

Mid-Term Project: Set Design Presentation

	Component	Points	Earned	Notes
Inspiration	Collage -Minimum 12"x12" full of images -Arrange together in a creative way -Brainstorm ideas on a blank page based on your collage's shape, line, textures, etc.	(4 CJ7)		
	Story -Imagine a story based on your collage, creating a brief plot -Determine an interpretation of the story and how it can be reinforced scenically	part of Analysis Sheet		
Scenery	Rough Ground & Elevation Plans -Sketch drafted in 1/5" scale -Include all furniture, walls, drops, entrances, exits, etc.	(4 CJ8)		
	Final Elevation Plans -Must be drafted neatly in 1/5" scale -Include all furniture, walls, entrances and exits -All elements must be in "real life measurements" -Color and render with fine details	20		
	3D Model -A fully realized 1/2" model of your set -Include all walls, furniture, doors, stairs, drops, backdrops, etc. -Include set dressing and painting -If you were to take a close-up picture of your model it should look like a full sized set	40		
Lighting	Rough Gobo Design -Sketch design neatly to complement the set	(4 CJ9)		
	Final Gobo -Carefully trace gobo design onto metal sheet -Use x-acto knife to carefully cut out design	10		
Pitch	Analysis Sheet -Complete the analysis sheet in preparation for pitching your design to the class	10		
	Presentation -Present your design models by taking us through your process -Cover the main points from the analysis sheet to help us understand your design thinking	20		
	Total	100		

SCENIC ANALYSIS

Story:

1. Synopsis of plot:

2. Your interpretation of the story and what you plan to do scenically to reinforce this interpretation:

Scenic Analysis:

- | | |
|------------------|--------------------------|
| 1. Mood: | 5. Economic status: |
| 2. Time of day: | 6. Geographical area: |
| 3. Time of year: | 7. Genre: |
| 4. Time period: | 8. Audience demographic: |

Physical Staging:

1. Type of scenery (realistic, non-realistic, etc.):
2. Type of stage space:
3. Space requirements from story:
 - Largest number of characters on stage at the same time:
 - Furniture and dressing props that are essential to story:
4. Justification for placement of elements and acting spaces (platforms, stairways, doors, windows, fireplaces, etc.)

5. Justification for stage dressing—non-business elements (to establish period, mood, reflect character, etc.)

Lighting:

1. Image or texture being shone with gobo:
2. Justification for gobo design: