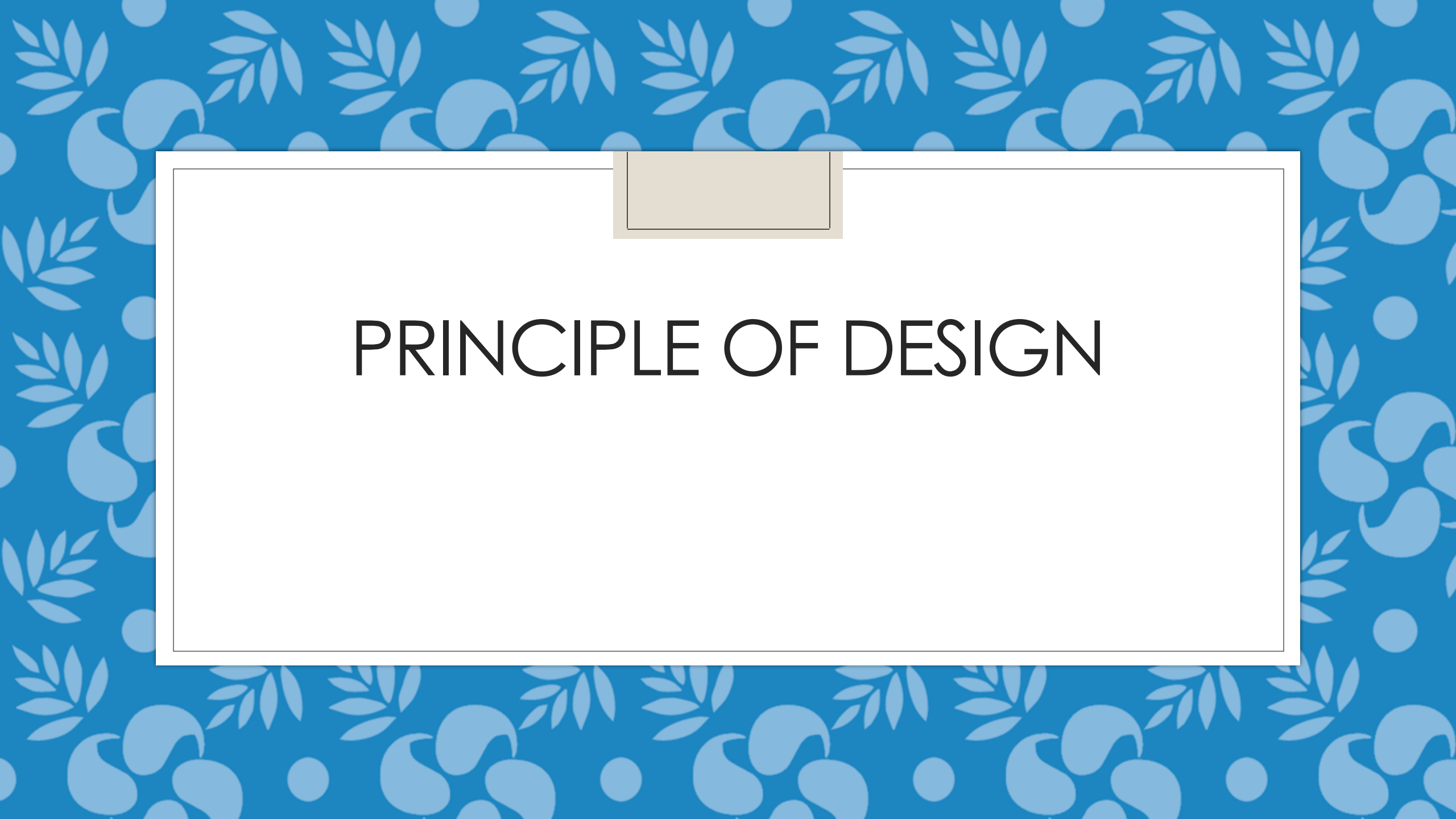


AI

I confirm that I have not used any AI tools in the research and creation of this assignment. I confirm that I have not presented any AI generated materials as my own work. I confirm I have copies of my drafts, notes, and other resources I used, which I may be asked to provide in evidence.



PRINCIPLE OF DESIGN

Creative Process

Creative process isn't just a straight line it is a journey of windy roads.

DESIGN ELEMENTS

ELEMENTS

- Line
- Shape
- Texture
- Space
- Value
- Color

PRINCIPLES

- Balance
- Contrast
- Rhythm
- Proportion
- Unity
- Emphasis

HOW THEY WORK TOGETHER

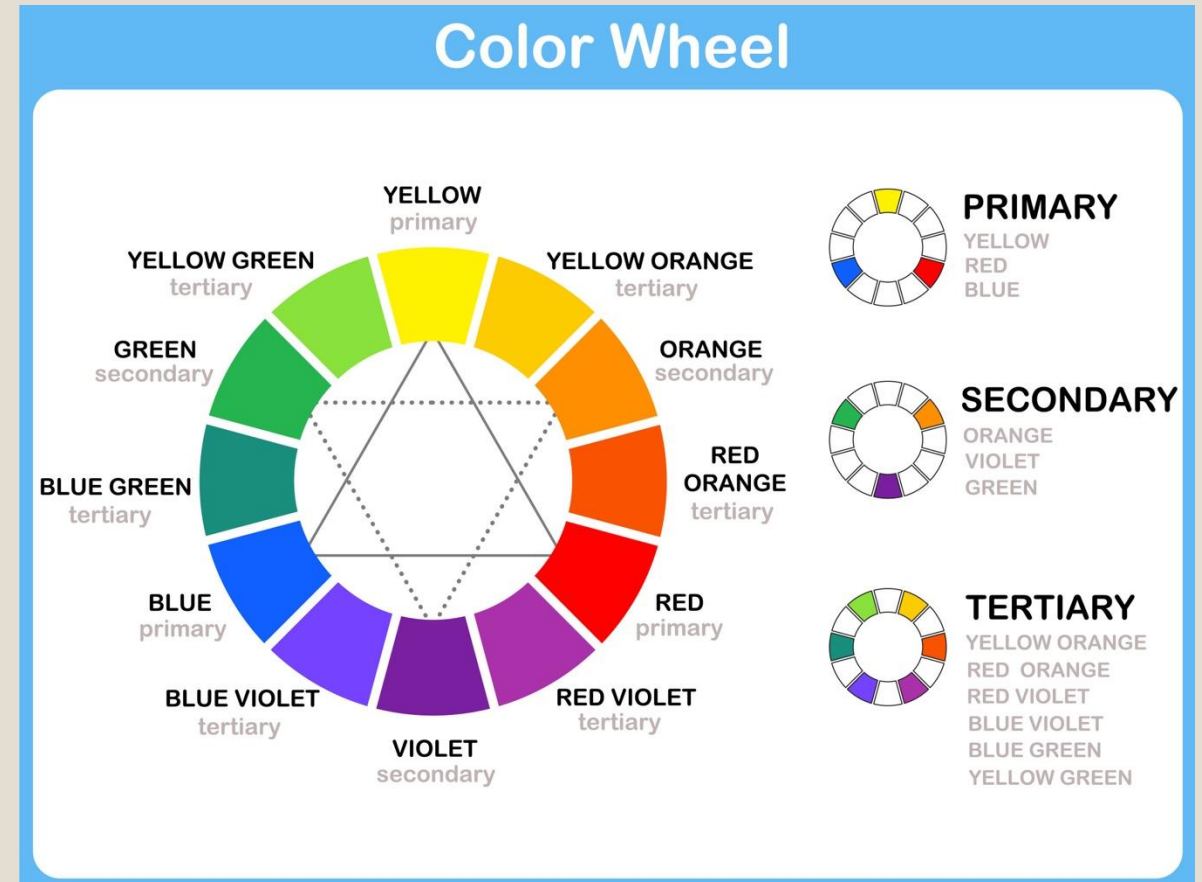
Western Colour Theory

Colour theory is how the colours interact with each other. It has rules and guidelines about many colour combination and their uses. Colour theory can be used in a range of field such as art, design, fashion and marketing.

