



TWENTY ONE PILOTS: BREACH TOUR

*STAGE &
LIGHTING DESIGN*
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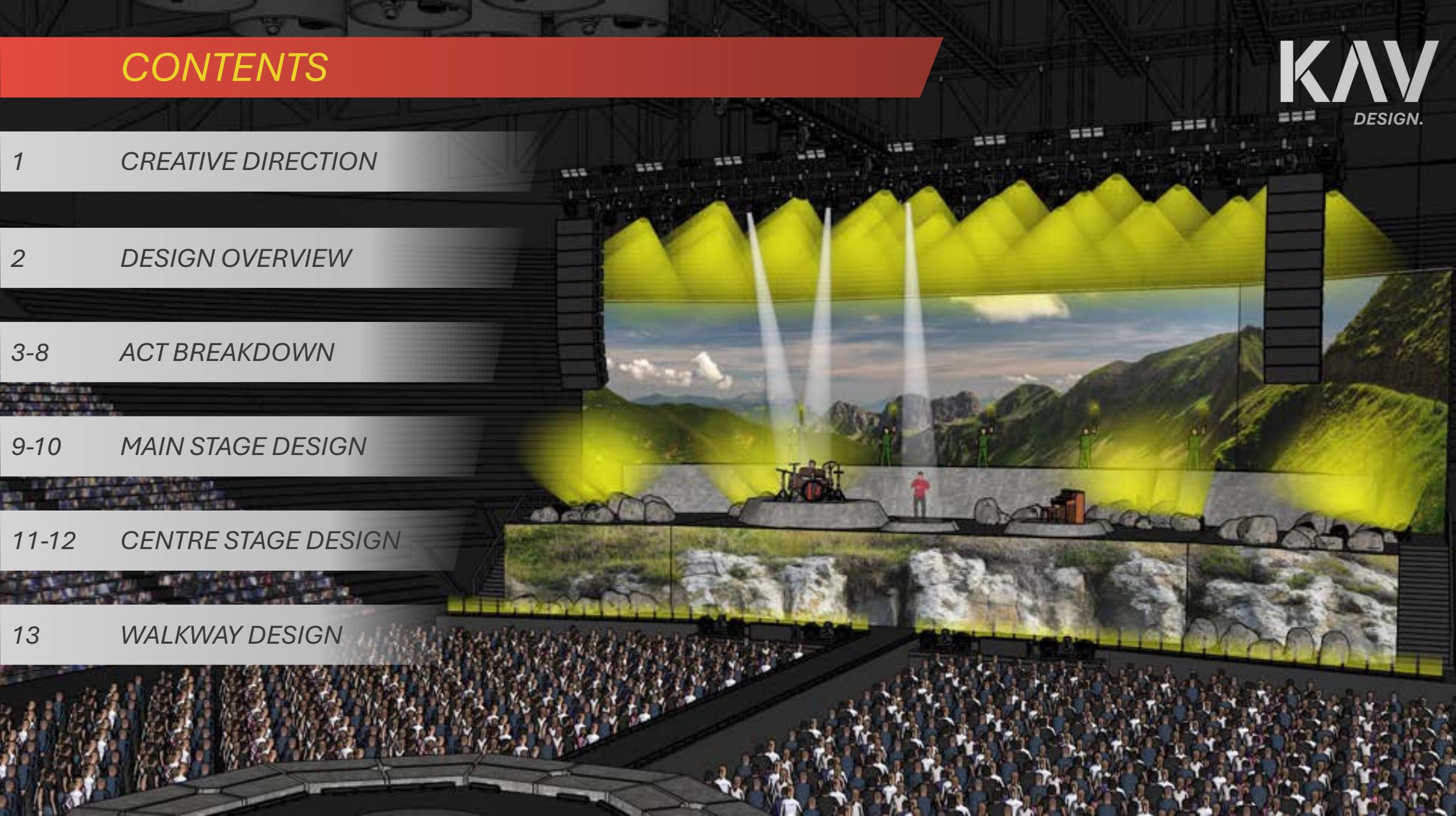
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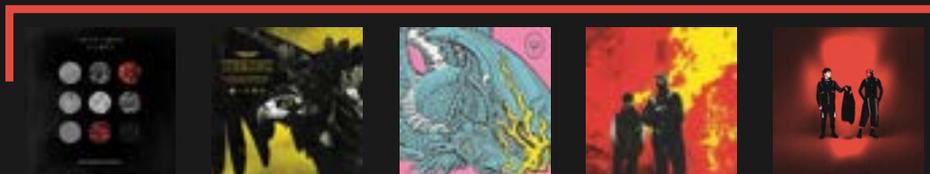
CREATIVE DIRECTION



BREACH (2025) IS THE FIFTH STUDIO ALBUM BY THE DUO, TWENTY ONE PILOTS. IT MARKS THE FINAL ALBUM WITHIN THEIR 'TRENCH' ERA OF CONCEPT ALBUMS.

OVER THE COURSE OF THIS ERA, THE BAND HAVE USED MARKETING MATERIAL, MUSIC VIDEOS AND NARRATIVES TO CREATE A FICTIONAL WORLD, KNOWN AS TRENCH. THE STORY FOLLOWS THE CHARACTER OF 'CLANCY' AND HIS DESIRE TO ESCAPE THE DYSTOPIAN CITY OF 'DEMA'. AT THIS POINT IN THE STORY, CLANCY HAS FLED THE CITY TO JOIN THE PEOPLE IN THE MOUNTAINS. HOWEVER, BREACH FOCUSES ON HIM AND THE TORCHBEARERS RETURN TO THE CITY TO FIGHT THE POWERS WHO HAVE BROUGHT MISERY TO THE PEOPLE OF DEMA FOR GENERATIONS.

TRENCH ERA



BLURRYFACE
(2015)

TRENCH
(2018)

SCALED AND
ICY (2020)

