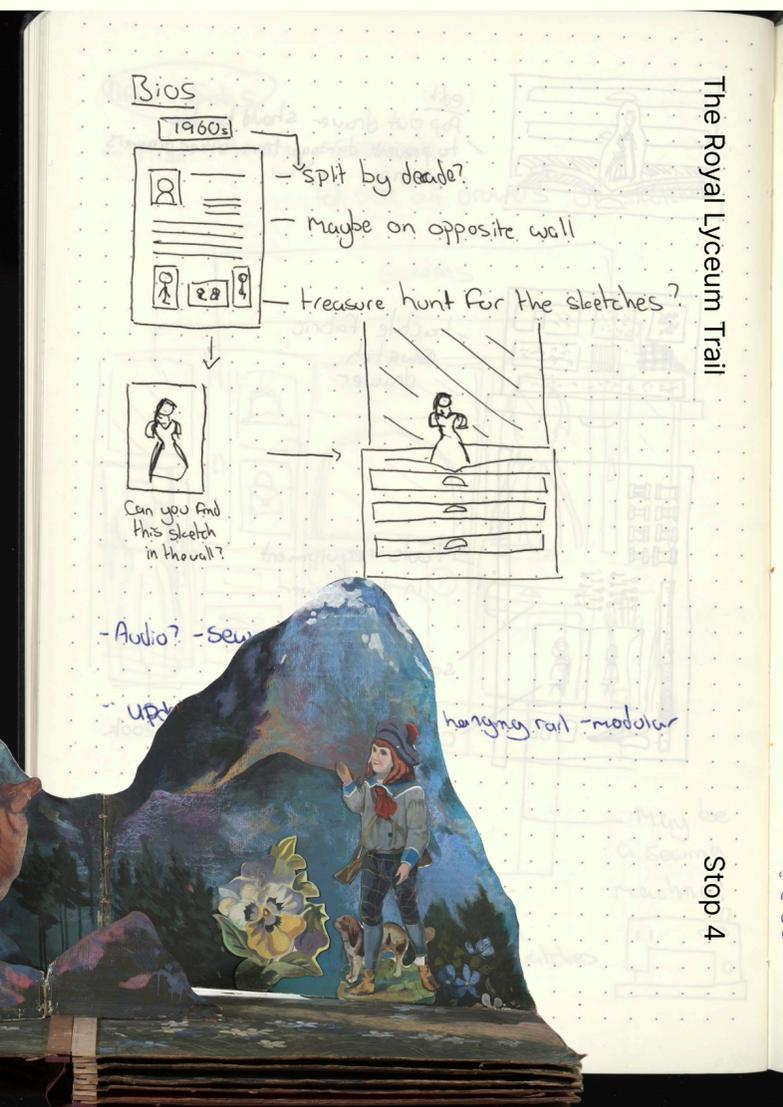
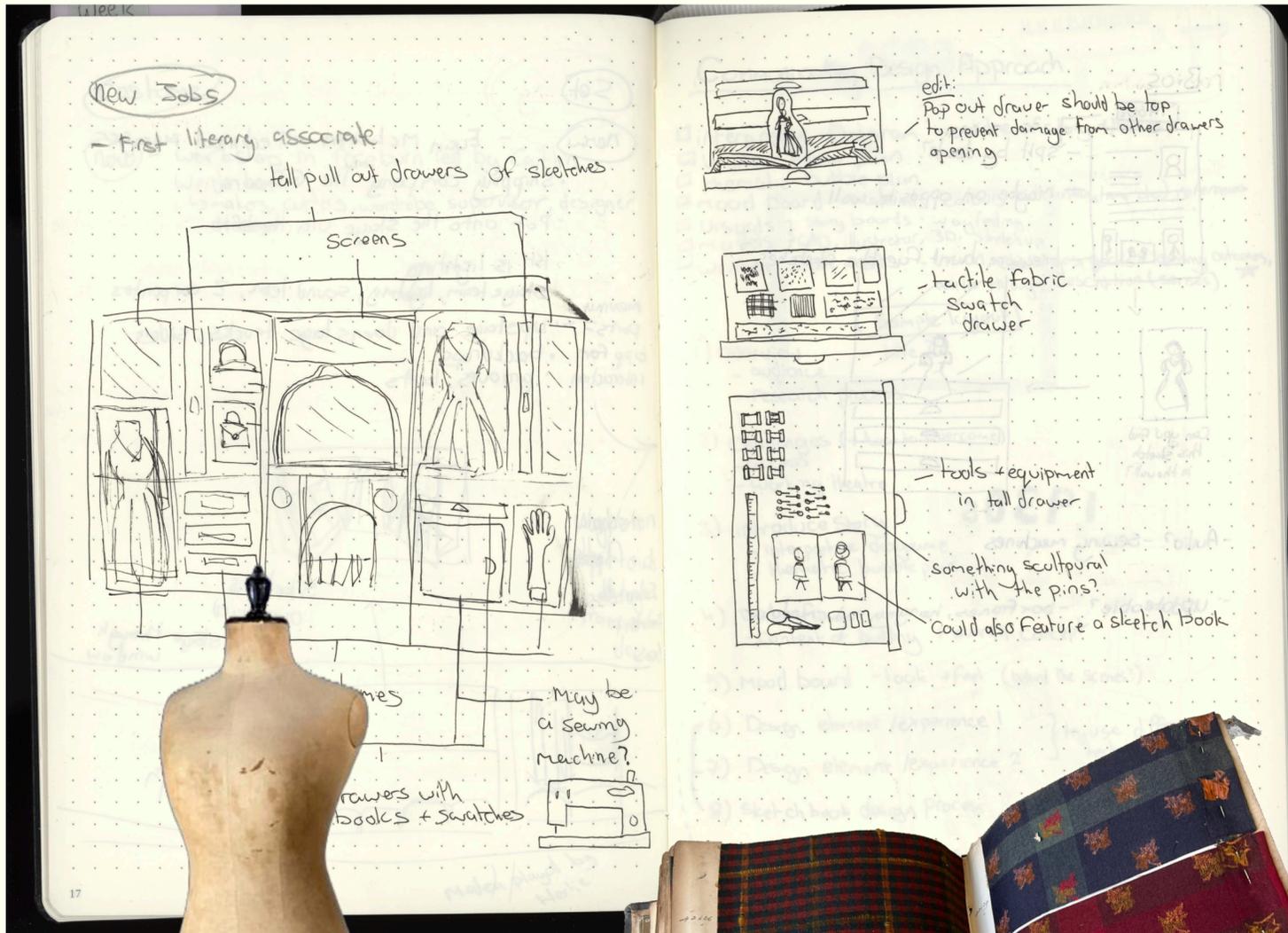
**Aims** Use an interactive display wall to showcase artefacts related to the history of costume design at the Lyceum; including finished costumes from shows at the theatre, sketches by designers, and equipment used by the costume department. Emphasis put on the people behind the creation of costumes over the years.

