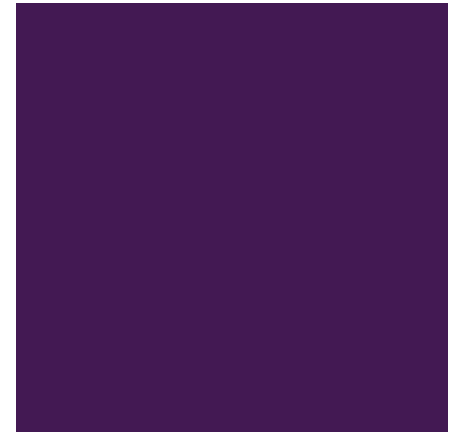
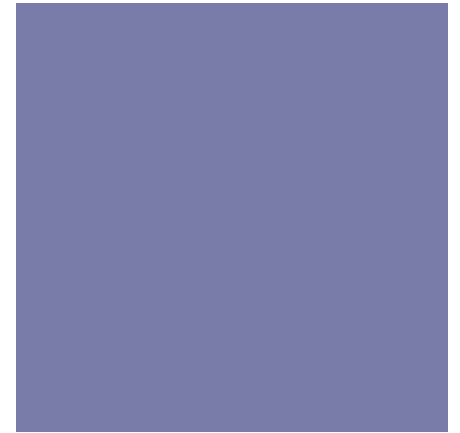




What does a
designer need to do?
Table read

Stacey-Jo Atkinson
Principles of Design
2018/19

+ What does the designer need to do?

When beginning a process a designer need
to get to grips with the script

..... No matter whether you're doing set, costume,
LX, Sound, props, AV - you need to know your
play/the world!

..... To do this you need to read, read and read
again!

..... And ask lots of questions, this is step 2 -
ANALYSIS



Analysis



Definition

A detailed examination of the
elements or structure of
something

How to read a script



When reading a script you should read it **at least** 3 times to begin with

First read – just read!

Second read – read document & note down your initial thoughts and questions

Third read – more questions & understanding/ideas



Questions



You need to begin by asking questions that go beyond why, what where, when

- 1) what is the PLOT? (what is the story about)
- 2) what is the THEME? (what is the message)
- 3) what is the LOGIC? (does the story make sense)
- 4) what is the EXPOSITION? (what are the characters doing/ thinking)
- 5) what is the COMPLICATION? (what is the drama in the story)
- 6) what creates the TENSION? (what will happen next)
- 7) what is the MAIN QUESTION? (what problem is to be solved)
- 8) what is the MAIN ACTION? (what event hooks the audience)



9) what is the CAUSE OF THE ACTION? (what happens to the main character)

10) what is the RESULTING ACTION? (the answer to the main question)

11) what is the CONCLUSION? (how does the story end)

12) who is the PROTAGONIST? (the main character)

13) who is the ANTAGONIST? (could be one or more characters)

14) who is the MOST INTERESTING CHARACTER? (not always the main character)

15) where does the story TAKE PLACE? (location, time period)

+ And more in-depth questions ...

- 1) what is the **INTENT** of the scene? (what is the scene used for dramatically)
- 2) what are the **PLOT POINTS**? (points that move the story forward)
- 3) what is the **CLIMAX** of each scene? (what is the turning point)
- 4) what is the **RESOLUTION**? (how is the theme resolved)
- 5) what is the **CONCLUSION**? (how does the scene end)
- 4) what are the important **LINES OF DIALOGUE**? (contain story points)
- 5) which character **CONTROLS** the scene? (who pushes the story forward)
- 6) what are the **BEATS/UNIT CHANGES**? (where does the story change directions)

What happens after the general questions

You need to think about your discipline and what additional questions do need to ask

Costume – Are there any quick changes?
Do any of the actors double up?

LX & sound – time?

There also maybe a set of practical questions you have

- Venue
- Set up
- Schedule
- Money!!!
- Crew/people

Can you think of any other questions???



What is a breakdown?



Once we have info and questions, we can start to put together a breakdown (or sometimes called a plot)

A breakdown is a simplified way of viewing specific logistical information, like who is in which scene? Locations? Time of day/year?

These are normally done on an Excel spreadsheet.

You can also do costume break downs which help to see quick changes

Scenic Breakdown

Scene (1 onwards)	Setting (where it is to be set)	Action (what happens in the scene)
1	N/A	YOU(TH) Intro
2	Skate Park, Clifton	Scenic shots, putting skates on, moving shots skating and skateboarding around the skate park.
3	Swimming Pool, NTU	Diving, getting out the pool, getting ready, swimming shots, making the 'V' sign with the arms (doing the butterfly maybe)?
4	Cricket Net, Eastwood Sports Centre	Shots of people aged 18-24 playing cricket, bowling, hitting the ball, getting changed etc.
5	Gym, Chilwell Olympia Sports Centre	Overview of the gym facilities, them being used and people enjoying being there.
6	Trampolining, Chilwell Olympia Sports Centre	18-24 year olds using the trampolines.
7	Street lights along the river.	Shot of street lights at night lighting up the roads, could also include action shot of someone running along the roads, again someone 18-24.
8	BMX, Flo Skatepark	Action shots of BMX tricks in an indoor facility run by a local council.
9	N/A	Typography, ending the video to bring it all together with powerful quotes/facts about local democracy