Primary colours –
Red, yellow and blue

Secondary colours (created by mixing two primary) –
Orange, green and purple

Tertiary colours –
Red-orange, yellow-orange, yellow-green, blue-green, blue-purple and red-purple



Colour meaning

Some examples of colours and what they mean and how they are used in everyday life -

RED	ORANGE	PINK	GREEN	YELLOW	PURPLE	BLUE
MEANING	MEANING	MEANING	MEANING	MEANING	MEANING	MEANING
Power Passion Energy Action Danger Excitement	Creative Enthusiastic Cheerful Freedom Warmth Confident	Energetic Femininity Youthful Romantic Sentimental Bold	Nature Peaceful Health Sustainability Calming Prosperity	Happiness Optimistic Playful Motivating Youthful Cheerful	Royal Sophisticated Creative Wise Luxury Mysterious	Trustworthy Strength Dependable Security Positivity Cleanliness
EXAMPLES	EXAMPLES	EXAMPLES	EXAMPLES	EXAMPLES	EXAMPLES	EXAMPLES
  	  	  	  	  	  	  

Storytelling

Story telling is the act of telling a story with actions and words. It is a type of communication that's involves two people the storyteller and the listener. Both of those people are important features for storytelling.



Mediums and styles of storytelling

Personal storytelling-

Everyone is always living their own story going on through day-to-day life. The stories are relevant and mean something to their life. Through the persons narrative the teller can share and maybe inspire other people of their experiences.

Family storytelling-

When families tell stories it goes beyond the experiences of each person. It gives us multiple meanings of family experiences while making a shared theory to explain the meaning of life events to the family.



Cultural storytelling

Culture storytelling is how history is passed down and how customs are shared.

An example:

Choctaw storytelling-

All Native American tribes like the Choctaw have an oral storytelling traditions going back generations. Their stories were used for to preserve the tribe's history and educate the young. Such as the Choctaw oral tradition includes two creations stories which are one relating to migration from the west and the other is the creation from a mound. As well as the oral tradition includes history aside life lessons or moral teachings. Lots of the Choctaw traditional tales employ animal characters to teach such lessons in humorous vein.



Mediums and styles of storytelling

Friendship storytelling-

It brings people together as they share experiences. It helps prevent people growing apart when they have different lives. The stories can be used for reunions and/or bring laughs amongst themselves.

Social-

Gossiping falls under the categories of storytelling. People gossip about coworkers, family member, friends, celebrities etc. People can use it to fill in silence or help resolve problems people experience. It can give a new perspective on lives.



Mediums and styles of storytelling

Myth-

Myths are counted as stories that can be presented to be true, but their reliability is in doubt as no one knows exactly where the stories come from. Typically, the stories are associated with cultural issues and give reminders of what people should fear in life.

Unexplained-

These include storytelling of unexplained phenomenon like ghosts, haunted houses or UFOs and it grasps and excites people. These stories fill people with fear of the unknown. These stories help give an understanding into things we don't know how to explain or happen. Those stories fill people with hope for more than what they currently feel or know to be true.



Designs



Sculptures



Paintings



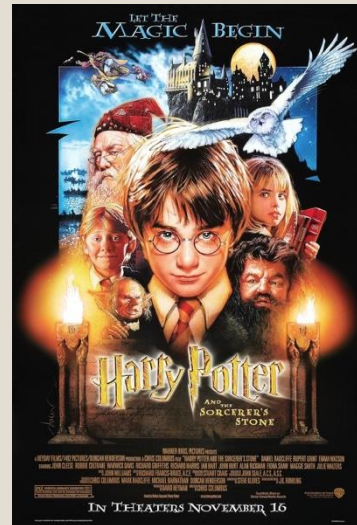
Carving



Tattoo



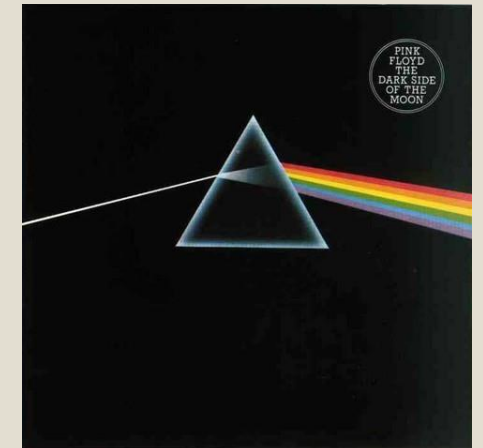
Canvas



Film



Ceramics



Music

Poetry

Poetry is literature that is a strong imaginative awareness of experience or a specific emotional response through language chosen and arranged for its meaning, sound and rhythm.



Condensed imagery

Is being able to show an idea or image though the simplest form.



Cognitive Dissonance Theory

Is the psychological discomfort we experience when we hold two or more conflicting beliefs, attitudes or values at the same time. To work out this tension we often justify, change or ignore the conflicting behaviour.

Yellow

Red

Blue

Purple

Orange

Green

Astribel

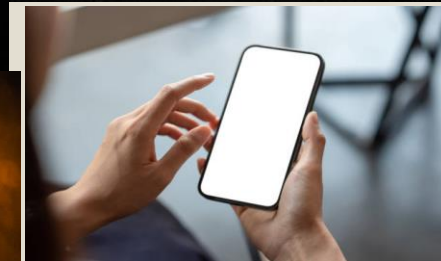
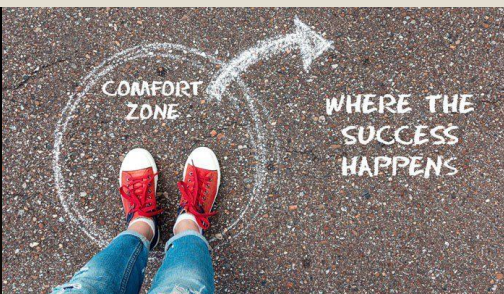


For this exercise we had to choose a film, and I chose How to train your dragon and then choose a character from that film, and I chose Astrid. You then combined both of your names which how I produced "Astribel". You then went out into the university's grounds to find objects that looked like the letter. I think it turned out well because there is a variety of objects (person) and not just a repeat of sticks. Next time I would try and find a better "B" as it's quite hard to see and also, I would make the letter "E" more visible.

Storytelling and condensed imagery of lyrics task

Headlock – Imogen Heap

Wear a different pair, do something
out of step
Throw a stranger an unexpected
smile
With big intentions, still posted at
your station
Always on about the day it should
have fled





7 STEPS OF DESIGN

The 7 steps of design

1. Commitment

Commit yourself to do the best job you can do. Remove all negative thoughts you have towards the project

2. Analysis

First read through:

Do it for fun, to get a general understanding of the storyline, to find out what the characters relationships are and your own emotional response to the play.

