

Theatre 306 – Theatre History and Drama, Renaissance through Modern Design Analysis Project

THE PROJECT: You are required to complete a group project in which you will analyze a play (from the time periods we are covering this semester) with a particular eye towards design elements. Based on this analysis, you will create a visual representation of plausible design plans for a production of the play. Designs are required for the set, costumes, lighting, and sound. Anything additional, such as projection design, is not discouraged, but the first four must be fully developed for each project. Groups will be required to demonstrate an equal distribution of the workload among the group. ***The design concept you choose should NOT replicate that of the original production or any other production that you research.*** Clearly you should feel free to borrow successfully ideas from previous productions, but the designs themselves in total should be yours alone.

THE WORK TO HAND IN: You must hand in a paper that outlines your analysis and delivers your conclusions. You must also hand in plans for each of the designs. For set design: these plans should include color drawings/paintings and/or a three dimensional model. You should include a visual representation of each scene/setting of the play. Costume designs should include color renderings and/or pictures cut out from magazines or the internet that represent your design concepts for all costumes (each character in each scene) of the play. Lighting designs should likewise be demonstrated by magazine pictures and/or drawings that demonstrate the shape, color, intensity, distribution, direction, and movement of the light that you plan to use in each scene. Sound design plans must include preshow, postshow, all sound effects, and underscoring/soundscaping for the play. Sound design must be presented in the form of a soundtrack (on CD) and an accompanying explanation of the type of sound, the source/direction of the sound on the set, and the beginning and end points of the sound in the script. If you have not had the Introduction to Design course, consult a stagecraft/design oriented book for more guidance. Imagine an unlimited budget for the production!!!! So have fun and think big!! Here's a suggested way to proceed with the project

1. Read the play.
2. If you haven't had the Intro to Design class, do some self-directed study to prepare.
3. Read the play again.
4. Analyze the action of the play based on Ball's techniques (*Backwards and Forwards*).
5. Particularly look for images (chapter 11), moments of great theatricality (chapter 7), and ways to keep the audience from anticipating the action (chapter 6).
6. Decide the subject, point of view, and purpose of the play.
7. Decide on the main dramatic question.
8. Decide on your interpretation (concept/interpretation) of the play and explore ways to reinforce that concept through design elements.
9. Create your designs and write your paper!

THE PRESENTATION: Your presentation to the class should be well-organized and should last *no longer than 15 minutes per group*. In that 15 minutes you are responsible for explaining your findings and interpretative choices to the class.

THE GRADE: The project is worth 200 possible points and will be based on the extent of your analysis, the level of your creativity, the plausibility of your interpretation, and the effectiveness of your written work and class presentation in communicating your designs.

THE TIME FRAME: All projects are due and will be presented on Monday, December 6th at 4:10 PM. Three of the five projects will be presented at that time for the Production Class; the others will be presented at our final exam period, which is Thursday, December 9th, 10:30 AM – 12:30 PM. (*Note: Attendance at both sessions is required!*) Accordingly, you have approximately seven weeks for the research, preparation, and completion of this project.

Groups: