

Visual Story

Frankenstein



October 20-30, 2022

Segal Centre (5170 Côte-Sainte-Catherine)

Questions? Contact Geordie Theatre: info@geordie.ca

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What is a Visual Story?

A visual story is a tool to help audience members familiarize themselves with a venue and/or with a show. It allows audience members to know in advance what to expect from a theatrical experience, so that they can prepare themselves accordingly. Visual stories were created as an aid for autistic people and people with learning disabilities, but they can be used to help anyone prepare for their visit to the theatre.

About the Performance

Performance Time

The performance is approximately 65 minutes in length.

Post-Performance Talkback

There will be a 10 to 15 minute talkback after the show. This is a time where audience members can ask questions to the actors or special guests. Audience members can leave the performance before, after or during the talkback.

Things to Look Out for

- Content warning: the play includes talk of death, mild violence, giving and taking life.
- There are thunder sound effects in the show.
- There are also other music and sound effects in the show. Some of them are loud and sudden. If audience members are sensitive to loud noises, they are encouraged to use noise-cancelling headphones.
- There are flashing lights and fog effects in the show.
- There are also other video projections and lighting effects in the show. Some of them might happen suddenly and seem scary.
- You are welcome to come and go from the performance as you please.
- There is a glossary at the end of this document. There you will find the definitions of some of the more complex words in the play.
- Some themes explored in this play are:
 - Identity
 - Acceptance
 - Artificial Intelligence
 - Climate Change
 - Technology
 - Societal Fears

The Characters



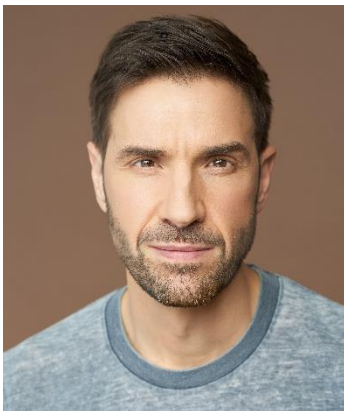
This is Rosie.
She plays Mary.

She also plays other smaller roles in some scenes: Justine, Professor Krempe, Elizabeth, Lina, William, Delacey, Grace and the Companion.



This is Arun.
He plays Victor Frankenstein.

He also plays the smaller role of Felix in some scenes.



This is Eloi.
He plays the Creature.

He also plays the smaller roles of Alphonse Frankenstein, a monkey and Mary's dad in some scenes.

The Setting

The play is told in the form of a living comic book. Mary is reading the story of Dr. Frankenstein and his Creature, and as she tells the story, the characters come to life around her.

A lot of artists helped to decide what the stage and the characters should look and sound like at different moments in the play:

Craig Francis, Rick Miller, and Paul Van Dyck came up with the ideas for how the stage is set up.

Irina Litvinenko designed the video projections.

Andrea Lundy and Jessica Campbell-Maracle created the lighting effects.

Sabrina Miller created the costumes, props, and puppets.

Mathieu René created the masks.

Richard Feren and Julian Smith created the music and sound effects.

The Story

Frankenstein is based on a book written by Mary Shelley in 1818. Craig Francis, Rick Miller and Paul Van Dyck turned the book into a play.

This is what happens in the play:

Mary, a young graphic novelist, drops out of art school when she thinks her self-portrait project is a failure. At the same time, Mary's father, a scientist, and pioneer in artificial intelligence, abandons a robotic brain project he'd been working on. With plans suddenly changed, Mary goes with her father to the Arctic, to work on his next big project: fighting climate change.

One day, Mary finds a strange book frozen in the ice, a journal written 200 years ago by a certain Victor Frankenstein.

Victor, whose mother died when he was a child, became obsessed with fighting death. He studied natural science and medicine, and their endless possibilities. He did some ethically questionable things like digging up dead bodies from a cemetery and created a monster by stitching together human body parts and bringing it to life.

Unable to face his Creature, Victor – like Mary and her father 200 years later – abandoned his project. The problem was that Victor's Creation had feelings. It followed him. It found him. It taught him an important lesson...

The Creature hid in the woods, where he befriended an old blind man who showed him kindness and taught him to read, among other things. When he came back to Victor having learned more about life and the world, he asked Victor to make another creature, a companion for him so that he wouldn't be so alone.

Victor made him a companion, but immediately regretted it. Just as quickly as he brought it to life, he returned it to the dead. In revenge, the Creature killed Victor's wife, Elizabeth. But in the end, the Creature forgave Victor.

When Mary and her father's fight against climate change hits a (literal) wall (of ice), Mary uses the robot brain her father abandoned to help them. She forgives her father for his shortcomings, and herself for failing at art school. She finds it in her to start making art again and draws the comic book of Frankenstein.

Frankenstein is a story about our relationship with technology, facing the monsters we create, as well as love, loss, and forgiveness.

Glossary

Accommodation: A place to stay.

Alloy: A mix of different things.

Artificial Intelligence: The ability of a computer or a robot do tasks that are usually done by humans.

Biology: The science of life and living organisms.

Blowtorch: An instrument used to blast hot air on things.

Cadaver: A dead body.

Coherent: When something is coherent, all of its parts fit together well.

Consequence: Effect, result.

To disfigure: To injure a face in a way that changes the way it looks.

Distinguished: Of high status.

Edinburgh: A city in Scotland.

Fate: Destiny.

Fossil: A rock that has preserved traces of something very old.

Fountainhead: The main source of something.

Geek: Someone who is smart or an expert in something, and who is disliked for it.

Geneva: A city in Switzerland.

Glacier: A huge mass of ice.

Grim Reaper: Death, personified as a skeleton who carries around a big, curved blade and comes to get people when it is time for their life to end.

Hull: The body of a ship.

Humanity: All the people in the world.

Humiliating: Embarrassing, shameful.

Impressionable: Easy to impress or influence.

Ingolstadt: A city in Germany.

Ivory tower: If you describe someone as “living in an ivory tower”, you mean that they have no knowledge or experience of the practical problems of everyday life. They are high up, separated from reality. It is usually meant to be insulting.

Lightning rod: A metal rod that is meant to protect a building if ever it is struck by lightning.

Lofty: Noble, grand.

Manor: A very big house, mansion.

Orkney Islands: A group of islands in Scotland.

Paranoid: The feeling of being very nervous and worried because you believe that other people do not like you or are trying to harm you, even though it is probably not true.

Physician: Doctor.

Pioneer: A person who begins or helps develop something new and prepares the way for others to follow.

Refuge: Shelter, protection.

Repulsive: Disgusting.

Resurrectionist: Someone who brings the dead back to life. The word resurrectionist was also historically used for people who would steal bodies from graves and give them to medical schools.

Robotics: A branch of engineering that involves the conception, design, manufacture, and operation of robots.

Stalemate: When you reach a point in a game or an argument where neither side can win, so it ends in a draw.

To throttle: To choke.

Trailblazer: The first person to do something.