Second read through:

Find the moments and incidents within the play that energizes your imagination. Look for clues for time of day, time of year and the place and environment in which the character is in.

Third read through:

Look for mechanical information like scenic changes. Find what is on set like doors, windows, furniture, rocks and trees. If there is any special effects or staging. What sort of budget you need and to ask any questions.

The 7 steps of design

3. Research

History:

Look for the social norms of the time period. Any important dates from the time. Any paintings, architecture, photographs, magazines/ periodicals and advertisement. The clothing and type of people around and any other theatre production photos.

Conceptual:

Finding possible solutions for problems in the text. Any colour and texture. Creating an idea from a feeling and the atmosphere.

4. Incubation

Where you allow your ideas to grow and you set your work aside and let the ideas you have gathered develop. Employ good time management and don't procrastinate!

5. Selection

Also known as the "sifting process". It's taking all your ideas and solutions and making the choice for the production. This process is finished when the director and/ you feel the idea fits the concept.

The 7 steps of design

6. Implementation

Stop your planning and start doing it! This is where the designer and production team create sketches/ renderings, models/ Marquette, costumes, props, puppets, set construction, lighting, sound, AV etc...

7. Evaluation

This is where you review your methods and choices. Not to give yourself a gold star but to take time to make the connection between what worked and what didn't work. Being accepting of criticism as a helpful and educational tool.



MOOD BOARDS

About mood boards

A mood board is a visual board, that can be physical or digital to convey a feeling, vibe or idea of a chosen topic. Every mood is unique and different to what you are doing.

Many people use mood boards here are some examples-

Costume designers, interior designers, production designers, film makers, architects, fashion designers, lighting and sounds designers etc

What makes a good mood board

Good practice-

- Personality
- Organised / thought about
- Aesthetically interesting
- Not cluttered
- Annotations
- What draws people in
- Period correct

Bad practice-

- Bland
- Too busy
- Too empty
- Unorganized
- Inaccurate info
- No vision

What you can include in your Mood boards-

Images, text, textures, colour palettes, Fabric swatches, samples and videos.

Oh what a lovely war

I chose this script to make my own mood board on the character, soldiers and location, trenches

The character mood board went well because it shows how the vibe of the costumes. Next time I would add more analysis to it.

The location mood board went well because you can see what sort of textures would be there and how rough the conditions would be. Next time I would again add more analysis.

Character – soldiers

#bc9f97



End of WW1 uniform



1910 clown costume



Pop of colour against the uniform



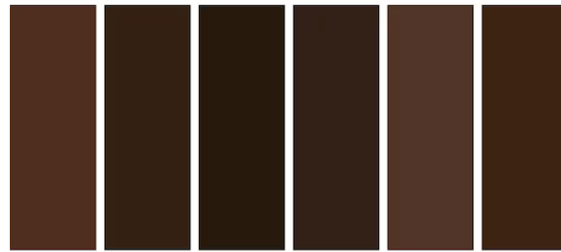
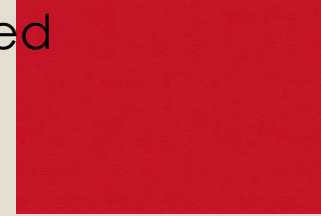
Location - trenches



