

PLAYBILL



CATCHING VENUS

Development Playbill | Foundation Edition

Created by Amy Matthew

Story, characters and preliminary 20-song map

DEVELOPMENT MATERIAL

Concepts and song titles may evolve during writing.

The Chase Across the Stars

A charming space outlaw sees the face of a breathtaking alien woman on a holographic billboard and impulsively crosses the galaxy to find her. He believes he is chasing romance - but discovers that Venus is a manufactured public image and the real woman behind it is trapped inside a political machine.

THE HEART OF THE MUSICAL

Love is not about catching someone. It is about seeing them clearly, protecting their freedom and allowing them to choose you.

THE MUSICAL LANGUAGE

Cinematic pop, contemporary R&B, electronic dance, romantic ballads and sweeping orchestral writing create a universe that can move from intimate confession to enormous interplanetary spectacle.

CORE THEMES

- Fantasy versus reality
- Love without possession
- Choosing who sees the real you
- Freedom and public identity
- The cost of manufactured peace
- Courage through connection

Principal Characters

JAX ARDEN - THE SPACE OUTLAW

Charming, reckless and wanted across seven systems. He survives by avoiding attachment. His selfish pursuit grows into a fight for freedom.

VENUS AURELIA - THE WOMAN IN THE SKY

A luminous alien singer and ambassador whose image represents peace. Intelligent and powerful, she is determined to reclaim her identity and choices.

RHEA VOSS - THE BOUNTY HUNTER

Jax's former partner and former love. Hired to capture him, she begins questioning her mission when she discovers the truth about Venus.

KIP - THE SHIP'S PERSONALITY

Jax's dramatic artificial-intelligence companion. KIP controls the ship, supplies comedy and correctly believes Jax understands nothing about romance.

CHANCELLOR SOL VEYRON - THE ARCHITECT

The elegant leader who turned Venus into the face of manufactured peace. He believes controlling one life is justified if it prevents galactic war.

Characters in Motion

ORION AURELIA - THE SCIENTIST

Venus's brother and a secret resistance organizer. He distrusts Jax but needs the outlaw routes only Jax can navigate.

THE CELESTIAL COMPANY

Citizens, soldiers, androids, smugglers, floating creatures and inhabitants of many planets. Each world has its own movement and visual language.

THE AERIAL COMPANY

Aerial dancers embody planetary rings, zero gravity, meteor storms, living constellations and the invisible forces drawing Jax and Venus together.

THE ENFORCERS

Veyron's precision-trained guards. Their synchronized, geometric choreography contrasts with the resistance's fluid individuality.

THE RESISTANCE

Performers from many worlds who reclaim the communication network and transform Venus's billboard from propaganda into truth.

Act One

1. WANTED IN SEVEN SYSTEMS

Jax and Company - A kinetic aerial escape opens the show.

2. THE UNIVERSE NEVER STOPS

Celestial Company - Transforming worlds awaken.

3. FACE IN THE SKY

Jax - He first sees Venus on the holographic billboard.

4. OUTLAW'S GUIDE TO LOVE

KIP and Jax - Proof Jax is unqualified for romance.

5. CATCHING VENUS

Jax and Company - The impossible pursuit begins.

6. EVERY PLANET LIES

Rhea - The bounty hunter tracks him across worlds.

7. MADE OF LIGHT

Venus - A public performance hides a private question.

8. ACROSS THE RINGS

Company - The act's largest travel and aerial spectacle.

9. DON'T FOLLOW ME

Rhea and Jax - A warning neither can ignore.

10. BEHIND THE BILLBOARD

Jax and Venus - He discovers she is a prisoner.

Act Two

1. GRAVITY HAS TEETH

Jax, Venus and Company - Escape through a collapsing palace.

2. NOT A PRIZE

Venus - She confronts Jax about chasing an image.

3. THE MAN THEY WARNED ME ABOUT

Venus - She sees the compassion behind his reputation.

4. A MILLION MILES BETWEEN US

Jax and Venus - A duet across two spacecraft.

5. PERFECT PEACE

Veyron - His seductive argument for control.

6. NEON CONSTELLATIONS

Jax and Venus - A romantic aerial duet among living stars.

7. STEAL BACK THE SKY

Orion, Rhea and Resistance - The uprising begins.

8. IF WE SURVIVE SUNRISE

Company - Hope before the final confrontation.

9. LET ME CHOOSE YOU

Venus and Jax - She reclaims choice; he releases possession.

10. CATCHING VENUS - FINALE

Full Company - The galaxy hears Venus's true voice.

The Visual Universe

AERIAL STORYTELLING

Aerial dancers create planetary rings, zero-gravity battles, meteor storms and living constellations. Flight must reveal emotion and advance the narrative, never function as decoration alone.

MUSIC

Cinematic pop and R&B; meet electronic dance and orchestral scale. Each planet receives a distinct rhythmic and instrumental identity while recurring themes bind the galaxy together.

SCENERY

Moving platforms become spacecraft, floating cities, palaces and bridges through space. Projection, star curtains, light sculpture and practical scenery should coexist so the world feels tangible.

COSTUMES

Translucent materials, internal light and non-Earth silhouettes distinguish the worlds. Venus begins in controlled symmetry; her costumes become freer as she takes back her identity.

THE BILLBOARD

Venus's enormous holographic face recurs throughout the show. It begins as an object of fantasy and propaganda, then transforms into the means by which she tells the galaxy the truth.

DEVELOPMENT NOTE

This Playbill preserves the first foundation. Character histories, planets, scene order and song titles remain flexible until the book and score are drafted.