

# Design Project

Tech Theatre I & II

# Final Product

The final product for this project will consist of:

- A complete set design consisting of two ground plans, two front view 2D scale diagrams, one 3D scale model, a cost estimation and a written description of your design choices
- An oral presentation of your design to the class

This week, you will need:

Pencils, ruler, colored pencils, supplies to make 3D model (glue>/foam board?/cardboard?/clay?/etc)

# Project Step by Step - Day 1

1. Create a group of four people
  - a. You will be working with this same group on future projects - I would highly recommend choosing people you know will share in the workload.
2. Choose a fairy tale or Disney story to work with
3. Choose a concept for your story (do not try to rewrite the whole story)
  - a. For example: Sleeping Beauty set in 1920s New York; Cinderella set in modern high school
4. As a group, discuss your concept and the look and style you are wanting to achieve.
5. Choose two locations from your story that you will create a set design for.
  - a. For example: Cinderella's home and "The Ball"
6. Begin to brainstorm and sketch out how you might like these locations to look
  - a. You may want to do some research online (you may use your phones) to get ideas that match your concept

# Project Step by Step - Day 2

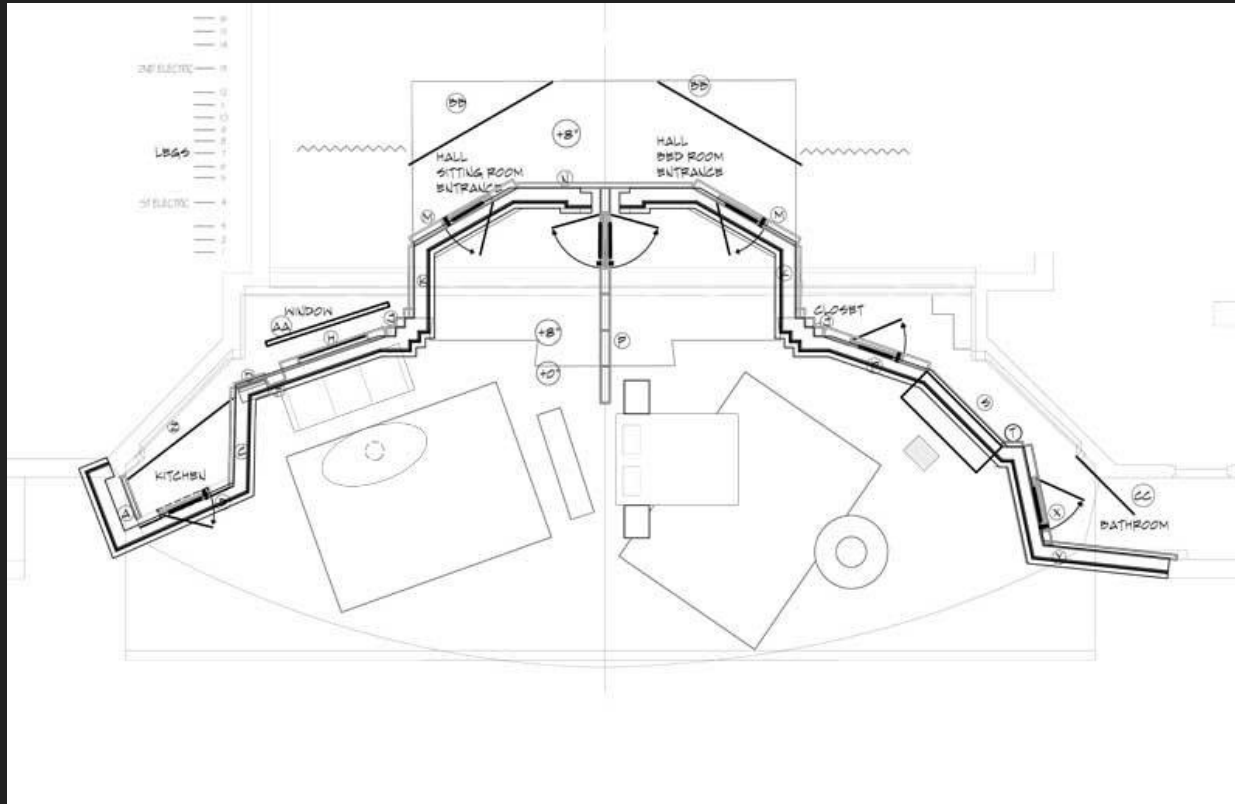
1. With your group and using tape measures you will need to get accurate measurements of the stage to begin your **ground plan**.