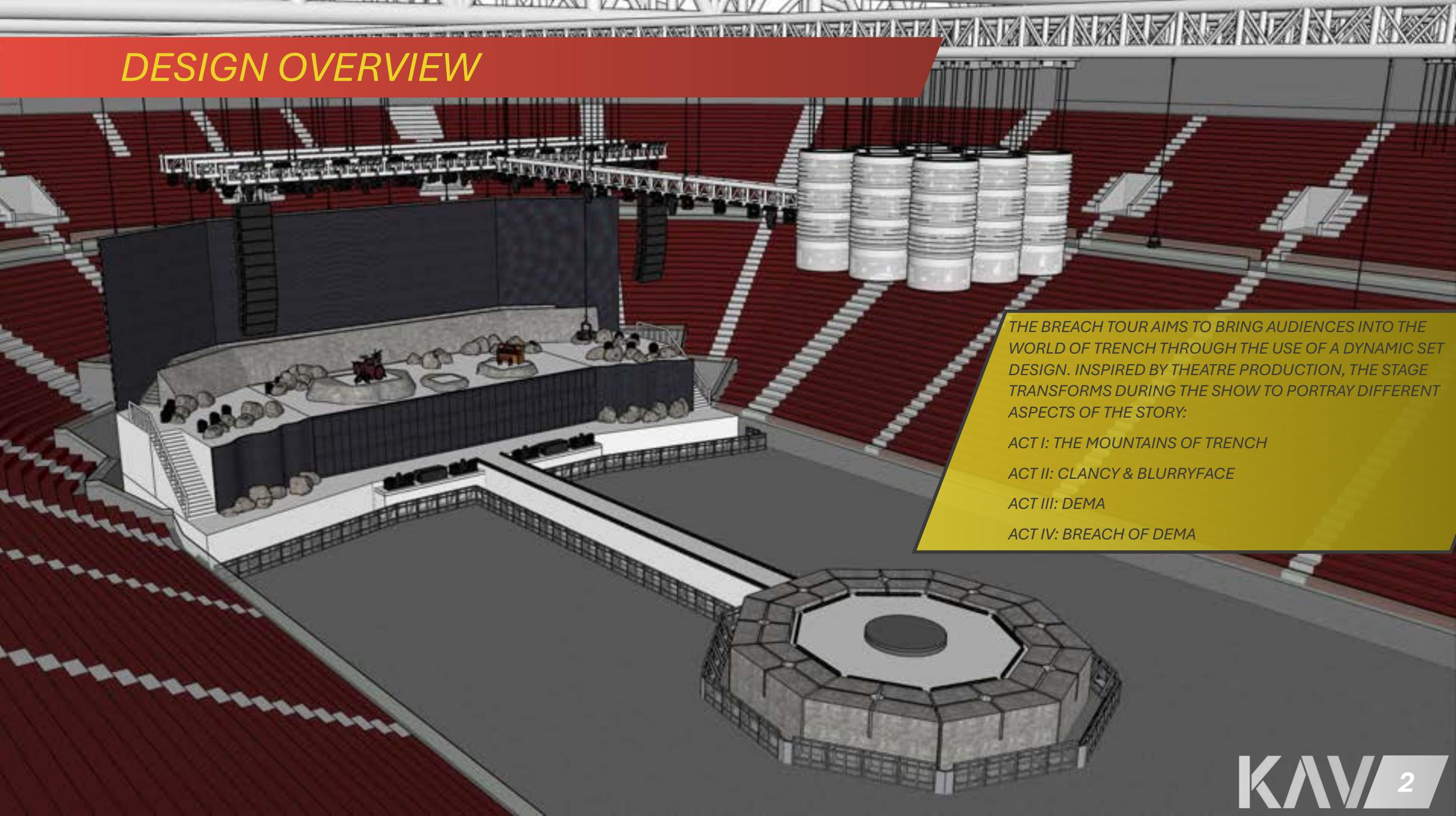
CLANCY
(2024)

BREACH
(2025)

IMAGES OF THE MOUNTAINS
AND TORCHBEARERS FROM
MUSIC VIDEOS

IMAGES OF DEMA
FROM MUSIC VIDEOS

DESIGN OVERVIEW



THE BREACH TOUR AIMS TO BRING AUDIENCES INTO THE WORLD OF TRENCH THROUGH THE USE OF A DYNAMIC SET DESIGN. INSPIRED BY THEATRE PRODUCTION, THE STAGE TRANSFORMS DURING THE SHOW TO PORTRAY DIFFERENT ASPECTS OF THE STORY:

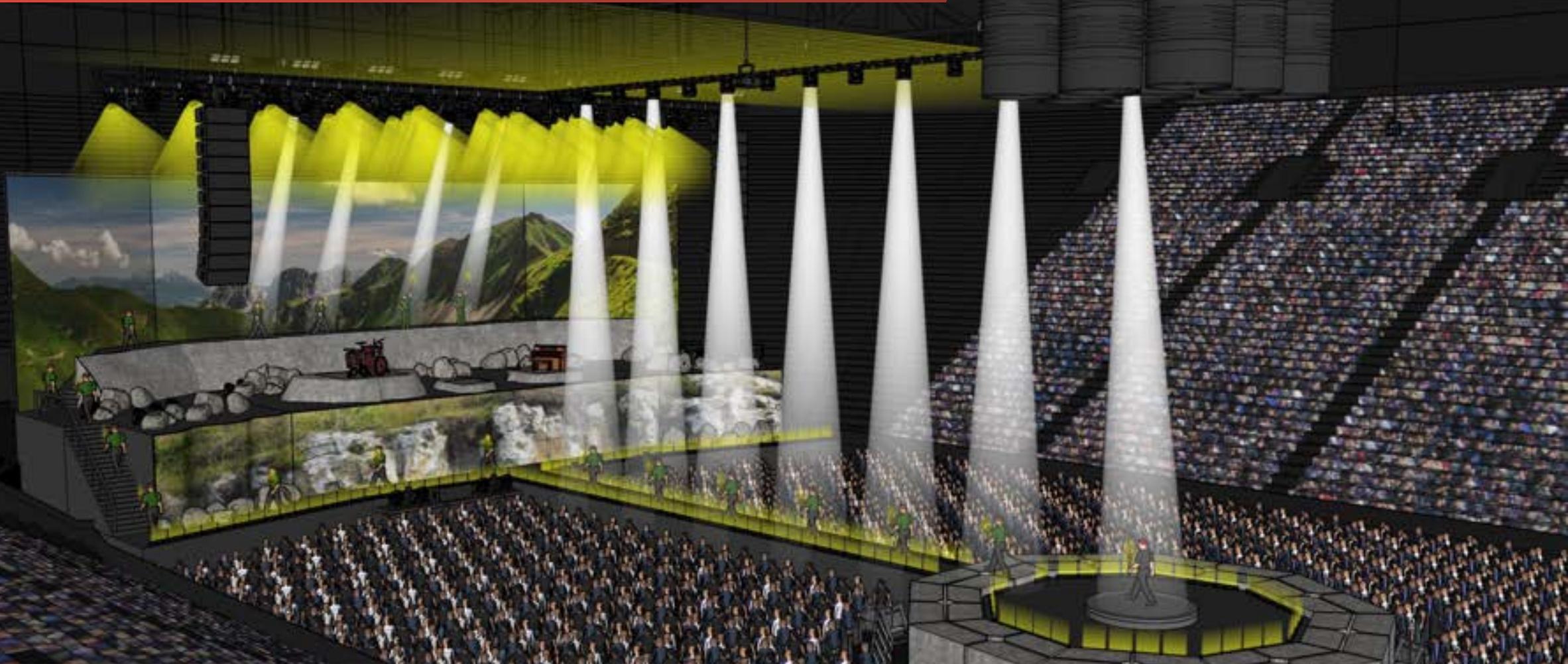
ACT I: THE MOUNTAINS OF TRENCH

ACT II: CLANCY & BLURRYFACE

ACT III: DEMA

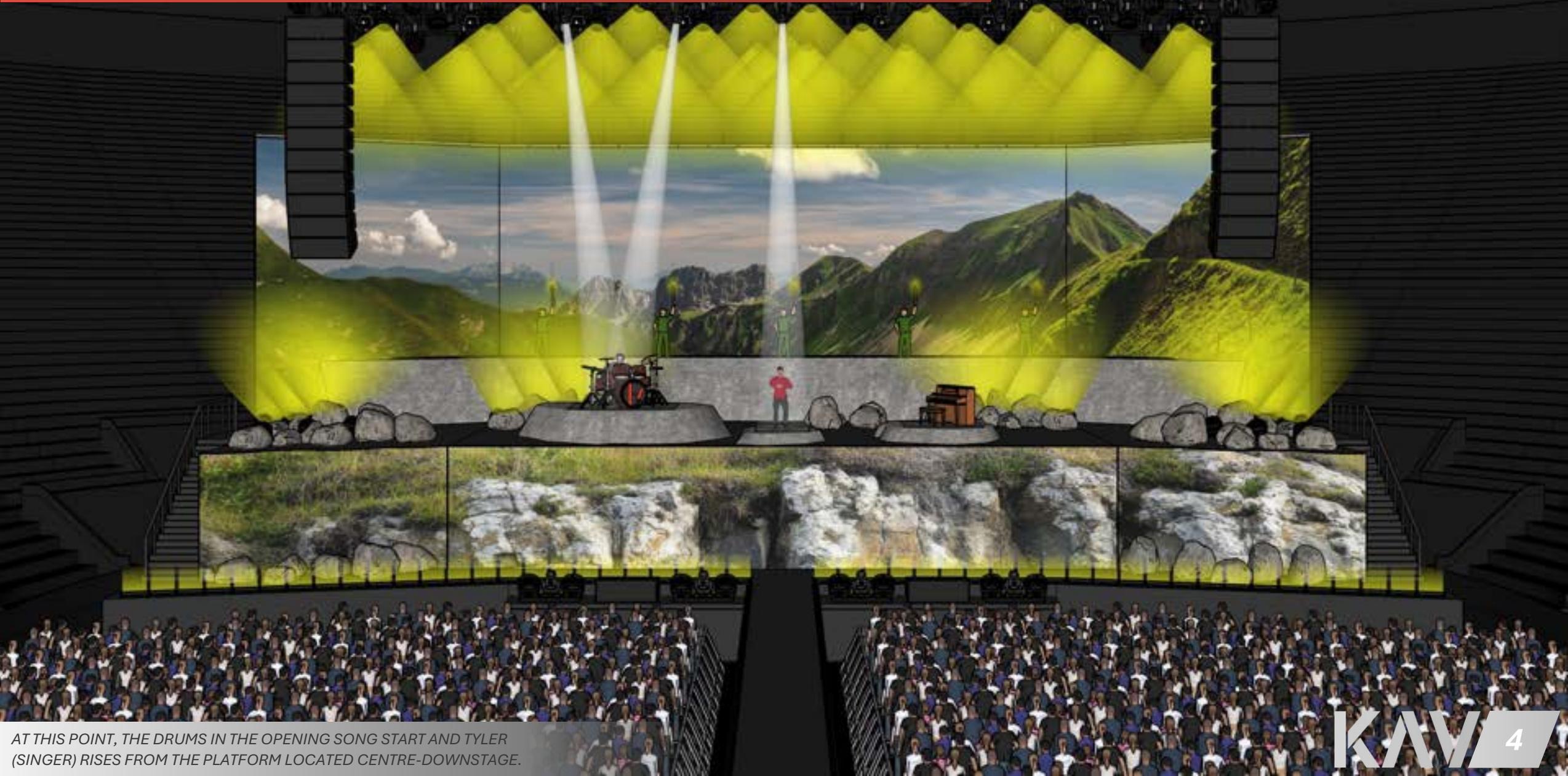
ACT IV: BREACH OF DEMA

ACT I: THE MOUNTAINS OF TRENCH



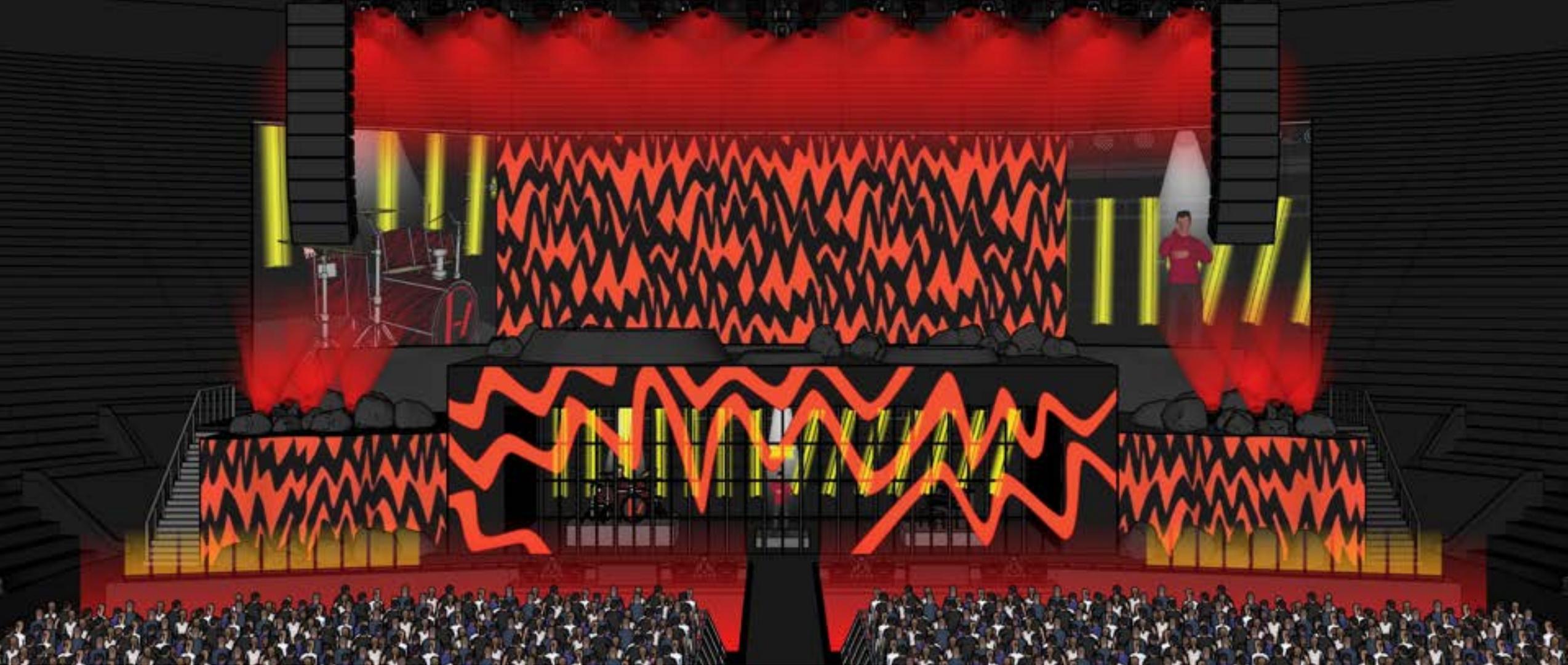
IN ACT I, THE STAGE IS CONFIGURED TO REPRESENT THE MOUNTAINS SHOWN IN THE MUSIC VIDEOS. THE MAIN STAGE IS ELEVATED ABOVE THE AUDIENCE, WITH LED SCREENS PROJECTING IMAGES OF A CLIFF FACE AND ITS SURROUNDING VALLEY. STAGE RISERS ARE LIT TO SHOW THE INSTRUMENTS POSITIONED ON TOP OF FALLEN ROCKS. THE SHOW BEGINS WITH THE TORCHBEARERS WALKING FROM THE CENTRE STAGE TO THE CLIFF FACE (MAIN STAGE). JOSH DUN (DRUMMER) IS THE FINAL TORCHBEARER TO COME OUT. ONCE THE TORCH BEARERS REACH THE MAIN STAGE, THEY FORM A LINE ALONG THE RISER ACROSS THE UPSTAGE, WHILST JOSH GOES TO HIS DRUM KIT.

