

# “Scenic Design Project” Guidelines

This project is broken into 6 parts each graded individually as a portion of your total “Scenic Design Project” grade. Each portion is assigned a due date that is a suggestion of when to have the material completed in class. All materials should be turned in either physically or digitally by 10/26 (with the exception of the drafting) at the end of class:

## 1. Script analysis: 10% - Due 10/5

- a. Annotate all relevant scenic elements described in the text. This includes things that may not be directly mentioned in the stage directions.
- b. Take notes on at least two moments where you feel the positioning of actors on differing levels or planes could raise the tension of the scene.
- c. Consider and write down what audience layout (thrust, alley, proscenium, or round) would function best for the play and why.
- d. This can be in the form of a digitally annotated script or a text document that holds all your specific notes that should be turned in with the model, sketches, and research.

## 2. Research: 20% - Due 10/10

- a. Consists of a minimum of 20 pictures
- b. At least 10 images should be focused on research of architectural elements and other historically relevant research.
- c. At least 10 images should be focused on the emotion felt in the script that you wish to portray in your scenic design. Some examples include paintings, color pallets, or other works that you find evoke an emotional response.
- d. These images should either be compiled into a mood board physically or electronically and turned in with your model, sketches, and script notes.
- e. **Bonus:** 2 Points if you include 2 images taken locally.

### 3. Rendering/Sketches: 20% - Due 10/12

- a. Using the discussed perspective drawing methods make at least 1 sketch of your set design idea.
- b. This will NOT be graded based on your artistic skill level, but serves to come up with ideas for your set layout and other elements that you want in your stage picture that you may have found in your research.
- c. This may be done in black and white.
- d. **Bonus:** 10 Points if one of the sketches is colored.

### 4. Model: 20%- Due 10/19

- a. A scenic model built in the model box that we created in class.
- b. Includes the provided figure that was given to you in class.
- c. Includes at least 1 form of upright scenic elements such as flats, drapes, cutouts, or some other architectural element that defines the space.
- d. Includes at least 2 pieces of furniture or other element that functions for actors to sit or place objects on. This can be ledges, shelves, desks, chairs, you name it.
- e. Take into account one moment or element that you took a note on outside of the stage directions in the script.
- f. The model does not need to take color into account and should keep scale in mind as much as possible.
- g. Your skill with this artistic medium will not be a factor in the grading of your model.
- h. **Bonus:** 10 Points if the model is painted or colored in some form or fashion.

### 5. Presentation: 10% - Due 10/24-10/26

- a. You will have 4 minutes to present your mood board, model, and sketches to the class.
- b. Major points that should be mentioned in your presentation include the colors and moods in your research that you felt were important, architectural elements that you attempted to include in your model, and any important or notable elements that you feel sets your design apart and helps tell the overall story of the play.

- c. You will then have 1 minute to answer a question about your design choices, about an element of your design, or about the staging of a particular moment in the play.

6. Drafting: 20% - Due 10/26

- a. You will be split up into groups of 2 and provided with blank draftings of the theatre space that your model was built in.
- b. Based on the in class drafting lesson you will take measurements of one of your models (you will decide whose to use) and then create a ground plan and section drawing for that set.
- c. **Bonus:** 10 Points if you create draftings for both of your models.

Any portion not turned in will result in the loss of additional points from the whole project. Basic grading guidelines laid out below.

If at any point during this project you are confused, have questions or just need some extra help I will have office hours on Wednesday from 3-5pm and am also available on Monday and Friday from 3-5pm due to somewhat irregular scheduling conflicts please email prior to meeting with me on Monday and Friday to verify my availability.

If you need accommodations through the university or any other system please reach out to Dave.

Email: [jms62585@uga.edu](mailto:jms62585@uga.edu)

Standard Grading Guidelines:

A (90%-100%)	Exceeds expectations demonstrating clear effort and proper planning and time were put into the project.
B (80%-89%)	Meets the existing guidelines with clear and consistent effort put into the project as a whole.
C (70%-79%)	Nearly meets or just meets the guidelines with elements or effort clearly missing from the project as a whole.
D (60%-69%)	Does not meet the guidelines. Elements are missing or demonstrate an entire lack of effort all together.
F (0%-59%)	Project is not completed with whole sections missing all together.