Stagecraft Design Project





What is the metaphor, image, or "inspiration piece" that will "drive" your design decisions?

Design Brief:

You have been "hired" to design a musical set (for your chosen musical).

Choose <u>any 2 (consecutive)</u> <u>scenes</u> to design sets for AND design the <u>transition</u> between those scenes.

For this project, your team of 3 must work together to research, design, create, and present your <u>ORIGINAL designs</u> to the class. To do so, you must...

READ THE SCRIPT. All scenic design begins with the **script**. Therefore, as a designer, you must <u>read</u> the entire script so you know the intentions, needs, style, and purpose of the story (and how it should be supported by the set design).

Director's Concept [Design Concept]: The central <u>creative idea</u> that <u>unifies</u> the **artistic vision** of a production.

CREATE A LIST OF THE

"NEEDS OF THE SCRIPT": Create a list of all of the descriptions from the SCRIPT that are **needed** for the design of the show's set. This includes set and prop items that are referred to by playwright and/or characters. (*Remember, props may impact the set design, but props are NOT set. Don't include props on your list unless* they impact the set.)

RESEARCH / INSPIRATION: During your research, you should collect **images and ideas that inspire you** for your own design. A collection of these images/ideas may include inspiration for <u>historically accurate</u> design or may lead you to a <u>"starting point", style</u>, or <u>metaphor</u> for your design.

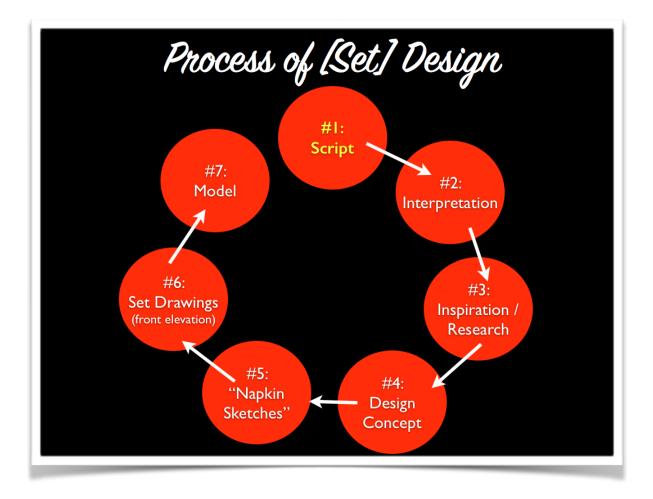
ANALYZE THE DEEPER MEANING/MESSAGE: Before you begin your design, find meaningful statements in the script

Director's Concept [Design Concept]: The director's personal <u>interpretation</u> of HOW to show a play/musical's message. (**philosophical statements**) that point to the deeper meaning of the overall show. This will allow your design to support the show's message.

DESIGN YOUR SET: Based on the script, its needs, your research, your inspiration, and your analysis of the show's meaning/message, you can begin your design. Start first with "Napkin Sketches" to get your ideas on paper... remember to consider scene transitions, as well. You will discuss/share your napkin sketches/ideas in a pre-design meeting with the instructors.

PRESENT:: Once you've designed your sets/transition, you will PRESENT to the class (see back) in visual form (power point, Prezi, etc.). You'll also show a scaled grondplan (with scaled set pieces) to demonstrate how your scenes transition. Your presentation should be treated as a "Design Pitch", so sell it!

Director's Concept [Design Concept]: The <u>unique way</u> a director tells a staged story.



For YOUR project, you will be presenting your Design Concept / Set Design in front of class. You will be communicating to your audience what you've designed, rather than building an entire model set or creating front elevation set drawings.

Your PRESENTATION in front of the class should include (preferably in this order) a discussion of:

- 1.) The show you chose and why
- 2.) A synopsis (brief description of plot) of the show for which you designed sets.

3.) What types of **needs** you had to consider when considering designing sets for your show. *(explaining how YOUR show is unique in its needs - NOT a list of all the "Needs of the Script")*

- 4.) What **types of things you researched** for your design and your **findings**.
- 5.) How your research & inspiration search impacted your design.
- 6.) What you **designed** for your sets, including <u>all</u> that is on stage with your set (cyc, scrim, backdrop, flown elements, set pieces, etc.)

7.) How you plan to have your sets **transition** from one to the next. (You must show your ground plan and scaled set pieces for this portion of your presentation.)

You will present your Set Design in a **"Design Pitch" setting,** where (once your presentation is complete) people will ask questions about your design and how it functions, what it's made of, etc. Be prepared to answer specific questions about your design(s). Your overall presentation should be 5-10 minutes in length and the presentation should be shared between group members.

Note: Avoid text-based presentations & reading off the screen. Your Design Presentation should instead be a <u>visual</u> representation of your process and designs. <u>Do NOT read at your audience (ever!) or primarily direct your body/eyes/voice</u> <u>toward the screen</u> - talk TO your audience as though you're pitching your Designs to them.