**Learning Outcomes** Learn about some key people who have worked on costumes for the theatre over the decades. Interact with objects from different parts of the costume design process.



**First Floor**





Caitriona Brennan

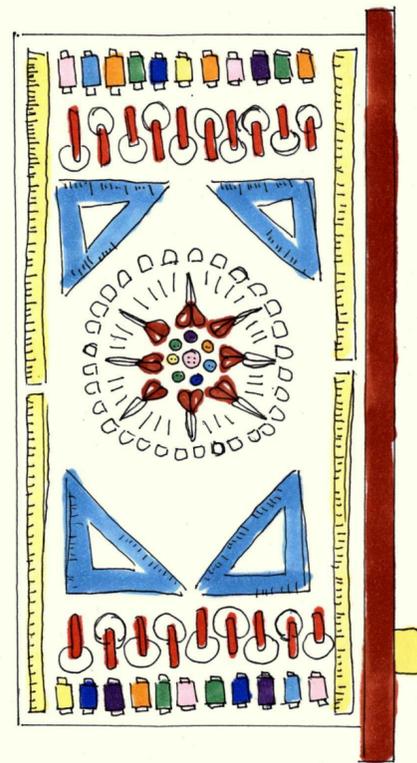
The Royal Lyceum Trail

Stop 4

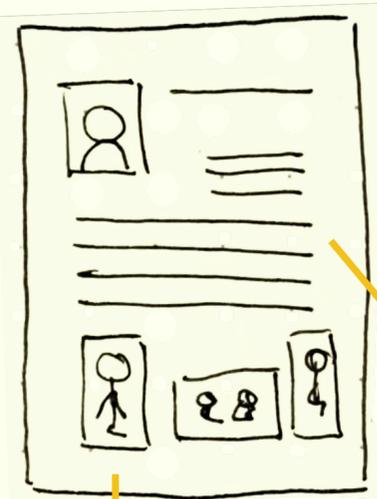
One wall of the Henry Irving room would get an interactive built in cabinet with a mix of static and interactive elements. Interactive elements include pull out drawers, fabric swatches, pop up books, spinning rolls of fabric and a screen that can show image or video. The items in the display cabinets can be swapped out to change suit a new theme or story. This is a permanent fixture in the room. The opposite wall would host some interpretation panels that highlight key figures who designed costumes for Lyceum productions.



Pull out drawer with sculptural display of sewing materials



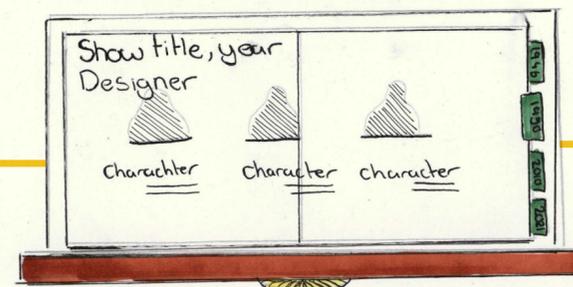
Pull out drawer with costume and sketch



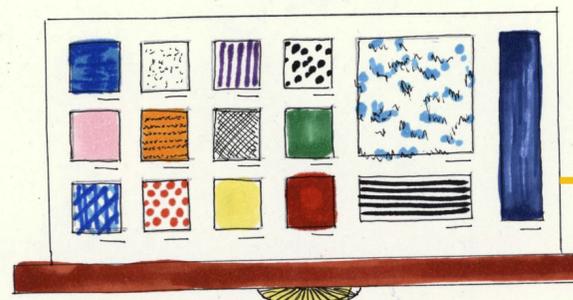
"Mrs Leacock was employed by the Wilson Barrett Company as their wardrobe mistress in the 1940s to 50s, whilst the company was resident at the Royal Lyceum Theatre, Edinburgh..."



Pop up book with costume sketches from through the history of the Lyceum



Fabric swatches of different materials used in the costume department



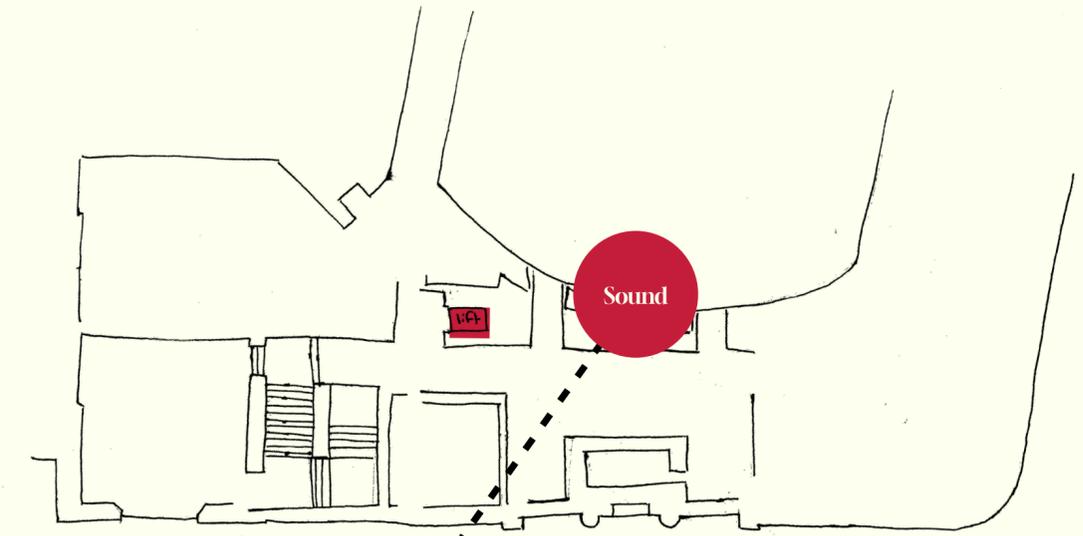


# Stop 5: Sound

**Location** Sound Control Room (2nd Floor)

**Aims** Display a range of technology used for sound design in the theatre over time in the control room.

**Learning Outcomes** Learn about the evolution of sound technology and some of the people who have contributed to the sound design in the Lyceum over time.



Second Floor



This stop would be an interactive experience where visitors can use sound control technologies from different eras to play and control recordings from different productions that the Lyceum put on over the years.



Sound  
Recordings of music and...

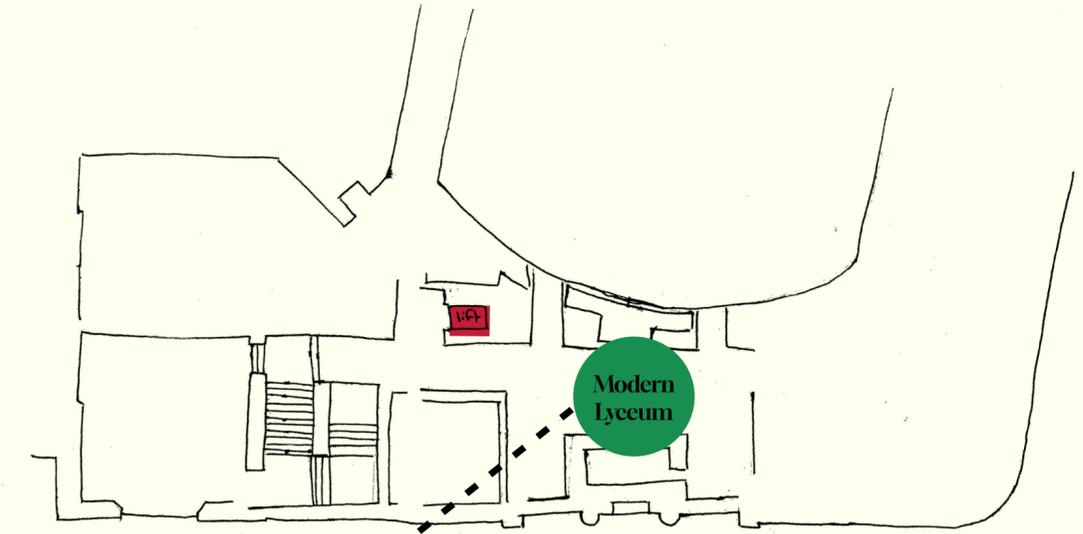
Touch  
Interactive replicas of soun...

# Stop 6: *Modern Lyceum*

**Location** Upper Circle Bar (2nd Floor)

**Aims** Display some info about newly created roles in the theatre and highlight some current employees in these roles.

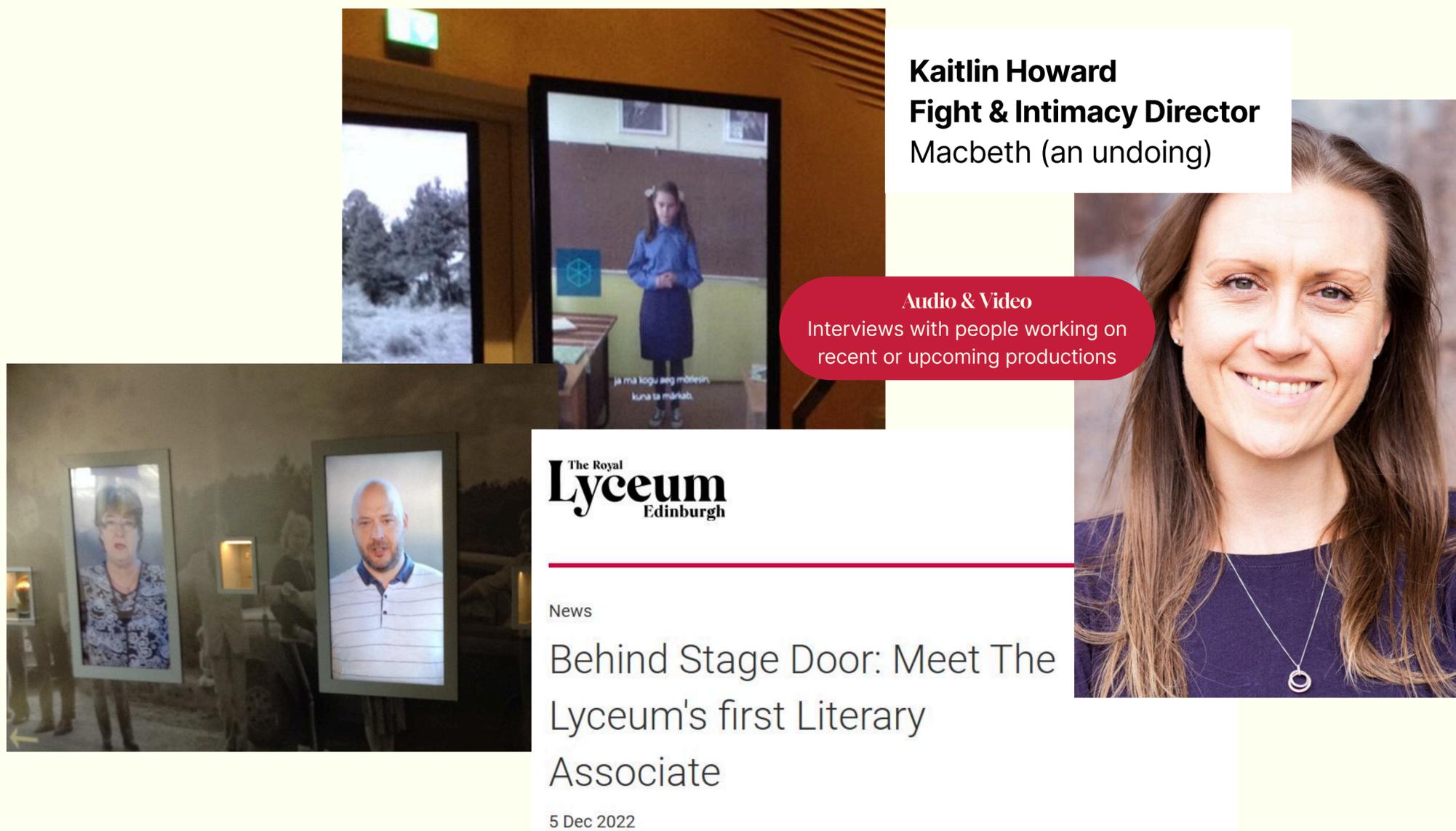
**Learning Outcomes** Learn about how the theatre industry is changing and how the Lyceum is developing as a modern theatre.



Second Floor



This stop would contain information panels and screens playing interviews with some of the Lyceum's current staff and other people who have worked on recent production's in the theatre. Newly developed roles such as Literary Associate and Fight and Intimacy Director would be highlighted to show how the Lyceum continues to evolve and grow with new developments in modern theatre production.



**Kaitlin Howard**  
**Fight & Intimacy Director**  
Macbeth (an undoing)

**Audio & Video**  
Interviews with people working on recent or upcoming productions

The Royal  
**Lyceum**  
Edinburgh

News

Behind Stage Door: Meet The Lyceum's first Literary Associate

5 Dec 2022

# Thank You!

