

Nights at the Circus production team

The collective responsibility:

To create and develop a truly unique sense of style and an artistic vision in response to 'Nights at the Circus'. As a production company you will analyse the script and create a visual response in each of your own job roles, it is important that what you design and produce in these roles ALWAYS links back to the initial response you have to the script, this will be your anchor.

Everyone in the group has an equal voice and is expected to have an equal share in the visual impact of what we produce.

You are responsible for your own creative journey and what you produce must blend seamlessly with the initial design concept that we made as a group.

Roles

Set designers – your job, as the set designer is to create and understand how to produce a visual representation of the world we are creating to represent the given script. You will need to produce a model box to scale and a finished coloured design with mood boards to reference your choices. Knowing how the set will be made is critical.

Costume designer - your job as costume designer is to produce designs for at least 4 of the characters in the script. You may also produce one mock-up costume on a mannequin. Knowing what fabrics you would use to make costumes with along with samples is vital. Purchasing / sourcing places to buy is also a key factor. You may also want to consider the hair and make up to compliment your costume designs.

Props designer/maker - you will be required to research into what props you will need to buy / source, where from etc. You will also need to look into armoury, weapons use and know how these will need to be handled in a performance environment. You can choose a prop (how many is up to you) to realise for the presentation.

Puppetry - you will need to create puppet designs that complement the group design for the script. You will need to tie in with set and costume to blend your puppets with the other designers. You may also want to realise a mock-up of at least one puppet. Understanding how the mechanisms will work is critical.

Construction – you will need to work with the set designer to understand the designs and produce accurate drawings which would go on to be used for construction. You will also need to understand where you would purchase / source materials from. Creating a budget sheet is key.

Sound – you will need to generate sample music/atmospheric sounds/effects that work with the script. You will need to understand how these will integrate with the ethos of other designs, such as lighting and scenery. You should also give consideration to what equipment could be used to realise your design.

Lighting – you will need to generate mood boards, colour pallets/atmospheres and designs that work with the script and scenes. You will need to understand how these will integrate with the ethos of other designs, such as such as sound and scenery. You should also give consideration to what equipment could be used to realise your design.