A ground plan is a bird's eye view of the set in relation to the theatre space. Ground plans are always drawn to scale which means a unit of measure on the paper is equal to a unit of measure in the real world. For example, most ground plans are done with a  $\frac{1}{4}$ " ,  $\frac{1}{2}$ " or 1" scale.

For your ground plan, use a  $\frac{1}{4}$ " scale - this means that  $\frac{1}{4}$ " on your paper equals 1 foot in the real world. If a flat is four feet wide, it should be 1" on your paper. (You will need to use 11x17 paper for your ground plan.)

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# Project Step by Step - Day 2



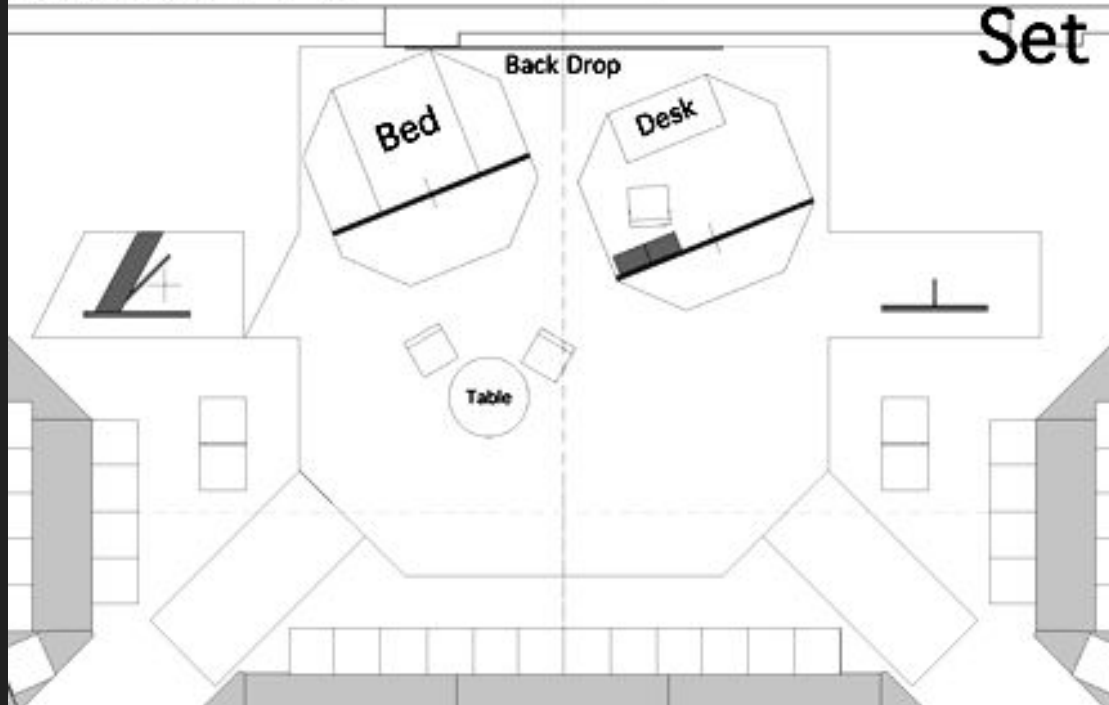
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# Project Step by Step - Day 2

"Fat Pig" - HotCity Theatre  
Scale: 1/4" = 1'\*0"

## Cozy Restaurant

Set



# Project Step by Step - Day 2

2. As you measure the stage you will want accurate measurements of:

- The stage width and depth
- The apron
- The wingspace
- The locations of curtains and legs

3. Check your work by comparing your measurements against those of your classmates

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# Project Step by Step - Day 2

4. Begin your ground plan by drawing a scale diagram of the stage
  - a. You'll ultimately need at least two scale diagrams of the stage (one for each set - more if you want to experiment). If one of you has a copy machine you can make one and then make copies, or you can simply draw it out a few times.
  
