



Principles of design



Modernism

Modernism refers to an art movement, stemming from the 1920s, that desires to move away from more traditional art and design that is considered outdated or obsolete. Modernist art can often be quite abstract and strange at the time of its publication as it is trying to push the advancement of a medium.

Possibly the most famous modernist artist was Pablo Picasso who specialises in an art form known as cubism, he is still widely known today for his extremely abstract and seemingly nonsensical art pieces.



The arts and crafts movement

The arts and crafts movement was an art movement that started in Britain and lasted from around the 1880s to the 1930s when it was replaced by modernism.

It was started as a reaction to the perceived loss in quality of decorative goods due to the boom in mass production as a result of the industrial revolution.



Different types of storytelling

There are many different types of storytelling, these include

Personal storytelling: stories created simply by living day to day, personal storytelling allows us to share our experiences with each other.

Family storytelling: family storytelling is the spoken history of a family which preserves tradition and expectations through a family line. This type of storytelling can allow a family identity to emerge which gives family members and expected image to work towards.

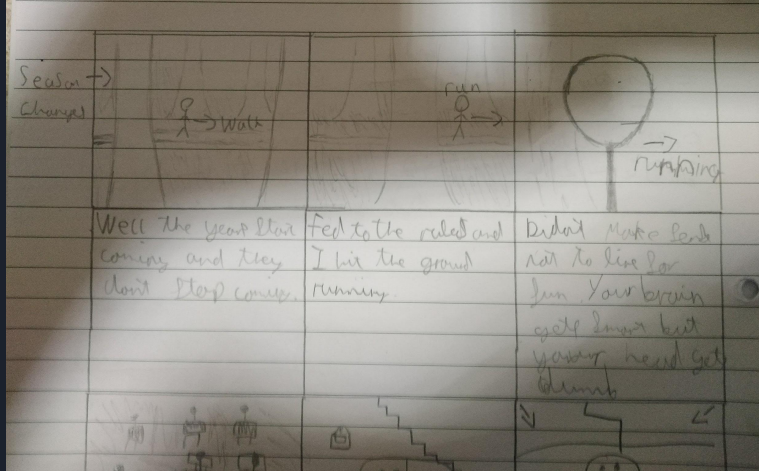
Cultural storytelling: This is similar to family storytelling but on a much larger scale. This form of storytelling is usually the result of parents trying to teach their children lessons through the form of stories which then get passed down from generation to generation. Religious stories could also be seen as a form of cultural storytelling.

Social: Gossip can also be considered a form of storytelling, many people gossip about the lives of celebrities and those around them. This type of storytelling is often used to find common ground and avoid silence in conversations.

Myth: Myths are somewhat similar to cultural storytelling as they are stories that are passed down from generation to generation, the difference with myths is that they are usually presented as true stories with intent to teach people about what they should fear. Unexplained stories could be considered a subset of myths, these include incidents like UFO sightings and cryptids.

Storyboarding

Storyboarding is an important part in the production of any visual medium, it allows the creators to display their vision to others more accurately. A common misconception about storyboards is that you need to be able to draw to create a successful one, however a storyboard does not need to be well drawn it simply needs to portray what how the scripted scene will play out.



This is my attempt at creating a storyboard for the song “All Star” by Smash Mouth, as you can see there is barely any detail, however this doesn’t matter as all I need to portray the scene in my head is a stick figure and an arrow to denote direction.



The 7 Steps of Design

There are 7 core steps that can be applied to design of most kinds, they are as follows.

1. Commit - Commit to the idea and the process while being aware of what you can achieve.
2. Analysis - analyse the ideas and develop them, try to fill all the holes in order to make the end product as seamless as possible.
3. Research - look around you for further inspiration, not just traditional research as well, use nature and the world as a way to influence your ideas.
4. Incubation - let the ideas brew and develop inside your head before you move on to the next step.
5. Selection - this is the step when important decisions will start to be made, you can tell when you are ready for this step as decisions will start to feel more instinctive.
6. Implementation - start selecting the ideas and mediums you want to use, this is when production will properly begin.
7. evaluation - look back on what you have done, decide what worked and what didn't, this will help you with future production.



