

Group: _____, _____, & _____

ALL DESIGNERS MUST FIRST READ THE SCRIPT to determine the story, its characters, and its NEEDS for design.

- TERMS to distinguish between:

Set: Fixed or moving structures that show the setting and/or style of the play or musical (*includes set pieces as well as backgrounds and flown objects etc.*)

Note: Sometimes props need to be considered in the design of the set. Can you think of when? If a prop impacts the set design, you should include it.

After reading your script, transfer your highlighted information to this chart.

[illegible]

Play/Musical Title: _____

Group: _____, _____, & _____

[illegible]

Play/Musical Title: _____

Group: _____, _____, & _____

[illegible]

Play/Musical Title: _____

Group: _____, _____, & _____

[illegible]

Play/Musical Title: _____

Group: _____, _____, & _____

[illegible]

Play/Musical Title: _____

Group: _____, _____, & _____

Once designers have determined the set's **NEEDS**, they often speak with the director to determine his/her **WANTS** for the design. These items are added to a designer's "list" and then the design process begins.

I always recommend looking at (and tackling) the **BIGGEST DESIGN CHALLENGES** of a set & its transitions first. Scan your "NEEDS" and list some of the biggest **SET challenges** below:

1.) _____
Why is this a big challenge?

2.) _____
Why is this a big challenge?

3.) _____
Why is this a big challenge?

Now, choose (as a group) 2 consecutive scenes that you want to design.
Choose scenes that have **DESIGN NEEDS** and require some **CREATIVITY**.

Act _____, Scene _____ which **TRANSITIONS INTO** Act _____, Scene _____ (pages _____ - _____)

[Scenic Elements (Set) : _____ which **TRANSITIONS INTO** Scenic Elements (Set): _____]