



Welcome to ZOOM, where imaginations run wild and adventures are had without ever leaving your seat.

Please Note: this Performance uses strobe lighting, lasers and smoke machines

Before you even come into the theatre, the show has begun! You are invited to bring a 'piece of dark' with you. A piece of dark could be a hair tie, a drawing, a rock, a pencil or a small toy. You will swap this when you enter the theatre for your own special light. The light will keep you safe and guide you through the show, just like the voice of the Audio Describer!

ZOOM will be in the Playhouse Theatre

You can get to the Playhouse Theatre by entering the Western Foyer at ground level. The Western Foyer is an area shaped like a rectangle, as long as the whole building. On one side of the Foyer is a wall with big glass windows, so you can see outside and look at the Harbour Bridge and Harbour.

On the other side of the big windows there are entry doors to theatres. There is a bar and cafe where you can get food and drink. There is a box office counter where you can pick up tickets and a cloak room where you can store big bags and coats you don't want to take into the theatre. There are toilets at each end of the Foyer.

The Playhouse Theatre has 400 seats, in 17 long rows. You enter from the centre of the theatre; there are steps up to the back and down to the stage. The seats are a light wood colour and have dark blue fabric cushions. The walls of the theatre are covered with wood, the same colour as the wood on the seats.

The front of the stage has three edges and comes out slightly into the audience.

The stage has painted black walls and floor. It feels like a black void, perfect for letting your imagination run wild!

At the start of the performance, we meet Miranda

She is a cheeky young girl who will be our actor, guide and chief of imagination during the performance! Miranda is played by an adult but acts as a child.

Miranda is tall and lean, with pale skin dotted with freckles. She has wide, inquisitive eyes and fine, dark brown hair pulled back into a scruffy bun.

Miranda wears a sleeveless navy jumpsuit, with a striped, yellow, blue and red long sleeved skivvy underneath.

When we meet Miranda, she's in her bedroom

The bedroom has a single bed in the middle of the stage. It has a curved warm yellow fabric headboard, with navy blue sheets and pillow and a white duvet blanket. The bed will be folded away during the performance, leaving more room to play!

Suspended from the ceiling is a circular lamp with a domed top. A string hangs down from the middle to turn the lamp on and off.

The lamp is made up of glass diamonds in a range of colours, and when turned on, the lights shine through and create rainbow patterns on the wall.

Two tall black panels are moved around the stage. The panels are used to create different environments.

2D cartoons will cover the black walls and panels taking us into the world of Miranda's imagination. The cartoons look hand drawn, with simple shapes and lines. We go to outer space, to the city, underwater and back to Miranda's room.

As well as Miranda, we also meet Ember

Ember is a cartoon drawn on the back wall. You will hear them make noises. Ember is a ball of energy; a star lost with nowhere to go. Miranda befriends Ember, and they go on their adventures together.

Ember appears in two forms during the play. As a lost star they are a ball of golden light, the size of a small coin. Ember flits around the stage as if they are a firefly or a ping-pong ball bouncing off the walls.

Miranda then draws a 2D body outline for Ember, their light pulsing in their chest. They have a round head, a short body and long spindly arms and legs.