5. Start planning the sets for your two scenes.
  - a. Don't start drawing your sets on your ground plan yet. You'll want to sketch things out a bit first. Additionally, remember that a ground plan is a top down view - you may want to start with your front view.



# Project Step by Step - Day 3

1. Design your two sets

- a. You may want to split your group in half and each can take one of the sets.

2. These designs should be front view 2D scale drawings. For these designs you may use any scale you wish. You may want to move up to a  $\frac{1}{2}$ " or even 1" scale for this design. Be sure to label your design with the scale.

3. Using colored pencils, colorize your design

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# Project Step by Step - Day 3

## Considerations for your 2D design

- How much of the stage will your design use?
- What will your set be constructed of? Flats? Platforms? Doors? Backdrop?
  - If using flats, are they Hollywood or Broadway? How are they standing?
  - You may use the textbooks for ideas on how different types of stage pieces can be constructed
- Even if something seems obvious, be sure to label all the parts of the design

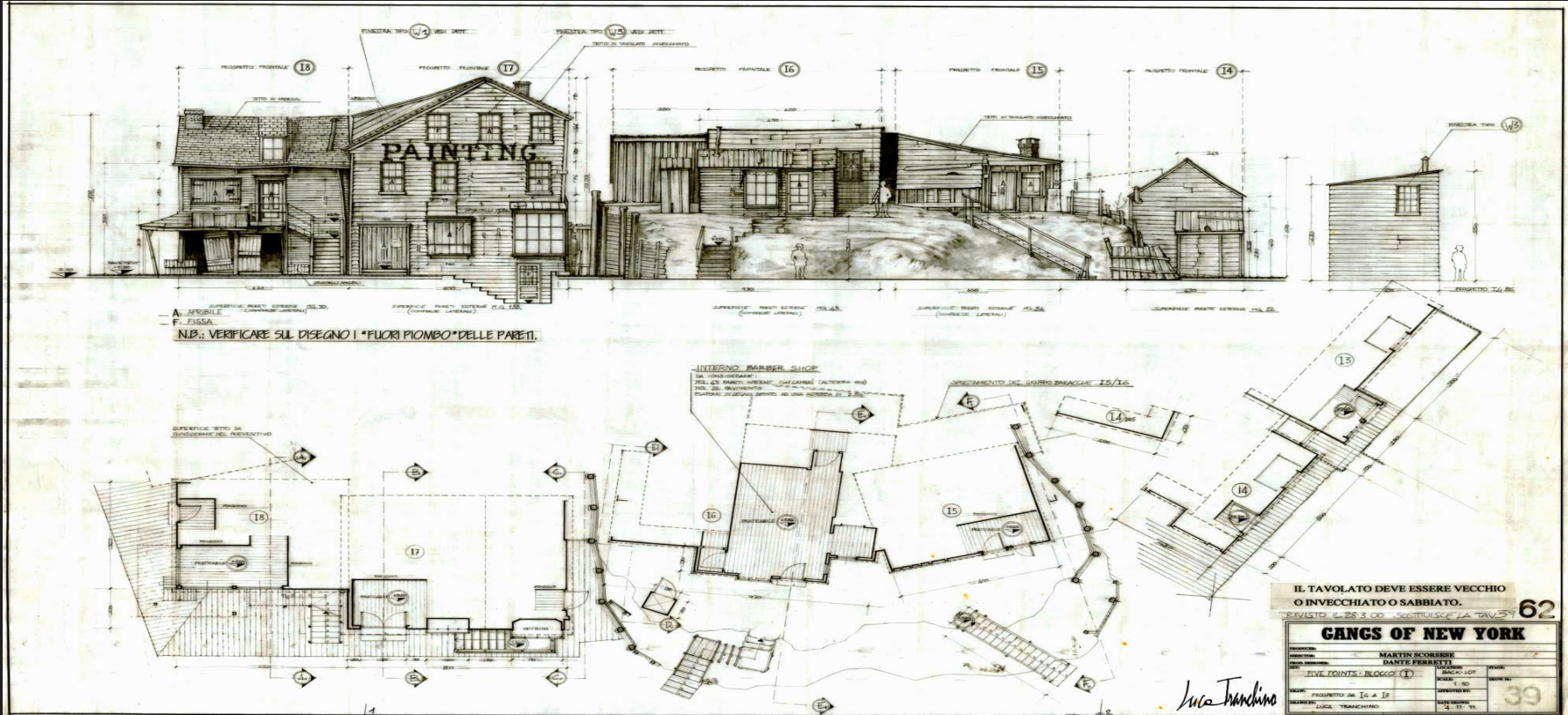
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# Project Step by Step - Day 3



