



# Transcript

## **Columbia Marionette Theater** **John Scollon, Theater Director**

**Scollon:** I'm John Scollon. I'm the executive director at the Columbia Marionette Theater. Uh, the theater was founded about 16 years ago by my mother, Ali Scollon, and myself.

Yeah, we designed our theater to be, uh, kind of like a castle, uh, because that's one of the classic fairy-tale backdrop settings, and we wanted this to be a fantasy land.

There is a little bit of everything, uh, as far as any kind of arts and entertainment to it. And that's one of the things that keeps this job interesting is because we're never doing the same thing too long at, at any given time. Um, we go from writing the script, where you're sitting around with a piece of paper and a pencil, uh, all day long writing a script, then the next day you may have a couple of, uh, schools that you're performing in, so you're out on the road traveling around, doing puppet shows. You gotta come back the next day. You gotta work on building puppets for a different show. And you come back the next day and you gotta answer phones all day. And then you come back and you gotta clean bathrooms.

But it's constantly, uh, forever changing and we're doing new stuff and adapting to our environment, so to speak. And trying to make everything happen all at once and that becomes very rewarding when it gets all...when everything gets pulled off.

There is no real trick to working a marionette...learning how to work a puppet. Uh, I can teach you or just about anybody how to work a puppet in about five minutes. But the real trick and the art form to puppetry is to bring that puppet to life and make it real and believable to the audience to the point where they don't even pay attention to the strings or to the puppeteer that's behind the puppet. And they're just enjoying the, the show.

There is nothing really that can't be done with puppetry if you set your mind to it, and you really have that vision and you have the means to make that vision become a reality. There are no, no bound...

*End of video.*