ACT I: THE MOUNTAINS OF TRENCH



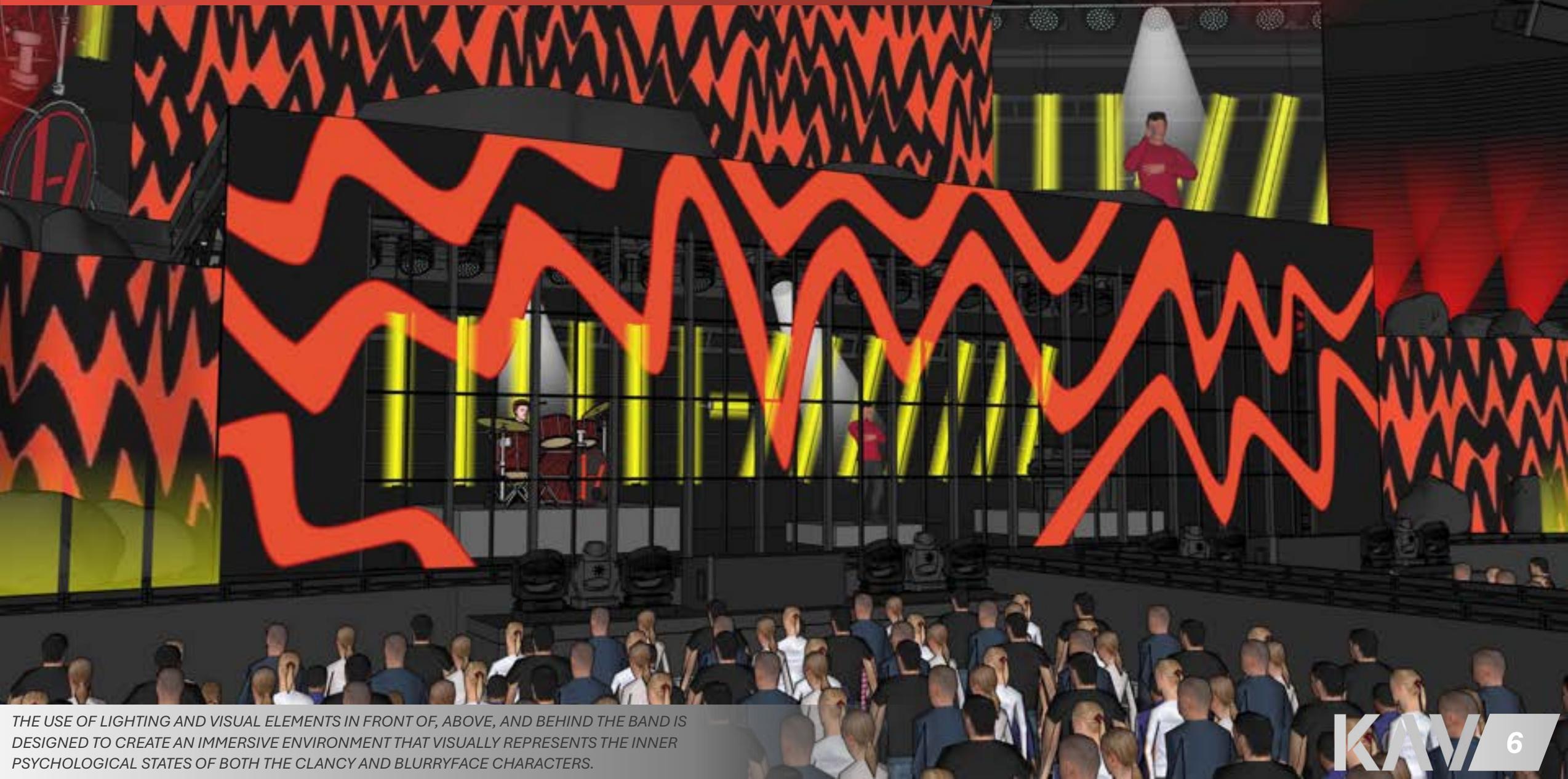
AT THIS POINT, THE DRUMS IN THE OPENING SONG START AND TYLER (SINGER) RISES FROM THE PLATFORM LOCATED CENTRE-DOWNSTAGE.