Freytag's Pyramid

Freytag's pyramid is one of the earliest breakdowns of narrative structure, it breaks narrative down into 6 steps, these being

1. Inciting incident - The event that sets the story into motion, usually the result of the antagonist.
2. Exposition - When the main goal of the narrative is to introduce the world and its rules to the viewer, can also involve introductions of the major characters.
3. Rising action - The series of events leading to the climax, used to create tension and suspense. It can be used set up plot points which will be resolved later.
4. Climax - This is the highest point of tension in the narrative and usually the most dramatic. The problem set in place by the inciting incident is usually resolved here.
5. Falling action - This takes place after the climax , usually involving characters pursuing what they wanted at the beginning of the narrative.
6. Denouement - The resolution of the narrative, this is where any small unresolved details are wrapped up and the characters go on to lead their lives.



Who's Who in Theatre Design

Production designer

Art

Art director
Set Designers
Graphic artists
Illustrators

Construction

Construction Coordinator

Head Carpenter

Gang of carpenters and
Labourers

Sets

Set Decorator

Buyers Greensman

Leadsman
Swing gang of set dressers

Properties/Props

Property Master

Weapons Master

Costume Department

Costume designer

Costume supervisor
Costumer
Buyers
Renters

Hair and Make up department

Key Hair Key Make up artist
SFX Make up artist

Special Effects Department

Special Effects Supervisor

Construction Foreman
Pyrotechnicians
Sculptors
Model Builders
Miniature Technicians



German Expressionism

German expressionism is an art movement that began when german artists desired to express their feelings towards the first world war. It began with poems and paintings however it quickly moved to film.

The characteristics of a german expressionist film include a Heavy Atmosphere, Long shadow effects, Artificial sets with realistic details that seek to portray the emotion of the scene and a slower pace than other movies at the time.

German expressionism ended in 1923 due to a forced political ban, it was deemed a degenerated form of film making, however many expressionist filmmakers continues their work in hollywood.



History of Theater Spaces - Timeline

The Ancient Greeks

500 BC

At this time the ancient greek theatre was made up of 4 major components.

The THEATRON - The place where the audience sits on IKRIA or wooden benches

The ORCHESTRA - The central performance stage

The SKENE - A structure which provides a backdrop to the Orchestra and can also be used for storage

The PARADOS - A side entrance to the theatre

300 BC

Over the 2 centuries since its inception the greek theatre evolved into a more permanent construction.

The ORCHESTRA - The central performance stage

The PROSKENION - A structure in between the Skene and the Orchestra which allows people to enter and exit the theatre

The LOGIEN - The roof of the Proskenion on which actors could perform.

The TUNNEL - An area in the Orchestra which allows people to enter and exit the area.

History of Theater Spaces - Timeline

The Romans

12 BC

The Roman theatre used many of the same elements as the greek theatre however they had different names.

Theatron = Cavea

Skene = Scaena





History of Theater Spaces - Timeline

The dark ages

Not much is known about theatre after the fall of the roman empire as not much is known about cultural activities in general, although the clergy could write so most plays took place in churches.



History of Theater Spaces - Timeline

Japanese Noh theatre - 14th century

Noh theatres used an open space for their plays which was usually a roof supported by two pillars, this allowed the viewers to see all of the actors at all times, even when they weren't performing.

History of Theater Spaces - Timeline

The Renaissance - 14th - 17th century

In this period and interest in the Greek and Roman arts rose in Italy, leading to a return of traditional theatre in Europe.

Vitruvius

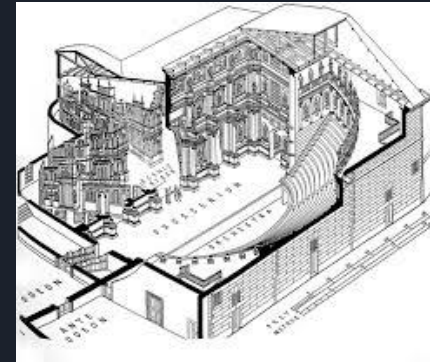
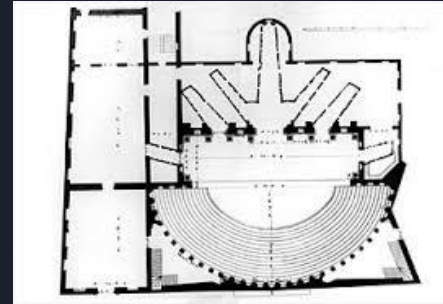
1427 - a Manuscript by a greek man named Vitruvius was discovered, it contained plays and descriptions of greek and roman theatre

1511 - Vitruvius' manuscript was published alongside illustrations of the theatres he described, this led to people using them as templates in the creation of spaces to perform plays.

1513 - a production of Poenulus took place in rome in what is believed to be an effort to accurately recreate the appearance of a roman theatre.

1584 - The oldest surviving theatre, Teatro Olimpico, was built

Renaissance spaces





History of Theater Spaces - Timeline

The Renaissance - 14th - 17th century

Italy 1554 - Plays were being performed in the streets, in temporary structures and even inside the halls of their patrons



History of Theater Spaces - Timeline

The Renaissance - 14th - 17th century

1545 - Sebastiano Serlio creates three sceneries based on vitruvius' descriptions of the comic scene, the tragic scene and the satyric scene.

1576 - James Burbage builds the first permanent theatre named The THEATRE

1587 - The Rose theatre is constructed

1596 - The Swan Theatre is constructed

1599 - The Globe theatre is constructed

1613 - The Globe burns down

1614 - the second globe is built

1637 - The Teatro SS. Giovanni e Paolo is opened

1642 - the puritans order that all stageplays be stopped



History of Theater Spaces - Timeline

The Renaissance - 14th - 17th century

1644 - the second globe is demolished

1648 - the puritans ordered the deconstruction of all playhouses and theaters

1660 - King Charles II is returned to the throne and so all theatres were reopened during the restoration

1661 - Killigrew opened the first French style theatre in Drury Lane, named the Theatre Royal

1672 - the Theatre Royal burned down

1674 - the New Theatre Royal burned down

1747 - David Garrick took over operation of Drury Lane

1775 - The Theatre Royal was restored



History of Theater Spaces - Timeline

18th - 19th century

1812 - the theatre royal is rebuilt by Benjamin Wyatt

1816 - the branwell theatre is constructed

1841 - Madame Vestris produces Dion Boucicault's London assurance at covent garden, this is notable for using real furniture which raised the standards of set design.

1876 - Wagner designed an opera house in Bayreuth

1888 - the theatre royal in leicester had its roof raised

1908 - the Kunstler theater is opened in Munich



History of Theater Spaces - Timeline

20th century

1908 - the Kunstler theater is opened in Munich

1910 - Tessenow designs the Festival Auditorium

1926 - the Branwell theatre is adapted into the festival theatre by terence grey



Script Breakdowns

Script breakdowns are an important part of the production process as it allows all members of a creative team to develop a more consis to look like. It also creates a checklist of things that will need to be made by the design department (props, costumes etc.).

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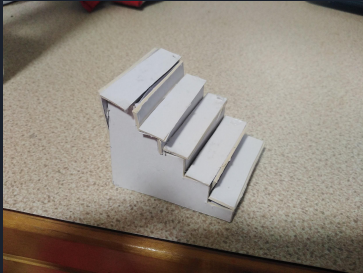
This link will take you to my attempt at a breakdown for a scene from the film “My Week with Marilyn”.

Model making

This week we are going to be doing a scale model making workshop. I have never attempted model making before so this will be a mostly new experience , however I do have a good understanding of how scale works so I have at least some knowledge of how the process will work.

Wednesday 14th October - Today I created a scale model of a set of stairs. I found the process quite difficult as it required a level of precision that I was not accustomed to, and this led to the final product being quite wonky.

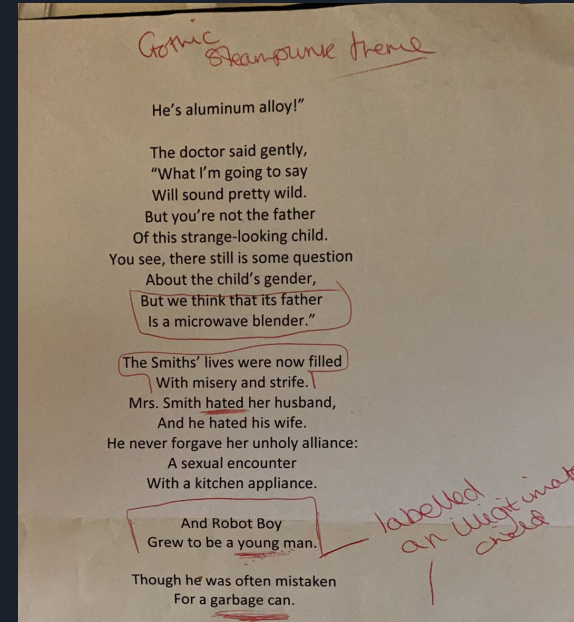
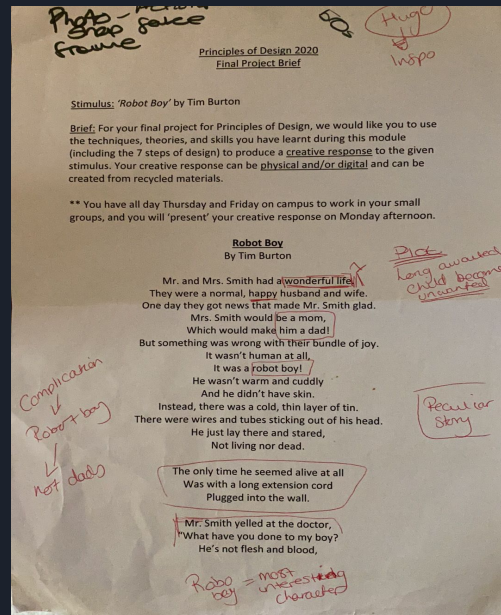
Thursday 15th October - Today I created a scale model of a tree, I found this much easier as the portion that involved the precise cutting out of card was only a small part of the exercise. The rest was surrounding the tree skeleton I made with plasticine and then adding further detail to the top of the tree using pieces of string, this gave the tree a more natural look and made it look less like a model.



