THE TWO GENTLEMEN OF VERONA Costume Plot

ACT I, Scene 1. An open place in Verona.
Valentine, gentlemen of VeronaYouthful, traveling type nobleman's costume
Proteus, gentlemen of VeronaYouthful, nobleman's type costume
Speed, a clownish servant to Valentine Outlandish livery
ACT I, Scene 2. Verona, garden of Julia's house.
Julia, a lady of Verona
Lucetta, waiting woman of JuliaSimple gown
ACT I, Scene 3. Verona. A room in Antonio's house.
Antonio, father of Proteus Nobleman's costume
Panthino, servant to AntonioLivery
ProteusNo change
ACT II, Scene 1. Milan. An apratment in the Duke's Palace.
Valentine gloves
Speed
Siliva, daughter of the DukeElaborate, ingenue type gown, headpiece
ACT II, Scene 2 Verona. A room in Julia's house.
All characters
mii chaiac teis
ACT II, Scene 3. Verona. A street.
Launce. servant to ProteusOutlandish livery
Panthino
Tall without the second second change
ACT II, Scene 4. Milan. An apartment in the Duke's Palace.
Thurio, a foolish rival to ValentineFoppish type nobleman's costume
Duke of Milan, Father of SilviaElaborate court costume
ProteusYouthful, court costume
ServantLivery
All others
·
ACT II, Scene 5. Milan. A street.

ACT II, Scene 6. Mialn. An apartment in the Palace.
Proteus
AND THE CO. TO MAKE A STATE OF THE STATE OF
ACT II, Scene 7. Verona. A room in Julia's house.
All characters
ACT III, Scene 1. Milan, An ante-room in the Duke's Palce.
Valentine
All others
ACT III. Scene 2. Milan. A room in the Duke's Palce.
All characters
ACT IV, Scene 1. A forest near Mantua.
Outlaws
All OthersNo change
ACT IV, Scene 2. Milan. Courtyard of Palace.
Musicians
Host
JuliaDisquised as boy
ACT IV, Scene 3. The same.
Eglamour, agent to Silvia
SilviaNo change
ACT IV, Scene 4. The same.
SilviaAnother ingenue type dress, headdress
Attendents headpiece
All others
ACT V, Scene 1. Milan. An abby.
Silvia
EglamourNo change
ACT V, Scene2. Milan. An aparttment in the Duke's Palace.
All charactersVo change
ACT V, Scene 3. Frontier of Mantua. The forest.
All characters
ACT V. Scene 4. Another part of the forest.
All characters