

Production Performance and Genre process workbook.

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1,000 Words Process work book:

Throughout this module and end of year project I have learnt a lot. I've learnt how to analyze and read scripts, how to work in teams, working collaboratively with other classmates and much more which I shall summarize in my conclusion.

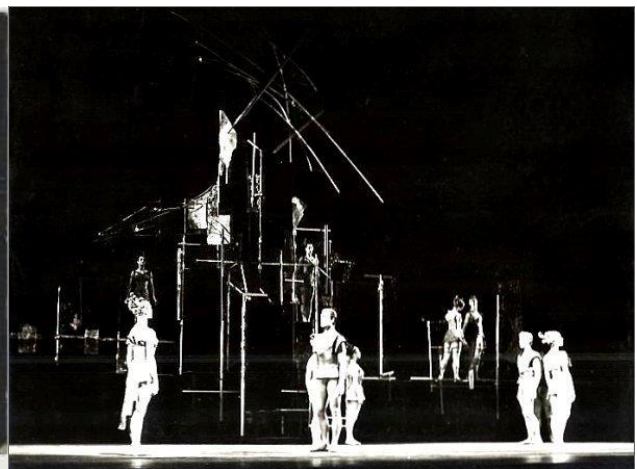
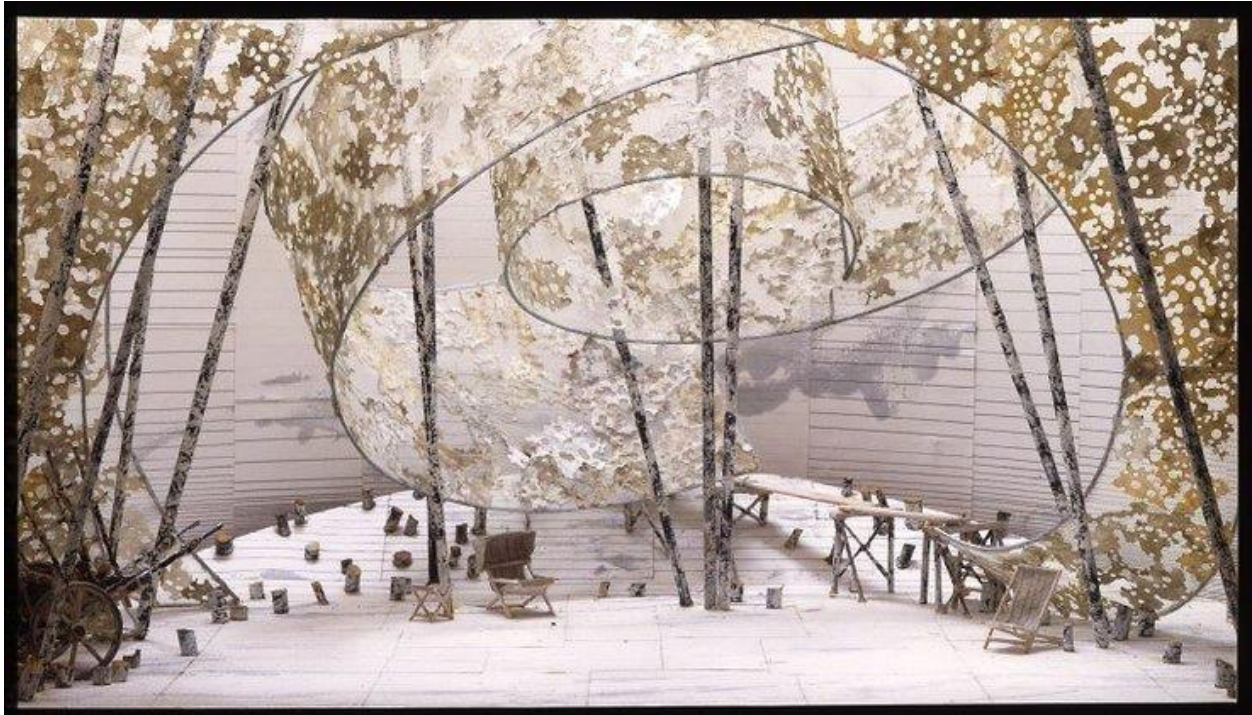
Throughout this module we had looked through many plays. For example, A dolls house , Look back in anger, Oh what a lovely war, Bedroom Farce , Top girls and Lovesong.

For our Project we as a group decided to look at our favorite plays which were: A dolls house, Top Girls and Lovesong. Whilst talking and analyzing as a group we had found that each play had the main theme of gender roles with coinciding aspects such as: Family, Sacrifice, Double standards , Expectations and oppression. This is what sparked our ideas, we all agreed to look at each play in pairs as there was plenty of us to do two per play. Me and my classmate Maarc did Lovesong.

For my part of the group project I decided to look at the set and how I would design it. For my research as the play was created in 2011 and it's set with time collisions I personally think the younger versions of Maggie and Billie were set in the 60s/70s, therefore my main research was based around these times as well as the 2011s.

