



## Technical Theatre III

# Design Project 2010-11

Your final project for this year will consist of four parts, and all projects must include these items:

- Ground Plan (executed on Vectorworks or on paper)
- Play Analysis
- Design Concept (a written description and philosophy of your project)
- Manifestation (a completed project—3D model, costume renderings and constructed costume piece, etc.)

### **Play Analysis (50 pts) —**

***Due Wednesday May 11 at end of class (may be handed in early)***

This should be done according to our lecture and discussion about play analysis.

### **Ground Plan (40 pts) —**

***Due Wednesday May 18 at end of class (may be handed in early)***

This is the **mechanical** representation of your design, completed in Vectorworks or carefully hand drawn.

Use appropriate scale to fit it to the page (you may use legal size paper [8 1/2x14]).

Use proper line weight, dimensions, title block, border, etc.

All furniture, entrances, exits and special features of your set should be explained on the plan.

### **Design Concept (30 pts) —**

***Due with your Manifestation Tuesday May 31 at the beginning of class***

You have chosen this particular play hopefully because it excites you in some way. It is up to you to determine the validity of this project by justifying its existence. Your design concept is displayed along with your manifestation. It should answer at least the following basic questions, based on your design analysis of the play:

- Why did I choose this particular play?
- What kind of play is it? Mood? Style?
- What major themes and statements about the play do you want your design to make?
- What basic elements are specifically required by the playwright, and how are you going to execute them?
- What design element dominates your design?
- What symbolism or imagery can you relate to your design?

*Do not limit yourself to only these questions;* these should be the catalyst for your concept, not the be-all-end-all. This should be a personal and passionate defense of your design decisions, based on a distillation of your Play Analysis. It should begin with a clear and concise statement of your design objectives.

Your Design Concept should be (and will be graded on this criteria):

- typed, single-spaced, with good grammar and punctuation
- displayed and visible with your completed project
- as long as it needs to be, but should fit on one sheet of paper.

### **Manifestation (70 final exam pts) —**

***Due Tuesday May 31 at the beginning of class***

This is your **spatial** and **artistic** representation of your design. By default, your instructor is expecting you to do a 3D model of your set, using the dimensions of the Lowden Theater. This should be in proper scale.

Your 3D model should include:

- Proscenium arch and back wall
- All walls, platforms and other major structural elements
- Furniture and other décor
- Color and texture

Your 3D model should NOT include fly system elements, seating area or other representation of any other space in the PAC but the stage house. Keep it clean and simple. Your design needs to be the central focus of the project.

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If you choose to do a manifestation **other than a 3D model**, you must clearly explain your intentions in writing and submit it to Mr. Morris by Monday, May 9. All due dates above apply for any alternative manifestation.

Follow these guidelines for your alternative manifestation:

### **Lighting Design:**

- You should choose a show that has lighting as a fully-involved and integrated design element.
- Design Concept as indicated above
- Full ground plan in VectorWorks as indicated above, converted to pict and inserted into LXFfree.
- All paperwork completed on VectorWorks, printed with complete circuiting, patching, channel sheet, equipment list, hanging schedule and color list
- Front elevation, in perspective and color
- Full color palette
- Design mounted for display

### **Costume Design:**

- You should choose a show that has costuming as a fully-involved and integrated design element.
- Design Concept as indicated above
- Full ground plan in VectorWorks as indicated above
- Full-color renderings for at least three main characters, mounted for display
- A completed costume or costume piece, with pattern, that is in keeping with the corresponding costume or costume piece, mounted for display

### **Sound Design:**

- You should choose a show that has sound as a fully-involved and integrated design element.
- Design Concept as indicated above
- Full ground plan in VectorWorks as indicated above, with speaker/microphone plot indicated, mounted for display
- Front elevation, in perspective and color
- Full sound disk on compact disk or minidisk, which includes all sound cues for the show
- This must also include sound effects that you have created, combined or manipulated in some fashion.
- Full sound cue plot displayed with design

**These are the only Design Manifestation options available for your project.**