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# Project Step by Step - Day 3

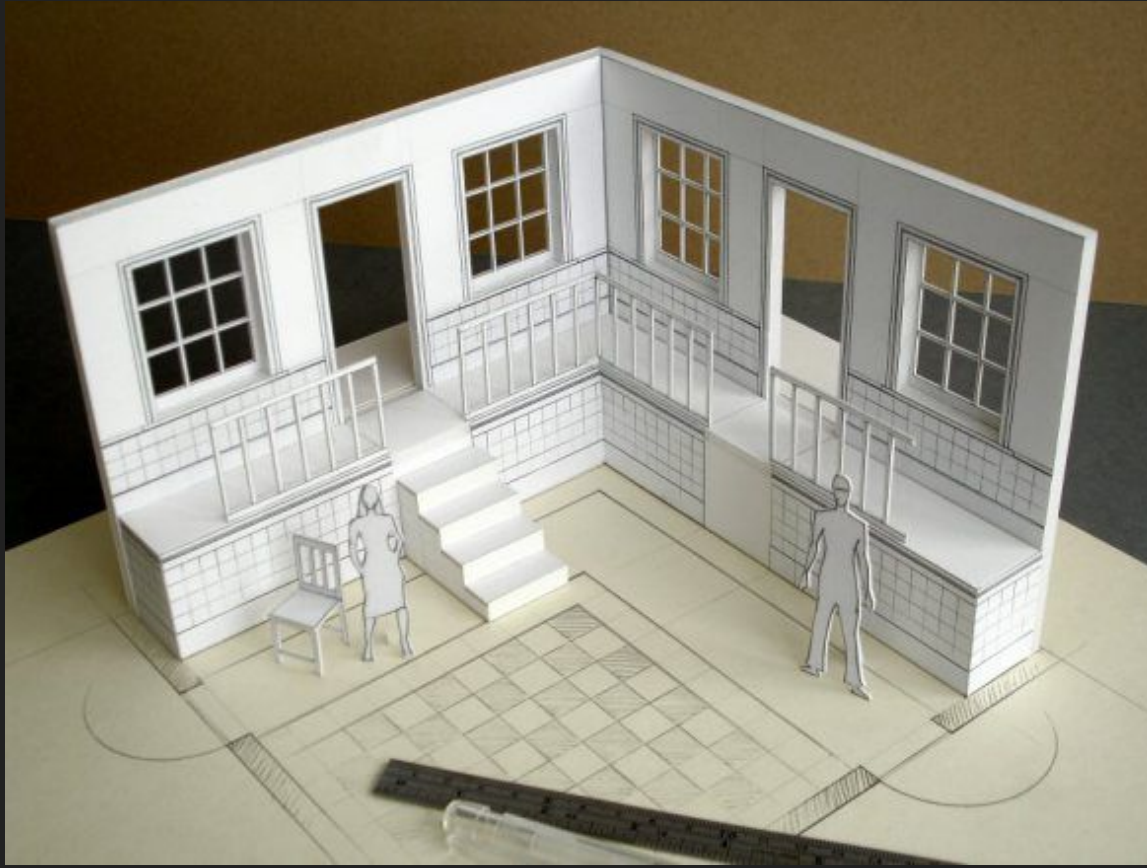


# Project Step by Step - Day 4

- Based on your 2D designs, choose one that you will create a scale 3D model for.
- As a group, decide who will bring what materials for your model.
- Again, your model will need to be to scale and you will have to determine what scale you are going to use. The scale needs to be clearly marked somewhere on the model.
- To help yourself with the next part of the project try to build your model in a way that is as close as possible to how it would be built in the real world.
  - For example - if you are using foam board for your model and you need to build a model of a flat, cut small strips of foam board to be the stiles, rails, and toggles and glue them behind the facing.

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# Project Step by Step - Day 4



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# Project Step by Step - Day 4