ACT II: CLANCY & BLURRYFACE



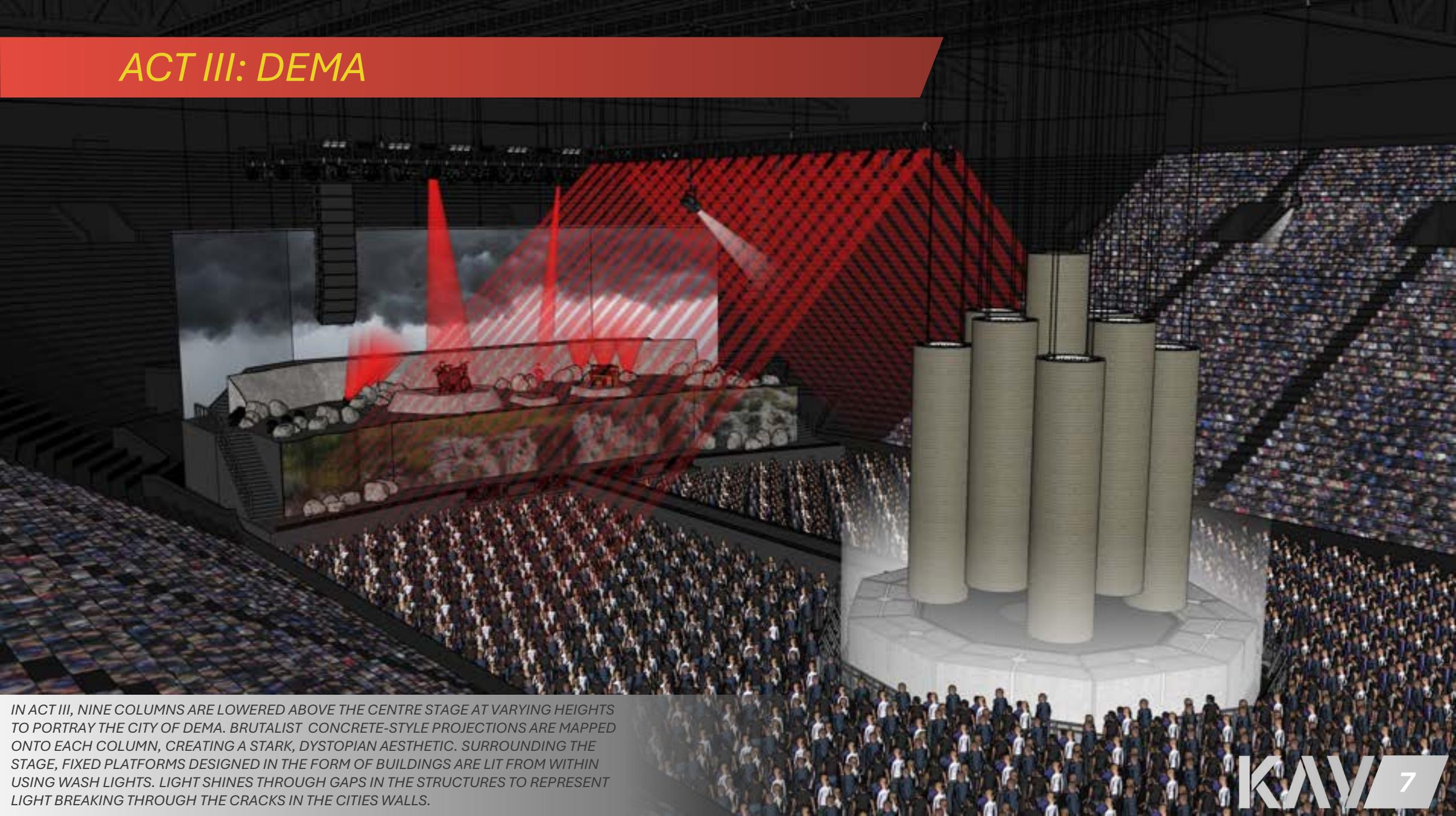
IN ACT II, STAGE RISERS LOWER TO BRING THE BAND DOWN TO AUDIENCE LEVEL. THIS POSITIONS THEM BEHIND THE TRANSPARENT LED SCREEN, ALLOWING VISUALS TO BE DISPLAYED IN FRONT OF THE BAND DURING THE SHOW. BEHIND THE BAND A SERIES OF LIGHT COLUMNS ARE ARRANGED IN THE SHAPE OF THE BAND'S LOGO. ADDITIONAL WASH/BEAM AND STROBE LIGHTS ARE POSITIONED OVERHEAD TO BE USED WHEN REQUIRED DURING THE PERFORMANCE.

ACT II: CLANCY & BLURRYFACE



THE USE OF LIGHTING AND VISUAL ELEMENTS IN FRONT OF, ABOVE, AND BEHIND THE BAND IS DESIGNED TO CREATE AN IMMERSIVE ENVIRONMENT THAT VISUALLY REPRESENTS THE INNER PSYCHOLOGICAL STATES OF BOTH THE CLANCY AND BLURRYFACE CHARACTERS.

ACT III: DEMA



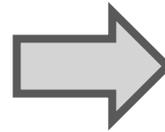
IN ACT III, NINE COLUMNS ARE LOWERED ABOVE THE CENTRE STAGE AT VARYING HEIGHTS TO PORTRAY THE CITY OF DEMA. BRUTALIST CONCRETE-STYLE PROJECTIONS ARE MAPPED ONTO EACH COLUMN, CREATING A STARK, DYSTOPIAN AESTHETIC. SURROUNDING THE STAGE, FIXED PLATFORMS DESIGNED IN THE FORM OF BUILDINGS ARE LIT FROM WITHIN USING WASH LIGHTS. LIGHT SHINES THROUGH GAPS IN THE STRUCTURES TO REPRESENT LIGHT BREAKING THROUGH THE CRACKS IN THE CITIES WALLS.

ACT IV: BREACH OF DEMA

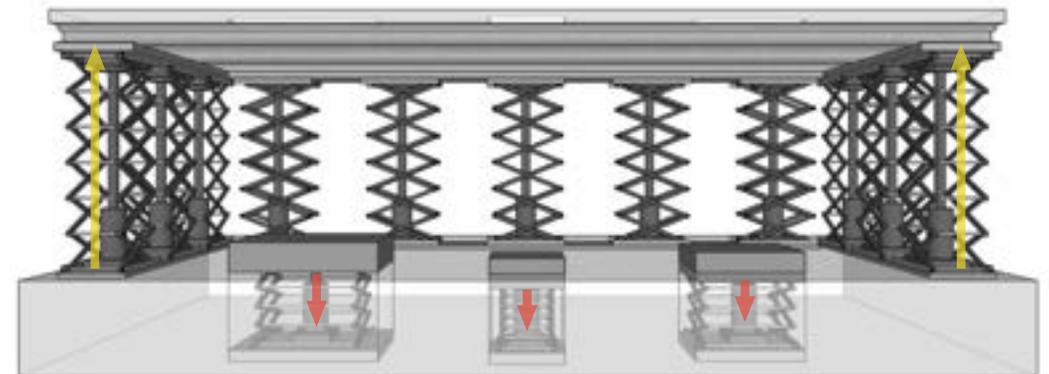
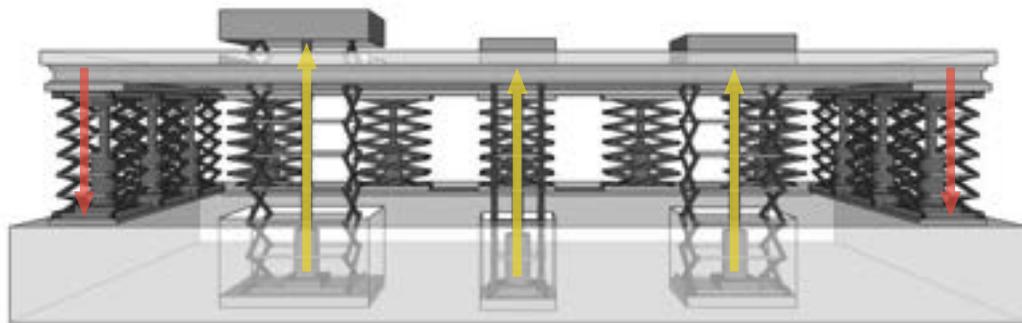
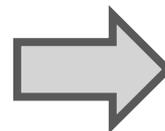
IN ACT IV, THE BAND RELOCATE FROM THE MAIN STAGE TO THE CENTRE STAGE VIA THE LINKING WALKWAY. THE NINE COLUMNS ARE SUSPENDED OVERHEAD, PROJECTING VISUALS AND LIGHT ONTO THE BAND AND AUDIENCE. THE DRUMS ARE POSITIONED UPON A REVOLVING PLATFORM TO ALLOW ALL MEMBERS OF THE AUDIENCE TO SEE JOSH PLAY WHILST TYLER WALKS AROUND THE STAGE.