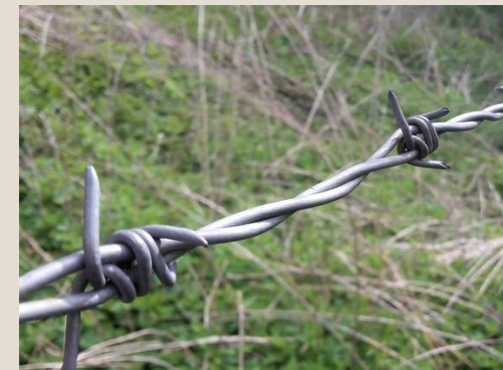
Rotting duckboard

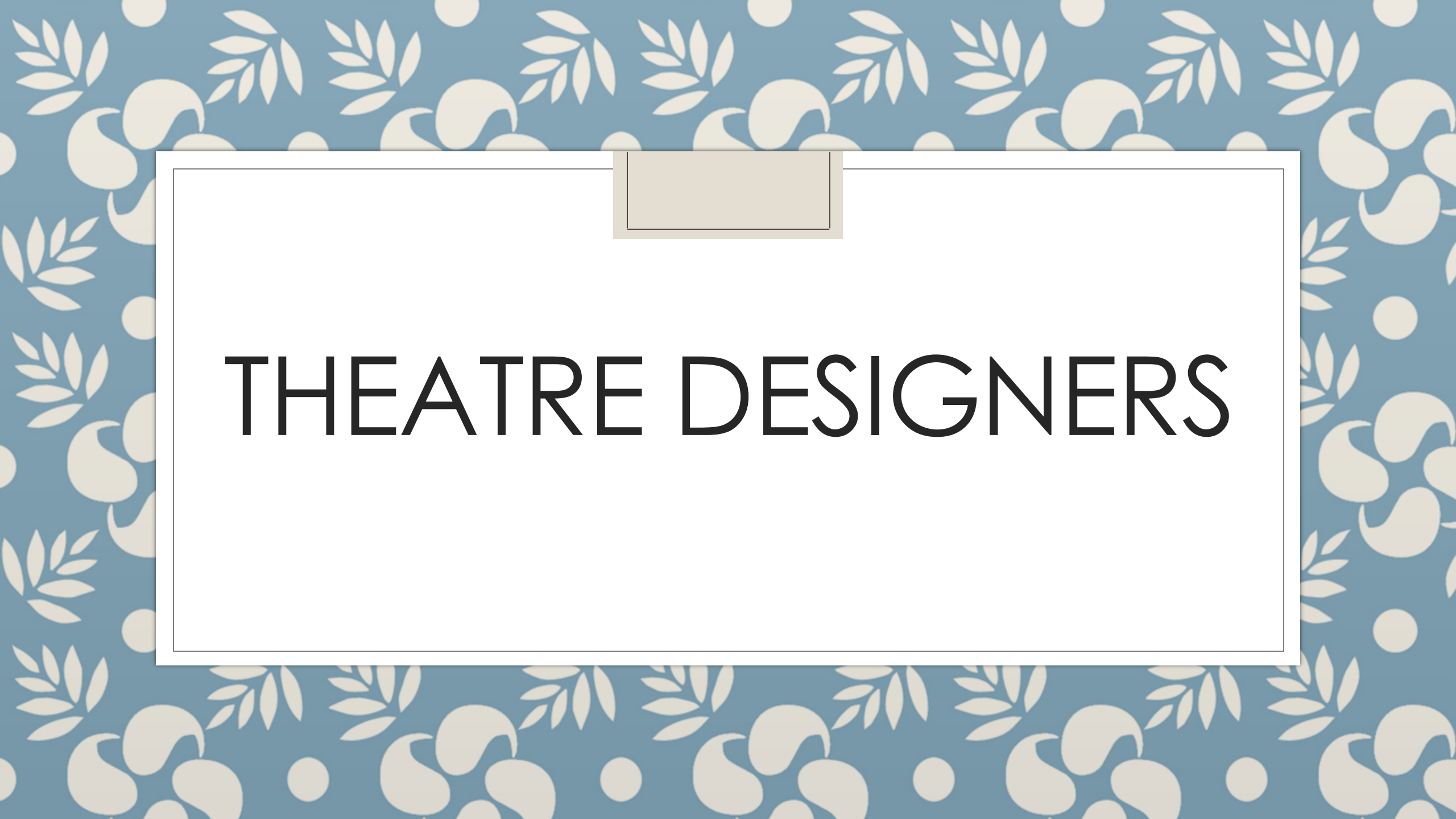


Poppy red



Waterlogged land

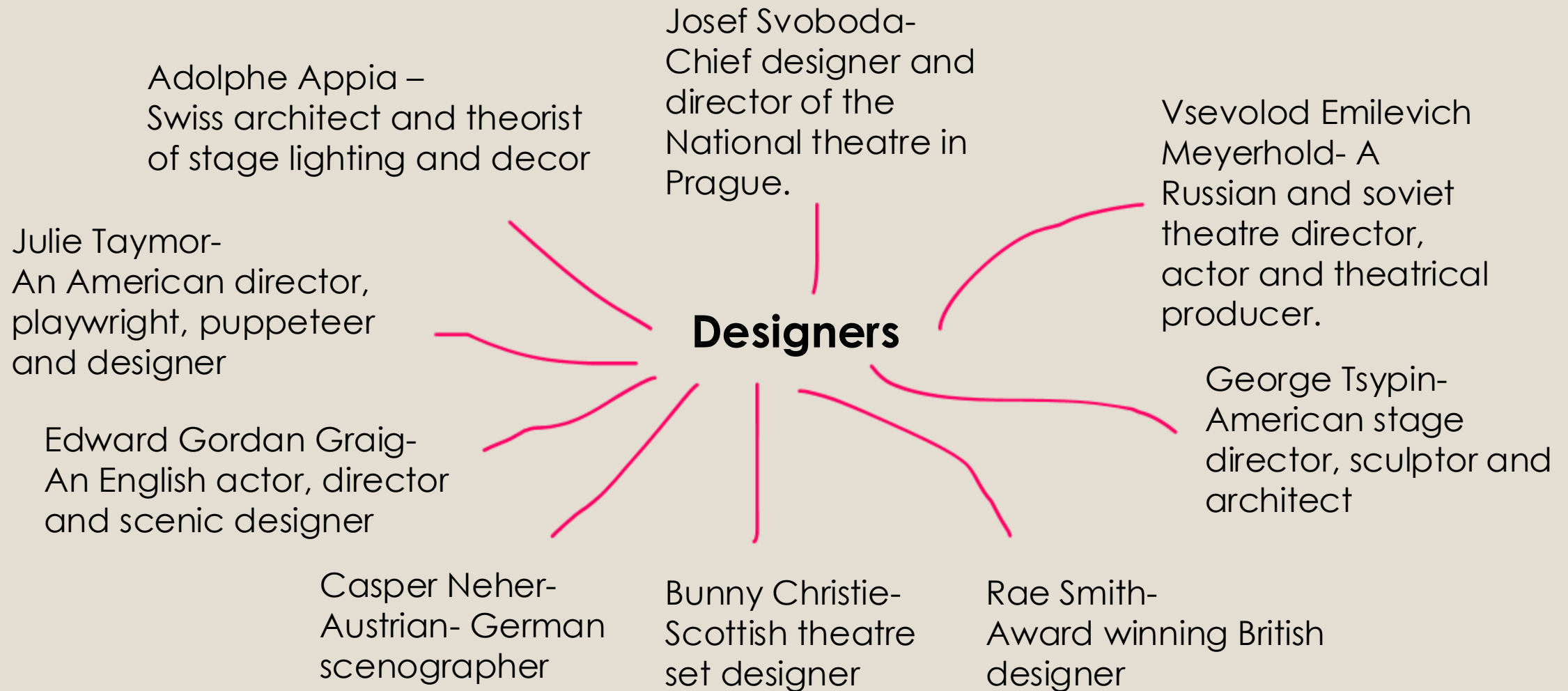




THEATRE DESIGNERS

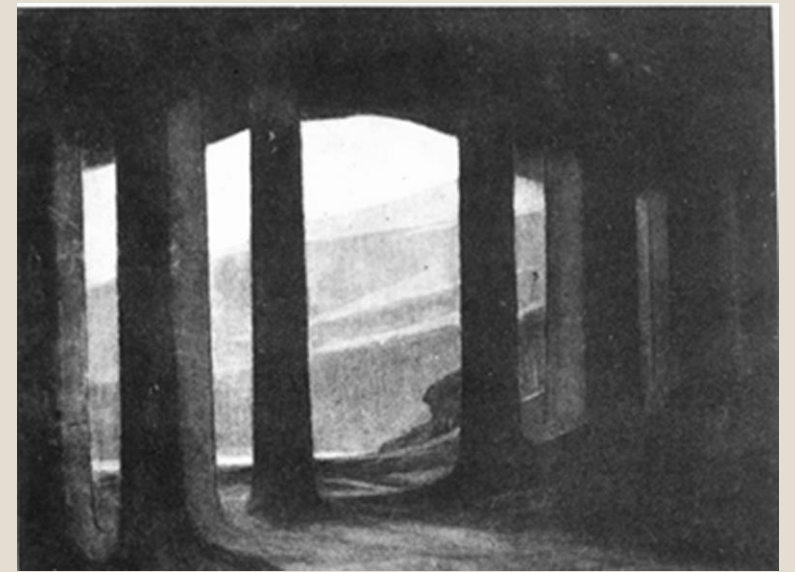
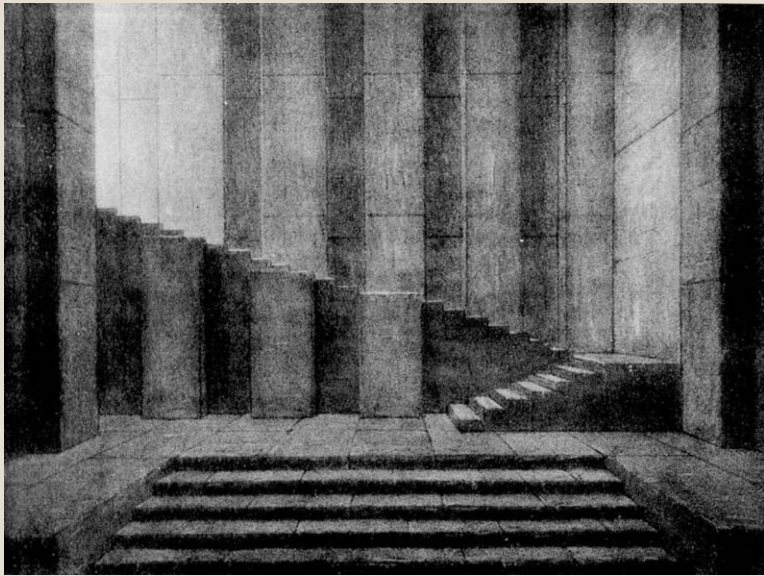
Some Theatre designers-

I'm choosing to look at
Adolf Appia, Meyerhold
and Rae Smith



Adolphe Appia

Adolphe Appia was born on September 1st, 1862, and died on February 29, 1928. He was a Swiss stage designer whose incites especially on the interpretive use of lighting, helped bring new realism and creativity to 20th century theatrical production.