Firstly I looked at 2 artists/designers - Barry Kay and Oliver Smith. I chose to look at these as they had an interesting style that drew me in and as I had said in my presentation 'Their works are very abstract and show that a work doesn't have to be incredibly neat to be understood' With their works I found myself with ideas on how to present my work, they helped and gave me future ideas of how I'd like to design my piece.

At the beginning I was quite scared to start as I didn't want to do anything wrong but after seeing their design style and it's chaotic abstract qualities and still understanding how they would want their stage to be I had more confidence to begin then.



Barry Kay examples

I also chose to look at these artist as they were based roughly around the time. Barry Kay was born in Melbourne Australia and his profession took him around the world and landed him in London in 1956 where he then worked in the royal opera house / national theatre.

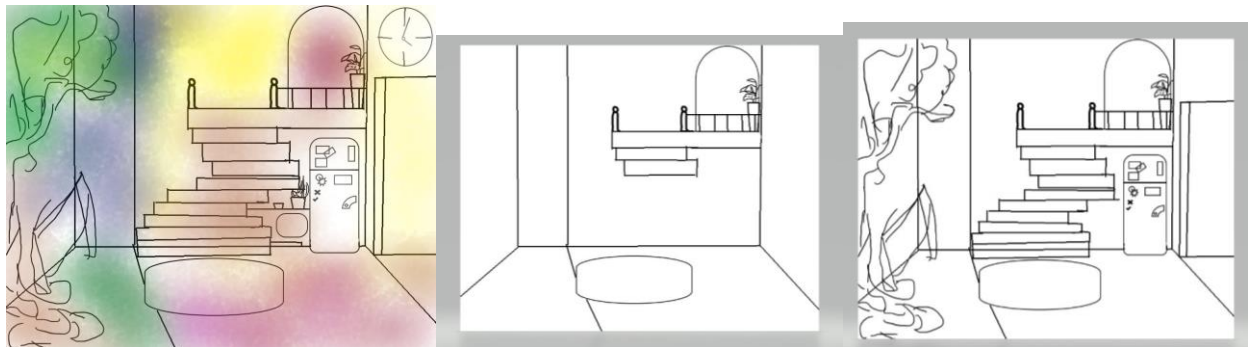
Oliver Smith took his profession to new York where he taught young designers and worked on many productions with other well known designers. He worked on Broadway , operas and American ballets as well as a scenic designer / set designer he was also a interior designer.



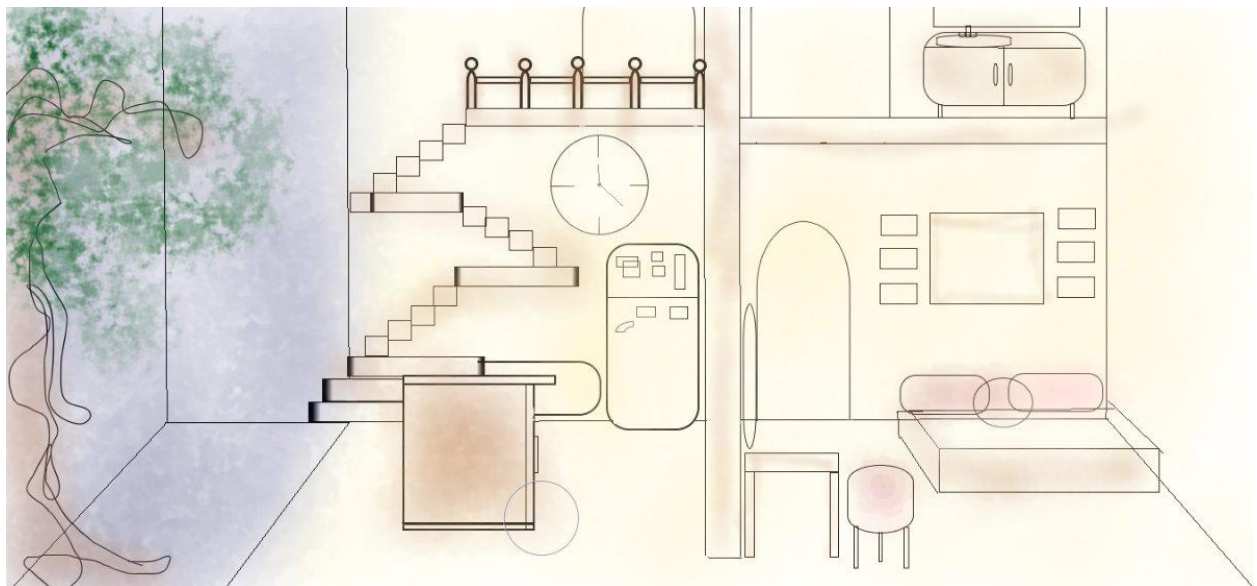
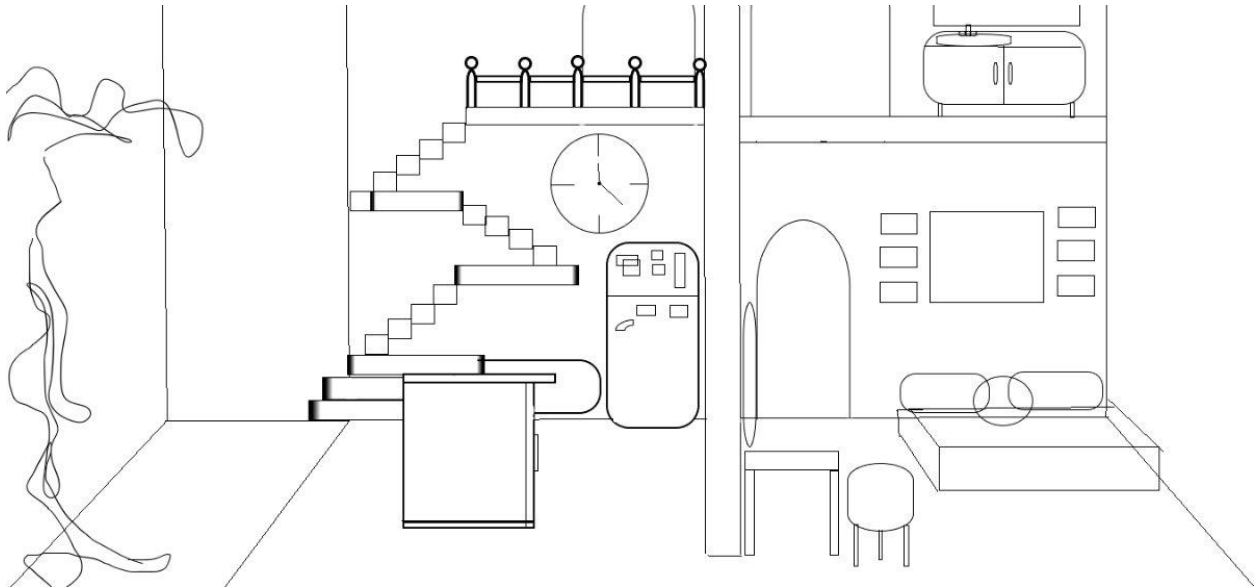
Oliver smith examples