MAIN STAGE DESIGN

ACT I



ACT II



THE MAIN STAGE IS COMPRISED OF TWO LEVELS – THE LOWER BEING SITUATED AT THE AUDIENCE EYE LEVEL, AND THE SECOND BEING A PLATFORM ELEVATED 1.8M ABOVE. THIS PLATFORM IS SUPPORTED BY MULTIPLE SCISSOR LIFTS POSITIONED ALONG THE LEFT, RIGHT, AND UPSTAGE EDGES. THROUGHOUT THE PERFORMANCE, THESE LIFTS CAN RAISE OR LOWER THE PLATFORM IN ORDER TO SUPPORT THE VISUAL REQUIREMENTS OF EACH ACT. THE BAND TRANSITION BETWEEN THE TWO LEVELS VIA RISING PLATFORMS SITUATED ALONG CENTRE STAGE.

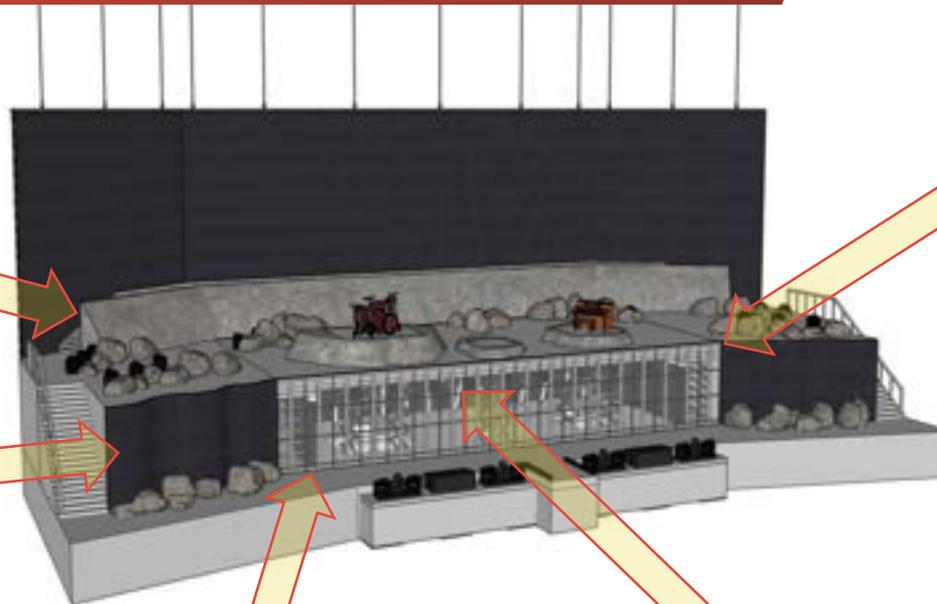
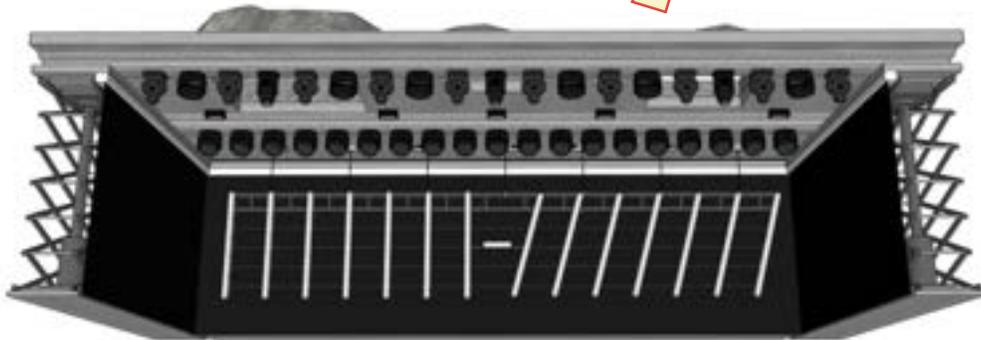
MAIN STAGE DESIGN

A PLATFORM, SCULPTED TO RESEMBLE THE NATURAL ROCK FORMATIONS AT THE BASE OF THE CLIFF, IS SET ALONG THE UPSTAGE TO PROVIDE A PERFORMANCE SPACE FOR TYLER AND THE TORCHBEARERS DURING THE SHOW.

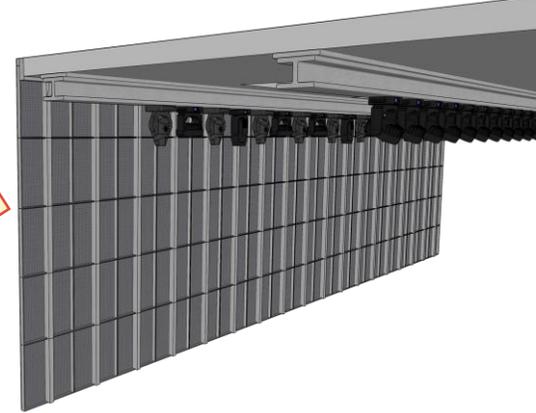


TO THE LEFT AND RIGHT OF THE STAGE ARE SOLID PLATFORMS, 1.8m ABOVE AUDIENCE LEVEL, WHICH FOLLOW THE FORM OF THE CLIFF FACE. FLEXIBLE LED SCREENS ARE POSITIONED DOWNSTAGE.

