# Mid-Term Project: Set Design Presentation

| | Component | Points | Earned | Notes |
|---|---|---|---|---|
| **Inspiration** | **Collage**<br>-Minimum 12"x12" full of images<br>-Arrange together in a creative way<br>-Brainstorm ideas on a blank page based on your collage's shape, line, textures, etc. | (4 CJ6) | | |
| | **Story**<br>-Imagine a story based on your collage, creating a brief plot<br>-Determine an interpretation of the story and how it can be reinforced scenically | part of Analysis Sheet | | |
| **Scenery** | **Rough Ground & Elevation Plans**<br>-Sketch drafted in 1/5" scale<br>-Include all furniture, walls, drops, entrances, exits, etc. | (4 CJ7) | | |
| | **Final Ground & Elevation Plans**<br>-Must be drafted neatly in 1/5" scale<br>-Include all furniture, walls, entrances and exits<br>-All elements must be in "real life measurements"<br>-Color and render with fine details | (4 HW8) | | |
| | **3D Model**<br>-A fully realized 1/2" model of your set<br>-Include all walls, furniture, doors, stairs, drops, backdrops, etc.<br>-Include set dressing and painting<br>-If you were to take a close-up picture of your model it should look like a full sized set | **50** | | |
| **Lighting** | **Rough Gobo Design**<br>-Sketch design neatly to complement the set | (4 CJ8) | | |
| | **Final Gobo**<br>-Carefully trace gobo design onto metal sheet<br>-Use x-acto knife to carefully cut out design | **20** | | |
| **Pitch** | **Analysis Sheet**<br>-Complete the analysis sheet in preparation for pitching your design to the class | **10** | | |
| | **Presentation**<br>-Present your design models by taking us through your process<br>-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:

2. Justification for gobo design: