

◀◀ KAPITAL: Creative Challenges ▶▶

KAPITAL offers a number of production challenges that when met will greatly enhance its artistic merit and enrich its creative impact:

A Challenging “Breakout Role” in the Character of Gurley

The role of Gurley is the most complex in the series offering its player an opportunity to truly showcase the depth of her talents.

Because the chronicle of Gurley’s *critically significant* teenage and early adult years does not allow for a natural story break — enabling the character to be split into two roles — the actor playing Gurley is challenged to convincingly portray an idealistic teenager of 14 growing into wizened single mother of 31. The role of Gurley at 72 adds yet another dimension.

The Physicality of Haywood and Flynn

The physical appearances of Haywood and Flynn will influence cinematographic decisions:

HAYWOOD: Visual and anecdotal evidence suggests that Haywood rarely, if ever, wore a patch over his dead milky right eye. (*In Episode One, his unsightly eye is not revealed until some 10 minutes into his screen time.*) Consideration should be given to how this physical affectation can be both minimized and maximized for dramatic import. Haywood was also a large man whose “brawn” must become “paunch” as the series progresses.

GURLEY: Gurley must physically mature from a teenage girl of 14 with an adolescent baby-fat physique into an attractive shapely woman of 31 over the course of the series. The most significant transformation takes place in Episodes 4 through 7, when Gurley ages from a child of 15 into a mother of 19. With each episode roughly depicting the course of one year, Gurley’s metamorphosis into womanhood must be carefully nuanced to be non-jarring.

Art Direction: A Portrait of the Times (“Scene as Character”)

Scenic elements play a critical role in portraying the transformation of the times:

SET DRESSING: The gradual proliferation of cars and trucks in the series helps define the changing nature of society in the early 20th Century as much as its politics. Likewise, the advertising of the era (Campbell’s Soup Kid ads) and the introduction of new consumer products (Kodak Brownie cameras, thermos bottles, etc.) play an integral role in the story.

VISUAL MEDIA: Visual media was changing society. “Real life” news photos were replacing illustrators’ interpretations of events. “Moving pictures” offered a new form of escapist fare. Photos “coming to life” and other cinematic devices are scripted to showcase this evolution.