ALONG THE LEFT, RIGHT, AND DOWNSTAGE OF THE PLATFORM, RETRACTABLE CURTAIN SYSTEMS ARE SUSPENDED TO CONCEAL THE SCISSOR LIFTS FROM THE VIEW OF THE AUDIENCE AND ENSURE ALL LIGHTING EFFECTS ARE FOCUSED AS INTENDED.



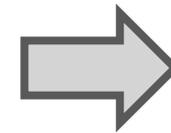
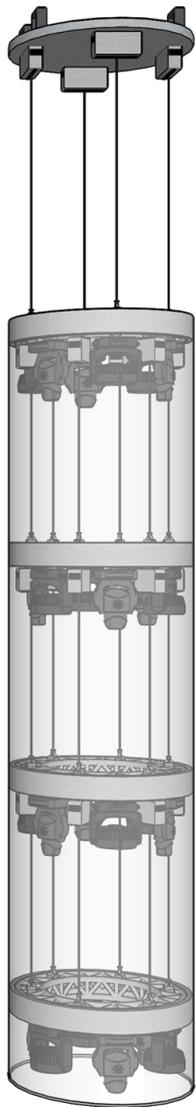
ATTACHED TO THE DOWNSTAGE EDGE OF THE PLATFORM IS AN 18m BY 5m TRANSLUCENT LED SCREEN. THIS DISPLAY CAN ALTERNATE BETWEEN SHOWING VISUALS OR APPEARING TRANSPARENT, DEPENDING ON THE NEEDS OF EACH ACT. THE SCREEN IS ASSEMBLED FROM A SERIES OF NEXNOVO XLR 1m BY 1m PANELS,



ALONG THE UPSTAGE OF THE PLATFORM, A LIGHTING RIG IS SUSPENDED WHICH PROJECTS THE BANDS LOGO AND ADDITIONAL LIGHTING EFFECTS. ADDITIONAL WASH, SPOT, AND STROBE FIXTURES ARE MOUNTED ON BOTTOM OF THE PLATFORM TO PROJECT LIGHTING EFFECTS DURING ACT II.



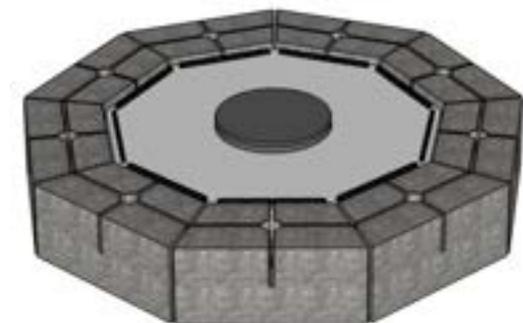
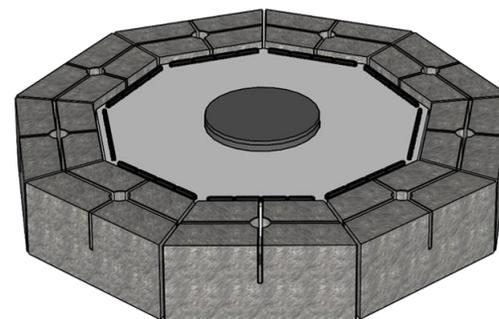
CENTRE STAGE DESIGN



NINE RIGGING MODULES ARE SUSPENDED ABOVE CENTRE STAGE, EACH COMPRISING FOUR CIRCULAR TRUSSES INTERCONNECTED BY CABLES ATTACHED TO MOTORISED WINCH SYSTEMS.

SEMI-TRANSPARENT FABRIC PANELS ARE FIXED TO THE EXTERNAL PERIMETER OF EACH TRUSS. AS THE SHOW PROGRESSES, WINCHES LOWER THE TRUSSES, DRAWING THE FABRIC TAUT TO FORM COLUMN-LIKE STRUCTURES ABOVE THE STAGE.

PROJECTED VISUALS ARE MAPPED ONTO THE FABRIC COLUMNS USING A NETWORK OF PROJECTORS POSITIONED AROUND THE ARENA. ADDITIONAL LIGHTING EFFECTS ARE CREATED BY AN ARRAY OF WASH AND SPOT FIXTURES MOUNTED TO EACH CIRCULAR TRUSS, ENHANCING THE VISUAL IMPACT OF EACH COLUMN DURING THE SHOW.

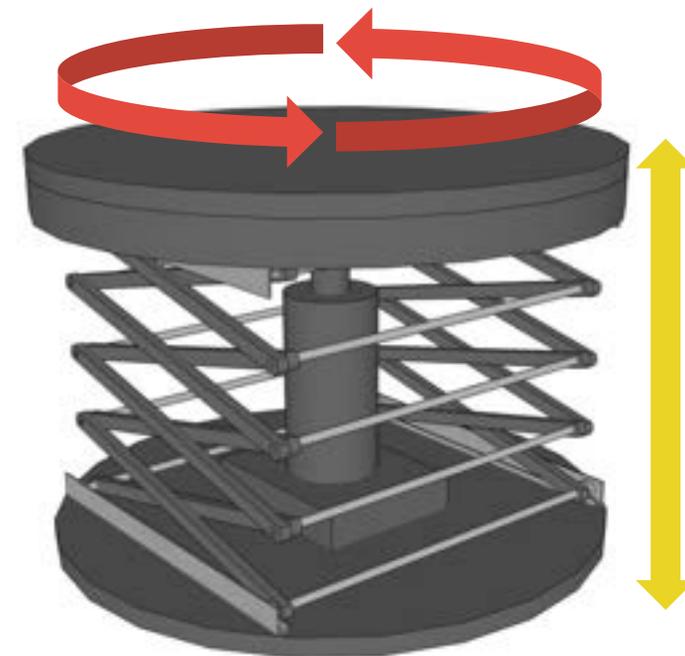
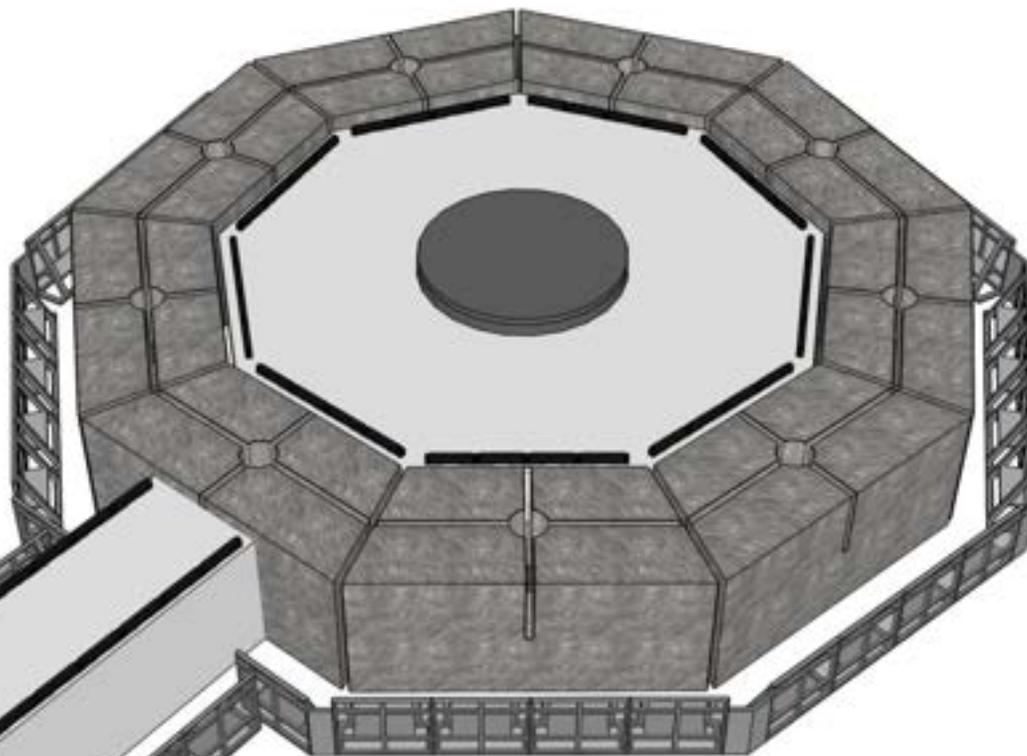