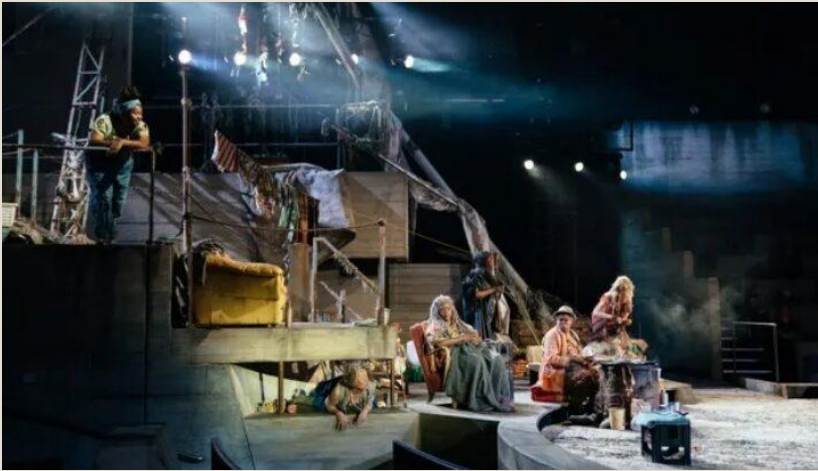
Meyerhold

Vsevolod Yemilyevich Meyerhold was born on January 28th (February 9th, 1874, new style) and died on February 2nd, 1940. He was a Russian theatrical producer, director and actor whose maddening experiments in non-realistic theatre made him one of the seminal forces in modern theatre.



Rae Smith

Rae Smith is a British set and costume designer who spends most of her time in theatre and live art. Her set for war horse has received praise and she has received an Olivier, Tony, Evening standard etc.





HISTORY

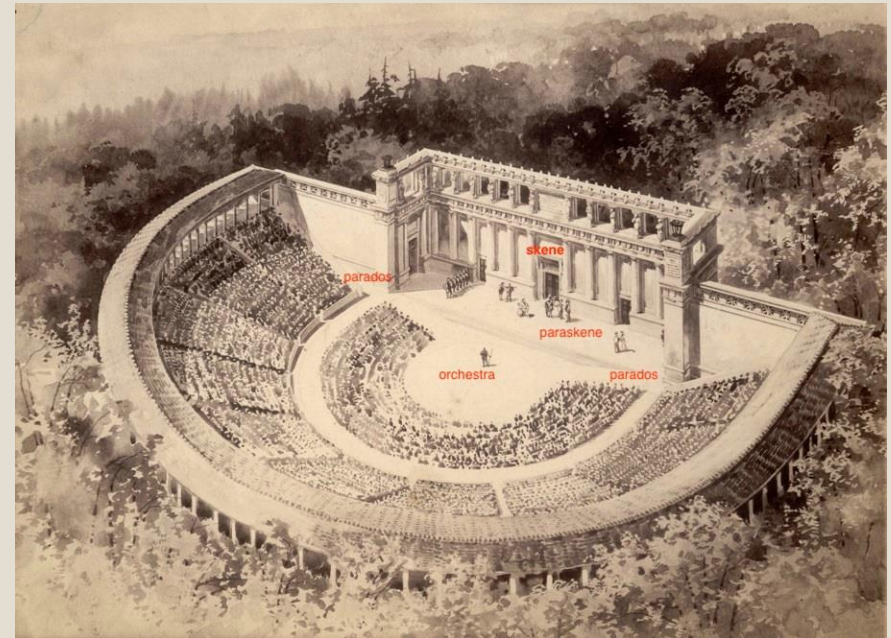
Greek

In the 5th century BCE was the golden age of Greek Tragedy in Athens. Once a year, important cities held a festival called the City Dionysia to worship Dionysos, the god of wine and revelry. The word “theatre” come from the word “theaomia”. There was an open-air theatre (a place for viewing) that brought 15000 philosophers, politicians, poets, artist and scientist from the ancient Greece independent city-states, many of which had different views on politics and cultures.



Renaissance

14-17TH centuries. Renaissance meaning rebirth marks the rebirth of classical drama and it shifts from purely religious themes to humanism, complex characters and societal issues. There was a major development in Italy with perspective sets and England with Shakespeare, Marlowe and the globe theatre. This led to the forming of professional acting companies, permanent playhouses.



Twentieth century

This was a period of change. The growth of ideas in the 19th century led to relatively fast-growing advancements in technology. This was the time when wars had broken out, not all of them were major world-wide conflicts, some were local. 20th century was considered a mirrored reality. The plays and methods had new philosophical ideas. The changes and fading religion has a major factor on theatre and society.





TABLE READ

In class we did a table read on Danny the champion. Then we did mind maps to summarise what we had managed to do, we did the scenes

I left the script in
Wales



TOOLS

Tools

For model making I used the following tools-

Glue pot

Set square

Cutting mat

Craft knife

Metal ruler



Scale ruler

Working in scale

Scale is the ratio between the size of something and a representation of it. We use scale everyday such as maps, ground plans, toys and dollhouse. Typically, architects and engineers use the scale to produce a 3D model of buildings, cars and components.

An example-

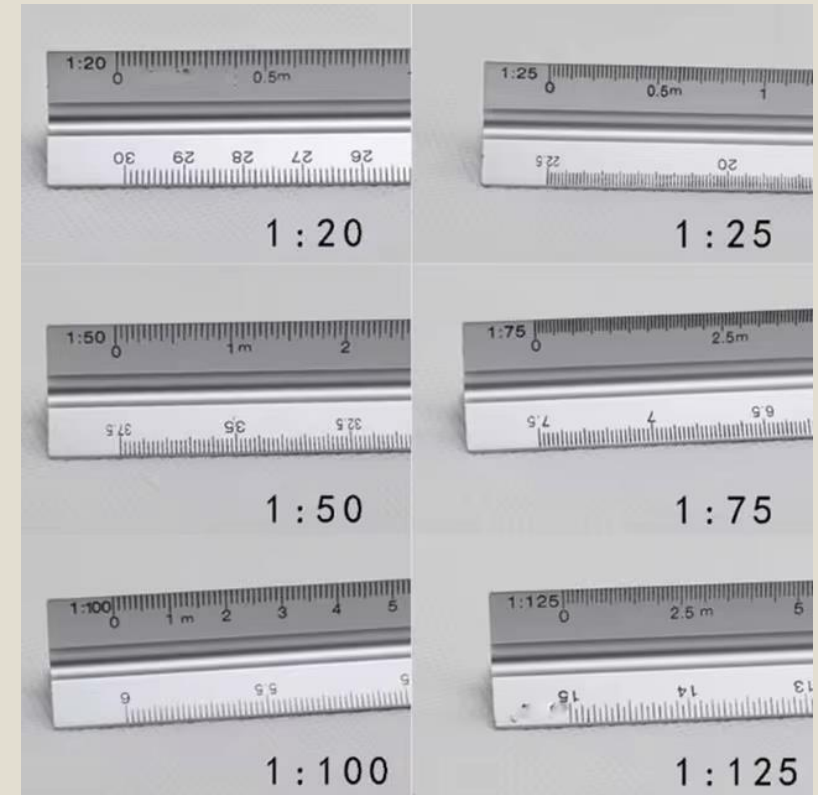
A model car is made at a 1:32 scale. The 1:32 means the car is 32x smaller than a real car. This means that 32 cars stacked on each other would be as high as a real car, 32 cars end to end in length and 32 cars side by side is the width.