Robot Boy project

We have been tasked with creating a response to a poem written by Tim Burton named "Robot Boy". We began by breaking down the poem and deciding what the most important themes within the poem were.

We decided that the most important theme in the poem, to us, was family. This led to us deciding to make a series of family photos starring characters from the poem. These photos would show the events of the poem from the perspectives of Mr Smith, Mrs Smith, and robot boy. We looked through the poem and decided which events were key in the narrative, these being the "Wonderful life", the revelation that the characters will soon be parents, the birth of robot boy and the hatred that Mr and Mrs Smith feel for each other by the end of the poem.



Family photo research

As part of the research for the project I decided to look into the tropes and common elements of traditional family photos.



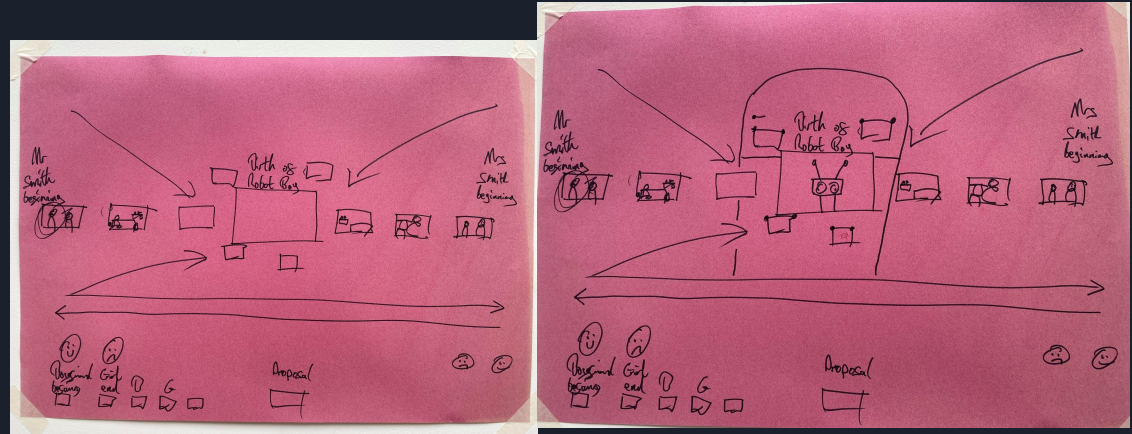
One of the main tropes I noticed were the fact that most of the photos were simply just of the family looking straight at the camera, we could easily recreate this in our photos.

Another common element of older photos in general is the colour, we could use photoshop filters as a way to make the photos appear older as the poem appears to take place quite far into the past.

Robot boy project - planning

To get a good idea of how we want to present the photos, we made a diagram. The first thing we decided was that displaying the photos in a straight line from left to right would be a bad idea as this might not the fact that the two sides are different perspectives obvious. To combat this we decided to have the perspectives come towards the centre at diagonal angles, this way people are less likely to engage with the photos in a linear fashion.

We also decided to have robot boy's perspective to be more erratic and towards the center of the photos. At first we were doing to make a photo of robot boy and have that be the center of the display however we changed our minds and are now going to have the robot boy we have built be alongside the photos in person.



Robot Boy Project - The photos

These are the images that we have created, while the content of the images is very clearly modern I feel that the filters we applied created an effect that conveys the implied age of the photos well.





References

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- ☐ **W** Stoneham, N. (2019). *Women's roles*. [online] 1950's. Available at: <https://1950s.weebly.com/womens-roles.html>.
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