CENTRE STAGE DESIGN



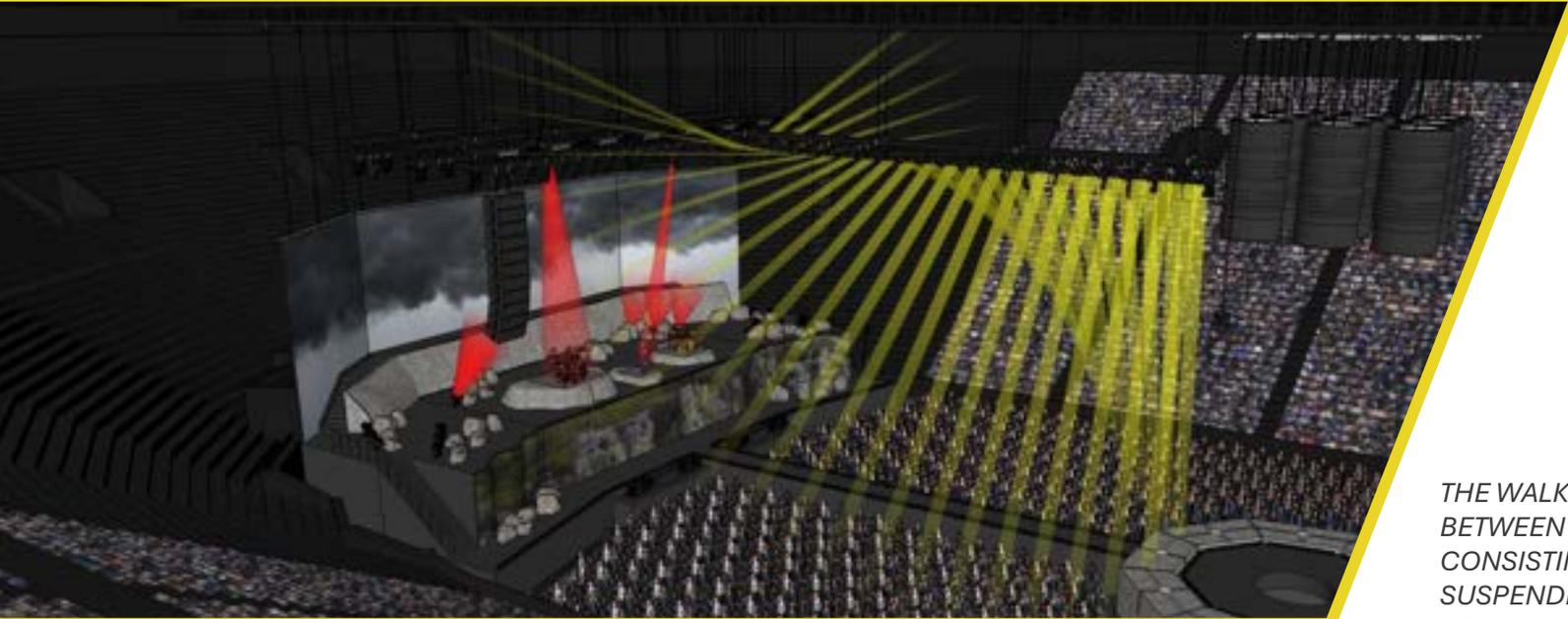
MAP OF DEMA PRESENTED IN PROMOTIONAL ARTWORK

THE CENTRAL STAGE FEATURES A NONAGONAL MAIN PLATFORM SURROUNDED BY NINE ISOLATED PLATFORMS, EACH SHAPED TO RESEMBLE THE CITY BUILDINGS DEPICTED IN WITHIN PROMOTIONAL ARTWORK. WASH/BEAM FIXTURES ARE INSTALLED AT THE BASE OF EACH PLATFORM TO CREATE THE EFFECT OF LIGHT EMERGING THROUGH CRACKS IN THE CITY WALLS DURING KEY MOMENTS OF THE SHOW. ADDITIONAL MOVING-HEAD LIGHTING BATTENS ARE POSITIONED AROUND THE MAIN PLATFORM TO DELIVER DYNAMIC LIGHTING EFFECTS WHEN REQUIRED.



A ROTATING RISER IS POSITIONED IN THE CENTRE OF THE STAGE TO PROVIDE A 360-DEGREE VIEW OF THE DRUMS, VISIBLE TO ALL AUDIENCE MEMBERS. MOUNTED ON SCISSOR-LIFT MECHANISM, THE PLATFORM ALSO PROVIDES A CONCEALED ENTRY POINT TO THE STAGE FOR THE TORCHBEARERS IN ACT I, AND JOSH IN ACT IV.

WALKWAY DESIGN



THE WALKWAY INTENDS TO CREATES A VISUAL AND PHYSICAL CONNECTION BETWEEN THE MAIN STAGE AND CENTRE STAGE. OVERHEAD, A LIGHTING RIG CONSISTING OF MOVING-HEAD SPOT, WASH AND LED BATTENS IS SUSPENDED TO PROVIDE DYNAMIC LIGHTING EFFECTS DURING THE SHOW. ADDITIONAL LED BATTENS ARE POSITIONED EITHER SIDE OF THE WALKWAY TO PROVIDE SWEEPING LIGHTING EFFECTS FROM AUDIENCE EYE LEVEL.



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