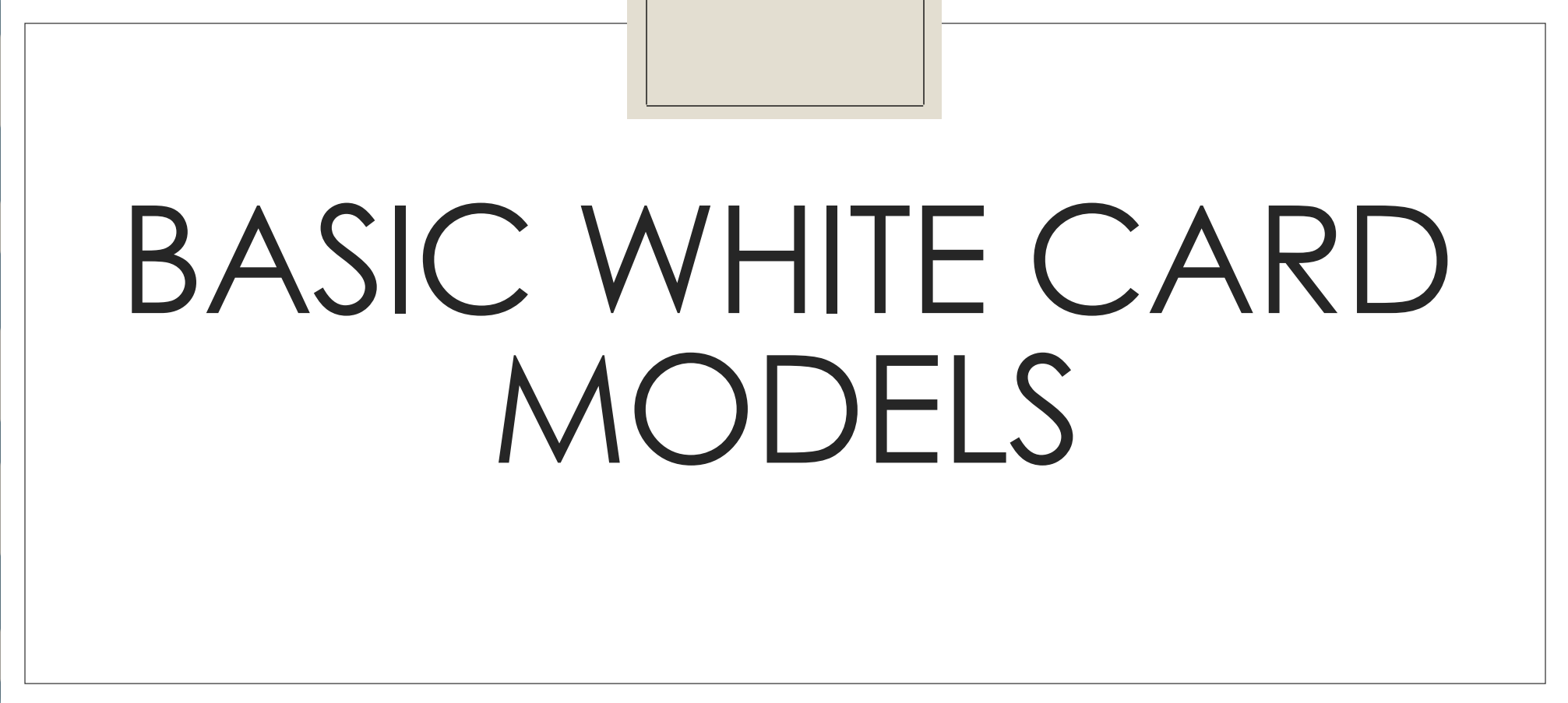
1:25 scale-

We generally make models in 1:25 scale because our eyes find easy to relate it to reality because it is recognizable reference point the human figure. 1:25 models end up as a reasonable size despite the dimensions of most theatre spaces as an example.

Typical scales we use in Theatre, TV/Film-

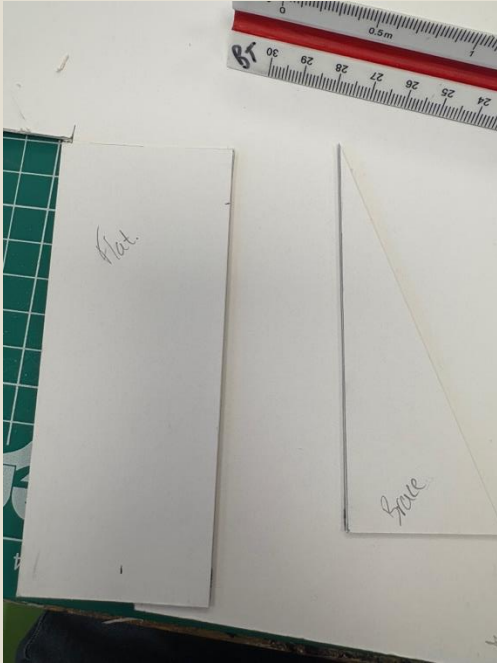
1:25, 1:50, 1:10, 1:5





BASIC WHITE CARD MODELS

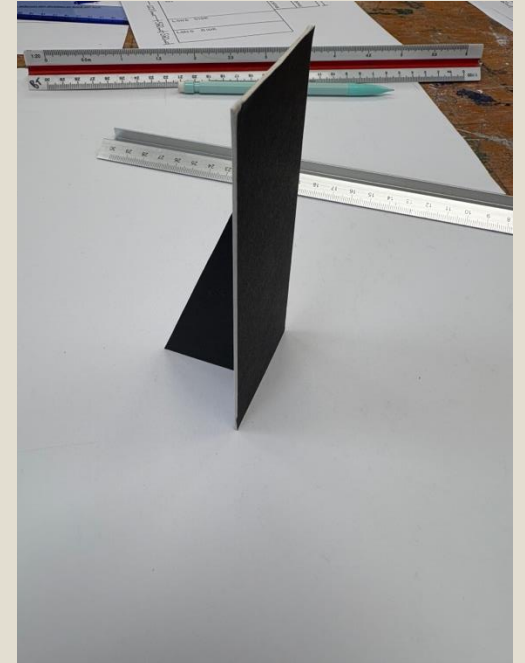
Making a flat



First you measure out the flat which is 3000mm (height), 1220mm (width) and then you measure out the triangular brace which is 2600mm (height), 1000mm (width). You cut them out using a craft knife and a metal ruler to get straight neat edges.

