

# 1. CREATING YOUR SET CONCEPT

## **SCRIPT CUES:**

Where does the scene take place (city, town, specific place, specific room)?

What details are given about the setting?

When does the scene take place (year, season, time of day)?

Is this an interior or exterior space?

Are there windows, doors, stairs, etc.?

Are there any other items that **MUST** be a part of this set?

What is this scene about?

How many characters must be in this scene?

What images does the scene create for you?

What type of theme does the scene portray?

What is emotionally happening in this scene?

## **WHAT IS YOUR GROUP'S DESIGN CONCEPT?**

Can you think about something **ORIGINAL, INNOVATIVE, INTERESTING, EXPLORING** the themes of the play?

How will you show this **CONCEPT** in your design?

Will your set be **TRADITIONAL** for the time period of your play **OR** a modern adaptation?

## 2. TYPES OF SET DESIGN :

Will you use a minimalist, realistic, or abstract set?

What in the story made you choose that type?

How will your set reflect the time period of the play?

Give a general description of how the set is going to look...

What is the visual impact you want your set to have on the audience? What will they know about the story JUST from looking at your set?

## 3. VISUAL INSPIRATION/ RESEARCH :

SHOW me in 5 images from online INSPIRATION or RESEARCH or METAPHORS for what you want in your set. These images are to inspire or set your design concept NOT to be copied or replicated. They are INSPIRATION, not for DUPLICATION. Cite your sources and tape those images onto a blank piece of paper or print them all on one piece of paper and attach it to this packet.

## 4. ELEMENTS OF DESIGN :

What are the main emotions of this scene?

How will you demonstrate this with space? Will your set be crowded or sparse? How does that help tell the story?

Line? Why are you choosing the type of line (straight, curved, jagged, etc...) you are choosing? How will your use of line help tell the story?

Textures on the set? Why are you choosing the textures you are choosing? How will those textures help tell the story?

Shape? Why are you using the shapes you are using? How do they help tell the story?

Proportion? Big set pieces or small? How will that help tell the story?

How will you use the set design to CONTRAST or show OPPOSITES? (illustrate the use of contrast/opposites in the set design)

# 5. COLOR THEORY :

What season does this scene take place?

What time of day?

What are the main emotions of this scene (colors to use)?

Will you use a monochromatic color palette?

Complimentary colors?

Explain why you are using the color scheme you are using...

Use markers, crayons, colored pencils to show your color scheme below...

What should the audience know about the theme just by the colors you chose for your set design?

## 6. SET PIECES :

What set pieces will you need for your set?

Make a sketch drawing of each piece that will be on your set.

Is your stage a PROSCENIUM, THRUST, THEATRE IN THE ROUND or other type of stage?

How does this impact your set design?

## 7. SET PLOT :

Make a SET PLOT (black and white overview blueprint) of where every set piece will go on a piece of graph paper. This just shows the placement of every set piece on the stage.

## 8. SET RENDERING :

Make a SET RENDERING (from the audience perspective, colored, show texture, pattern, and lines) of how the set will look on a piece of plain paper. This shows exactly how your set will look from the audience perspective.