Play/Musical Title:	Group:		1	&
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## STAGECRAFT FINAL PROJECT: SET DESIGN

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

- Designers are "clue-finders" while reading...looking for all the different ways that characters need to interact with their "world". While reading, be sure to look for all these "clues", both in the characters' lines AND in the playwright's notes (the italicized).
- Some clues for design are **stated**, others are **implied**. Be sure to read both the lines, AND between them. As a designer, you must be a thinker.

## TERMS to distinguish between:

**Props**: Anything an actor holds/handles on stage (example: a broom, a candle, a book, etc.) DON'T include props on your set list.

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.

ACT / SCENE	SET NEEDS  Based on the SCRIPT, what NEEDS to be included in the set or set design? Be specific.	SET DESIGN NOTES  (this can include how the set piece is <b>used</b> by the characters, or things the set piece/ prop should "do" in the scene, or a "mood" that should be established by the piece, etc.)
		pg:

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Once designers have determined the set's I These items are added to a designer's "list"	<b>NEEDS</b> , they often speak with the director to deter and then the design process begins.	mine his/her <b>WANTS</b> for the design.
I always recommend looking at (and tackling Scan your "NEEDS" and list some of the big	g) the <b>BIGGEST DESIGN CHALLENGES</b> of a set & it gest <b>SET challenges</b> below:	ts transitions first.
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 sce Choose scenes that have DESIGN NEEDS a		
Act, Scene which TRANS	ITIONS INTO Act, Scene (pag	es)
[Scenic Elements (Set) :	which TRANSITIONS INTO Scenic Elements	s (Set):]