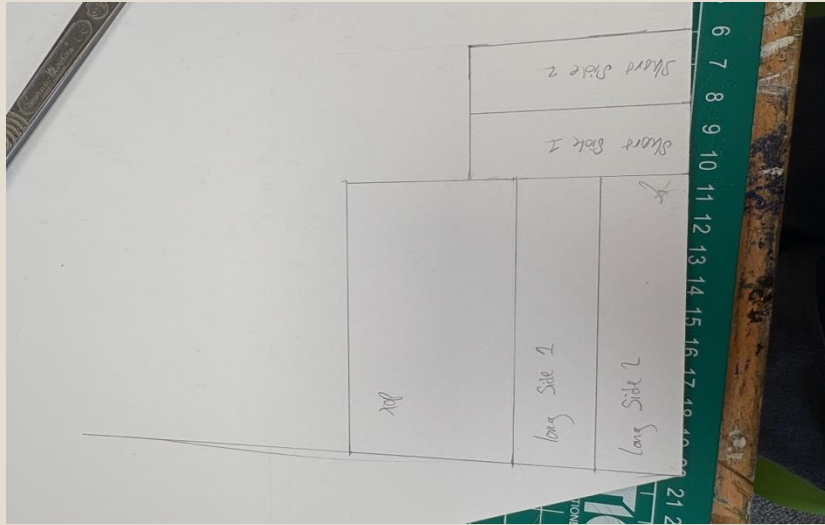


I then stuck them together



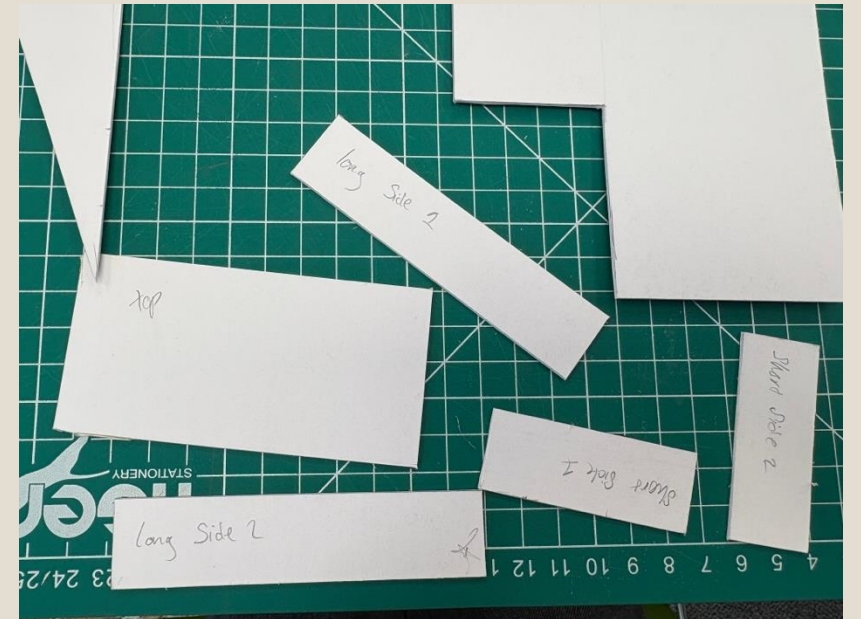
This is it finished

Platform

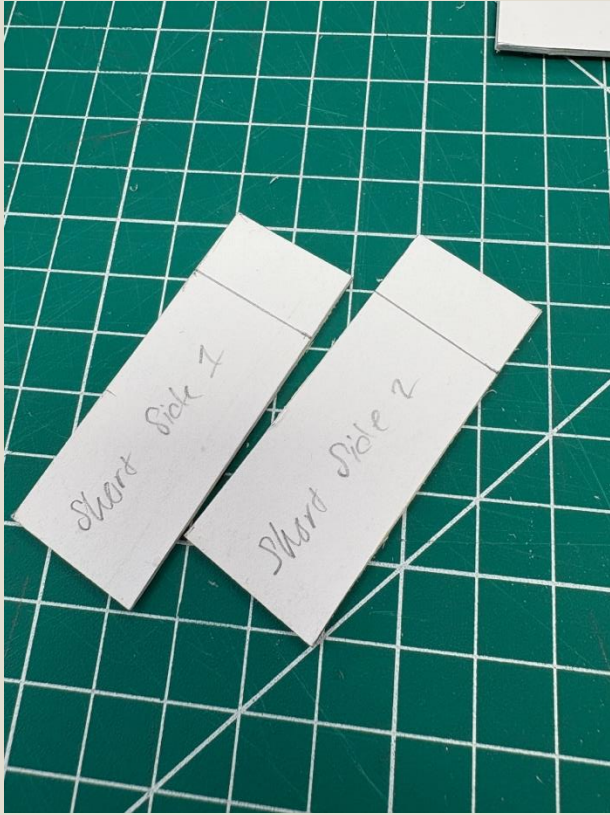


Next, I made the platform.
Top – 2440mm, 1220mm.
Short side- 560mm, 1140mm
times 2. Long side- 560mm,
2440mm times 2.

These are
all the
pieces cut
out.



Platform

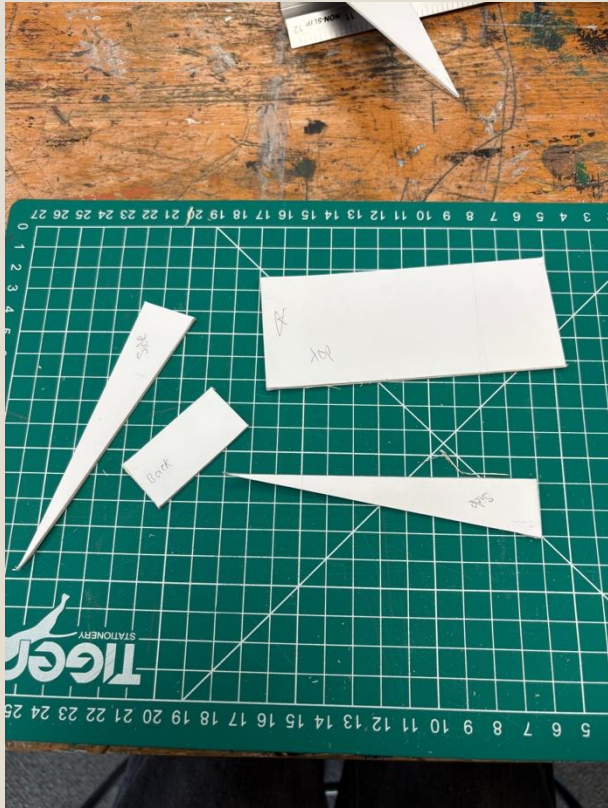


The side bits were too long so I cut them down



I glued it all together, this is it all finished

Ramp



I cut all the pieces out with the card and then glued it together.
Top- 3000mm, 1220mm. Back- 560mm, 1140mm. Side 560mm, 2960mm
cut in half.



This is all three of them finished next to a mini person.

Scenery Block



I cut all the pieces out of the card. Wide side- 600mm, 520mm. Top- 600mm, 600mm. Wide side- 600mm, 520mm. Narrow side- 520mm, 520mm times 2. Bottom- 600mm, 600mm



I then glued all the pieces together this is it finished.



MATERIALS

Materials

Constructing Sheet Materials-

- Mountboard
- Foamed PVC sheet
- KAPA line foamboard
- Foamboard/ Polyboard
- Styrofoam
- Ticket Card
- Stencil Paper
- Speciality Papers
- Tissue Paper
- Acetate Sheeting

Modelling Materials-

- Balsa wood
- Lolly sticks, Kebab skewers and Cocktail sticks
- Styrene Rod, sheet, Square and section
- Thicker sheet, Tube and Rob plastics
- Brass or copper rod
- Modelling wire
- Florist wire
- String, Thread and Fishing wire
- Platicine (Newplast or Colourclay)
- Super Sculpey / Fimo
- Polycell fine surface polyfilla

Some websites and books-

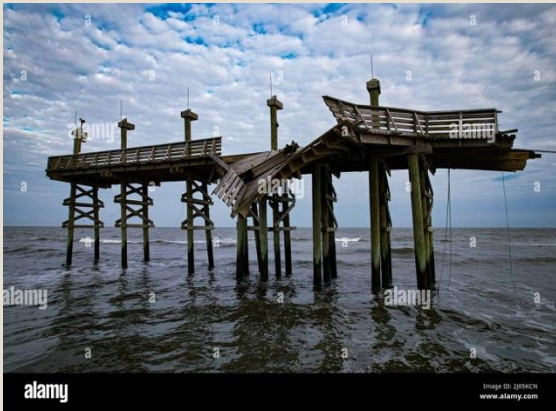
Graphicsdirect.co.uk, foam-board.co.uk, davidneat.wordpress.com