The Effect of Gamma Rays on Man-in-the-Moon Marigolds

French Scene Breakdown

ACT I

<u>Scene</u>	<u>Pages</u>	<u>Scene Title</u>	<u>Characters</u>	<u>Actors</u>
1A	Pg. 7- 10	<i>Mr. Goodman calls the first time.</i>	Tillie Beatrice	Angelique VanDorpe Kristi Starnes
1B	Pg. 10-14	<i>Ruth tells Beatrice about Tillie cranking the model of an atom.</i>	Tillie Beatrice Ruth	Angelique VanDorpe Kristi Starnes Maggie Blake
2	Pg. 15 - 19	<i>Planting the Marigolds</i>	Tillie Beatrice Nanny	Angelique VanDorpe Kristi Starnes Rachael Lindhart
3	Pg. 20 - 21	<i>Calling Mr. Goodman</i>	Beatrice	Kristi Starnes
4A	Pg. 21	<i>Ruth's Attack</i>	Tillie Beatrice Ruth	Angelique VanDorpe Kristi Starnes Maggie Blake
4B	Pg. 22 - 25	<i>Ruth's Recovery</i>	Beatrice Ruth	Kristi Starnes Maggie Blake
5	Pg. 26 - 29	<i>Tillie's a Finalist</i>	Tillie Beatrice Ruth Nanny	Angelique VanDorpe Kristi Starnes Maggie Blake Rachael Lindhart

ACT II

<u>Scene</u>	<u>Pages</u>	<u>Scene Name</u>	<u>Characters</u>	<u>Actors</u>
1A	Pg. 31 - 35	<i>Tillie gets the plants ready for the ceremony.</i>	Tillie Ruth	Angelique VanDorpe Maggie Blake
1B	Pg. 35 - 38	<i>Beatrice comes downstairs. Everyone gets ready to leave for ceremony.</i>	Tillie Beatrice Ruth	Angelique VanDorpe Kristi Starnes Maggie Blake
2	Pg. 39	<i>Janice's Presentation</i>	Janice	Beth Kilmer
3	Pg. 40 - 41	<i>Beatrice lashes out</i>	Beatrice	Kristi Starnes
4	Pg. 42	<i>Tillie's Presentation</i>	Tillie	Angelique VanDorpe
5	Pg. 42 - 45	<i>Tillie wins the science fair.</i>	Tillie Beatrice Ruth Nanny	Angelique VanDorpe Kristi Starnes Maggie Blake Rachael Lindhart

Long Monologues:

Beatrice: page 7-9, 16-18, 18-19, 19, 20

Recordings:

Tillie: Page 7, 14, 45

Luck of the Irish

Actor/Scene Breakdown

Act 1

Scenes Locations	Preshow		1										2										3				
	In House		Present # 1 Memories										Past #1 Cocktail Hour										Present #2 Discussing Miles & Mrs. Donovan				
Page Numbers			5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27		
Scene Timings																											
Nessa Charles (Divinn)			<								>																
Hannah Davis (Aneisa)			<								>										<				>		
Mr. Donovan (Kevin)								<			>																
Joe Donovan (John)											<									>					<		
Patty Ann Donovan (Lesley)											<									>					<		
Lucy Taylor (Regina)											<									>							
Rex Taylor (Morris)											<									>							
Rich Davis (Ruben)																					<				>		
Mrs. Donovan (Sasha)																											
Miles																											
Ensemble (Shane)	<	>																									
Ensemble (Alice)	<	>																									

Scenes Locations	4														5										
	Past # 2 "Thieves in the night"														Present # 3 Nessa & Hannah Relax										
	Page Numbers	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51
Scene Timings																									
Nessa Charles (Divinn)															<									>	
Hannah Davis (Aneisa)															<									>	
Mr. Donovan (Kevin)																									
Joe Donovan (John)							>																	<	>
Patty Ann Donovan (Lesley)							>																		
Lucy Taylor (Regina)							<								>								<		>
Rex Taylor (Morris)							<								>										
Rich Davis (Ruben)																						<	>		
Mrs. Donovan (Sasha)																									
Miles																O.S.						O.S.	O.S.		
Ensemble (Shane)																									
Ensemble (Alice)																									

Can you now read the given script 
and start to high-light areas that
stand out to you.... (time, locations,
character, props, set, LX, Sound etc.)

Remember I'm not expecting you to
understand it yet, just initial
thoughts (note down, use script!!!)

Your script is a **WORKING**
document!



Task



Think about what the designer are looking for and document

Go over the list of questions and answer them, also consider

- 1) What a set designer e looking for?
- 2) What a costume designer e looking for?
- 3) What a LX designer e looking for?
- 4) What a Sound designer e looking for?

Do a scenic breakdown for 'The Mountaintop'