

Scene design project 3

Ghosts by Henrik Ibsen project

Purpose:

The purpose of this project is to create a scene design in scale for a full-length play.

Materials necessary:

The items specified in the syllabus

A scale foam core shell of the theater space

Step 1:

Read the play for context.

Step 2:

Read the play again extracting all the “descriptors” and noting pages where mentioned.

Step 3:

Generate an emotional response. This could be anything visual. It could be a picture or object that connects you to the poem. Most often this takes on the form of a small 8.5x11 collage with imagery gathered from the internet or magazines.

Step 4:

Research period examples of specific items mentioned in script, find 2-3 examples of each.

Step 5:

Use your model building materials to begin exploring shape in space with walls. Utilizing the space available and keeping the needs of the show in mind. Foam core, bristol and paper all may be good resources for this step

Step 6:

Once you have settled on a general shape/design begin to flesh it out with materials and textures. You will be crafting a 3d model that is fully colorized

Step 7:

On the due date of _____ the professor and class will view your design. You will then briefly explain your approach and design choices. Finally, you will respond to any questions that may be presented.