

LATINÉ THEATER LAB

Last of the Red Hot Robots Actor Packet

Spine: An explosion of all things Sci-Fi, Miami, and Camp

Style: Camp/Sci-Fi B films

- **Camp:** style and aesthetic sentiment that values the extravagant, the ironic, and the flamboyant and typically bridges the gap between high and popular culture. Blending artifice and affectation with the absurd and outrageous, camp subverts conventional ideas about artistic taste, seriousness, and substance. The expression “so bad it’s good” springs directly from the camp aesthetic.

Themes:

- **Sci-Fi as Satire**
 - Each play uses classic sci-fi tropes — aliens, robots, DNA tests, space travel — not to imagine a distant future, but to exaggerate and expose what’s already absurd or broken in our present. There’s commentary in every scene: tech obsession, influencer culture, gender roles, capitalism, environmental collapse. It’s not subtle, but it’s not cartoonish either.
- **Sensuality and Power**
 - Desire is constantly at play. Sexual tension shifts quickly — from romantic to manipulative, from consensual to transactional. In every play, sensuality becomes a tool: used to dominate, distract, or elevate status.
- **The Absurd in the Everyday**
 - Each play begins in a familiar setting — a zoo, a breakfast table, a livestream — and gradually (or suddenly) escalates into chaos. The absurdity works because the characters never signal it. The comedy comes from playing it straight.

Motifs/Symbols:

- **Reveals (Costume & Identify)**
 - Undressings, costume changes, unboxings — these moments are never just visual. They signal a deeper shift: a character reveals something about who they really are, or who they want others to think they are. The body becomes part of the storytelling.
- **Surprises and Twists**
 - Every play ends with a sharp left turn. These twists reframe the whole scene. They should *never* be played toward. The characters must believe in the moment. Allow the audience to catch up.

World of the Play

Miami as Ground Zero

Welcome to Miami, 2025 — but not as you know it. This is a heightened, satirical Miami where Gen Z reigns supreme, Latinidad is ever-present, and the absurd lives just beneath the surface of the everyday.

While each one-act exists in its own standalone setting, we are using Miami as our grounding force — a unifying cultural and geographic thread that orients us, especially for our Latin

LATINÉ THEATER LAB

characters. Though the characters aren't always explicitly Latin, the vibe, environment, and emotional logic of Miami informs how we move, speak, and relate. The plays span timelines and genres, but they share one common truth: this world is seductive and absurd.

Tone: Camp and Sci-Fi B-Movie Realness

This show lives in the realm of Camp — a heightened, stylized world that celebrates the theatrical, the artificial, the extra. But Camp is not parody. It's truth filtered through exaggeration, glamour, absurdity, and deep emotional stakes. As Susan Sontag wrote, "Camp sees everything in quotation marks." Our job is to bring those quotation marks to life with commitment and truth.

Layered on top of this is the scrappy, devoted spirit of the sci-fi B-movie. These are low-budget epics with big ideas. Every one-act in this collection is its own episode in a Sci-Fi anthology series — think *The Twilight Zone* or *Black Mirror*... but set in Miami and fueled by Gen Z chaos and sensuality. What makes B-films work — and what makes this show sing — is that the characters believe it's real.

Examples of Camp

These are clips from popular movies that help point toward what we mean by camp. In all of these, the actors don't play into the humor or absurdity — they play into their reality. Each example has a completely different tone and genre, but all three are camp.

What makes them effective is how committed the performances are to the world of the scene. The actors go all in — but it's never a *"a nudge and a wink"* to the audience.

- Beyonce as Foxy Cleopatra in [Austin Powers](#)
- Grandma's music saves the world in [Mars Attacks](#)
- Madeline falls down the stairs in [Death Becomes Her](#)

Play Overview

Play	Structure	What happens/Audience Needs to Takeaway
The Uplifting	Exposition	Kyle and Jack are at Zoo Miami contemplating which animal is better, the Okapi or Tapir.
	Inciting Incident	Miranda enters and questions if we are all in a zoo.
	Rising Action	Miranda questions their sexuality, Miranda is an alien, we learn about the Uplifting, and the Ants are the superior race.
	Climax	Miranda, Jack, and Kyle agree to have sex at the zoo.
	Falling Action	Jack and Kyle don't go through with it, Miranda has escaped from an asylum, she is captured.
	Resolution	Jack and Kyle are also aliens who are in the process of Uplifting. They select the Tapir.

LATINÉ THEATER LAB

The Wrong Stuff	Exposition	We are in a spaceship. Someone is humming Greensleeves.
	Inciting Incident	Pablo kills Claire. They had a pact not to kill Claire if she stopped humming Greensleeves.
	Rising Action	There's five more days until they are back on Earth. They need a cover-up plan for when they return. They've only collected rock samples, all have slept together, they appear on a gameshow to pay for the mission, and the engine is mysteriously broken.
	Climax	Tammy blames Fran, resulting in Pablo and Fran fighting.
	Falling Action	Fran kills Pablo.
	Resolution	Tammy kills Fran. Tammy reveals her plan with the rocks and dances seductively for them.
Last of the Red Hot Robots	Exposition	Hector and Elizabeth are married. They have an old robot maid, Robert. Hector has casual affairs. Elizabeth seduces Robert when Hector is away at work. He is put into Red Hot Mode.
	Inciting Incident	Elizabeth calls Robert a sexbot. It triggers him.
	Rising Action	They want to be together. Factory reset can turn a robot "human" until its batteries run out. Elizabeth wants to elope. Robert convinces her to do the factory reset. Hector forgot his brief case.
	Climax	Elizabeth lifts the fridge and learns she is a wifebot.
	Falling Action	Hector activates Sex Slave mode in Elizabeth.
	Resolution	Robert does a Factory Reset on Elizabeth. They elope.
DNA & You	Exposition	S1: Dawn has a vlog, she hates Molly, Max is the owner of DNA & You, Dawn's test reveals she's 52% Neanderthal. Hue works for the government and challenges the test results.
	Inciting Incident	S2: The test results are accurate, Dawn receives clothes and items linked to her DNA results. Dawn wants a reality TV show.
	Rising Action	S3: Dawn finds out she is getting her own reality show. There are a lot of UFO sightings.
	Climax	S4: Dawn is trapped at Zoo Miami and the reality TV show is a livestream from her cage. She is in the Okapi and Tapir exhibit.
	Falling Action	S5: The aliens appear to save Dawn. She was a product of the previous Uplifting. They help her escape.
	Resolution	S5: The aliens decide to uplift either the Okapi or the Tapir.