After looking at these artists I then decided to research and look at gardens from each decade. I did this as I wanted ideas on how to add in the garden to my design as the garden is mentioned quite often. My research brought me to a wide variety of information, especially to the trends of the time. I found the most popular plants of each decade and took note as I wanted to include them later in my design. I also found very useful and interesting information such as the fact that in the 1960s Thomas Church promoted and popularized the concept that the garden was an extension of the home which led architects to create homes with large windows and big verandas. This discovery helped me figure out my design for the garden and how I would put it in. I also added the research of flowers, as if I looked closer at props etc, I would add them into the set to show that there is a time collision and just as a subtle detail.

After this I then looked at the aesthetic and interior design of the decade and found countless of information which guided me on how I would design my set. Popular styles of the time included earthy tones, geometric shapes, rattan furniture etc.



After researching some more I decided to begin sketching. At the time of the 1960s / 70s floating stairs were quite popular. I wanted to add stairs and the landing as in the script it is mentioned often, I tried designing floating stairs at first, but I was having difficulty drawing them as the app I was using wasn't very helpful, so instead I tried to do spiral stairs. I then added the rest of the details and I disliked how small it all looked so I added an extra room which I would then design in the next sketch. As you can see, I've made the garden a very open and close space to the house, this is due to the fact I mentioned earlier that it was seen as an extension of the home so I wanted it to be seen as that as clearly as possible.



Here are my final sketches, as you can see I have added the extension. I decided I wanted to add all the most important rooms in the play e.g.: Kitchen, garden, bedroom, Bathroom and landing. I'm really happy with how everything turned out and how I've developed to this sketch. My research on aesthetics helped me get to this point and I also figured out how to draw the floating stairs, which I was incredibly happy about. I tried my best to mix the modern and 60s/70s aspects and I think I did quite well.

Now, moving onto the conclusion.

During this module and project there were definitely new steps to overcome and new practices I had never done before. For example, working as a group over Christmas. I found this quite difficult as over Christmas I had technical problems. We all communicated well which was the most important thing but as it was a very new way of doing group work it was very scary going into at first.

Now that I have done this and overcome it I know now that in future I will be far more confident if we did something similar and am happy with how well everything turned out. For this project I enjoyed researching and creating designs from this I feel that I have developed not only my designing skills but also my knowledge of how a design comes together. For the module I feel I have learnt a lot about scripts and how to analyze them and what research I need to do in order to get the rough idea of a design which I would then develop. I enjoyed finding out which play would be next. My favorite play was Lovesong as it had the aspect of magic realism which I really enjoyed looking into.