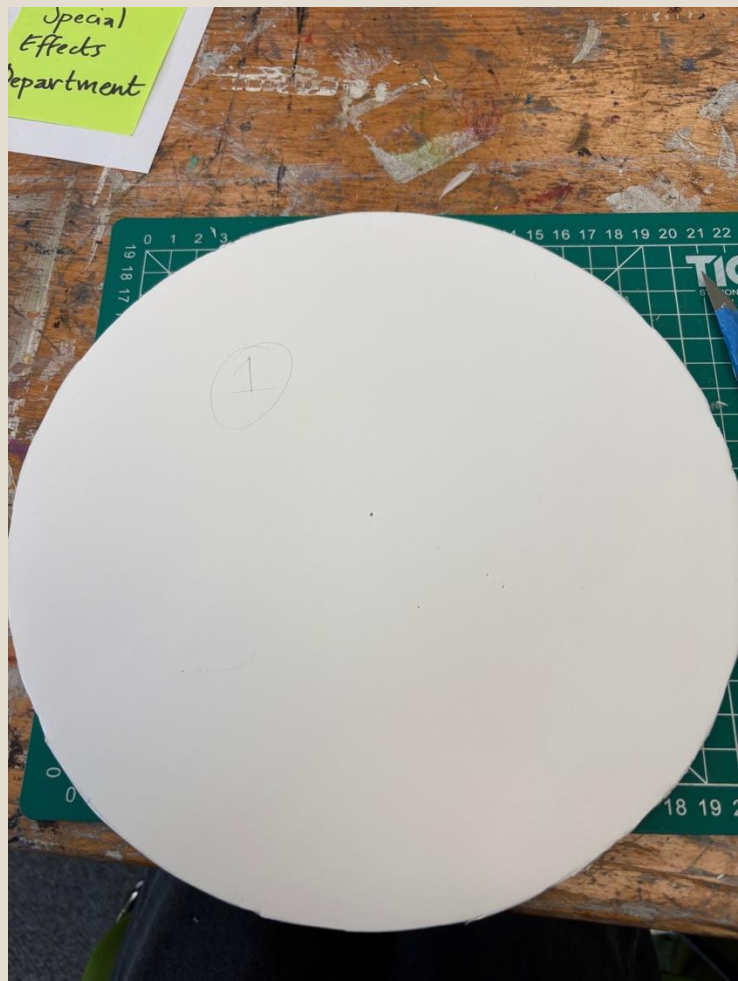


PIRATE SCENE

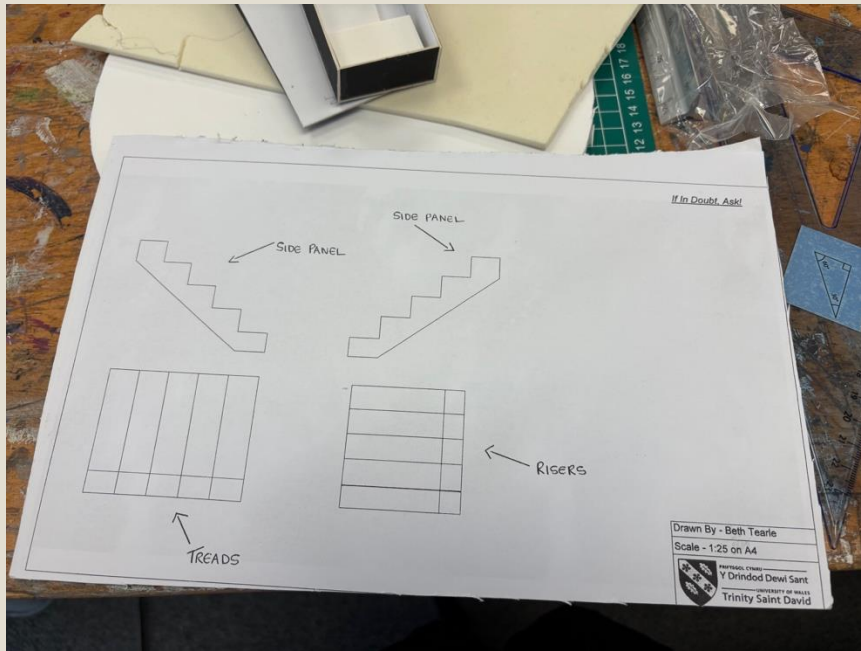
Idea

I wanted to make a pier wreck for my pirate scene.

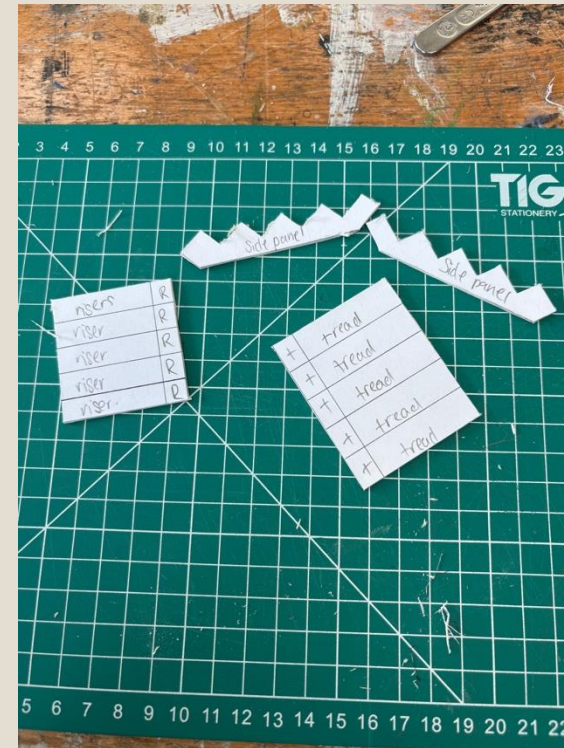




We cut out a piece of foam to form a circle as a base.



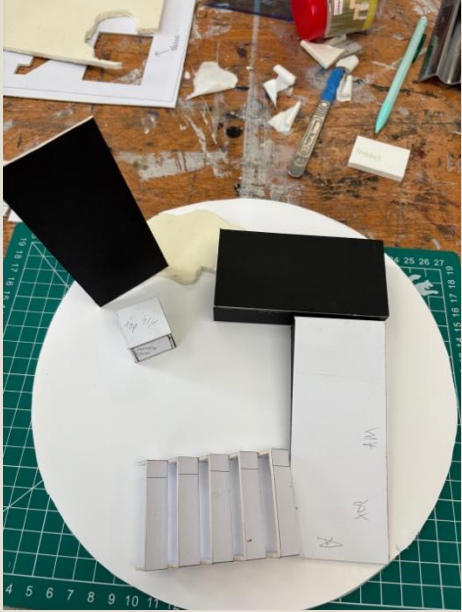
This is the stair template



I then cut out and built the stairs.

Design ideas

I tried different designs with the stuff I made in the previous lesson to find the layout I want.





I then glued down the design and textured the surfaces with balsa wood and used bits of foam.



I added stripes of balsa wood to the stairs. Then added more texture



I added sand and small rocks. It was then primed.



I painted it green and blue.



I then dry brushed it with white paint.



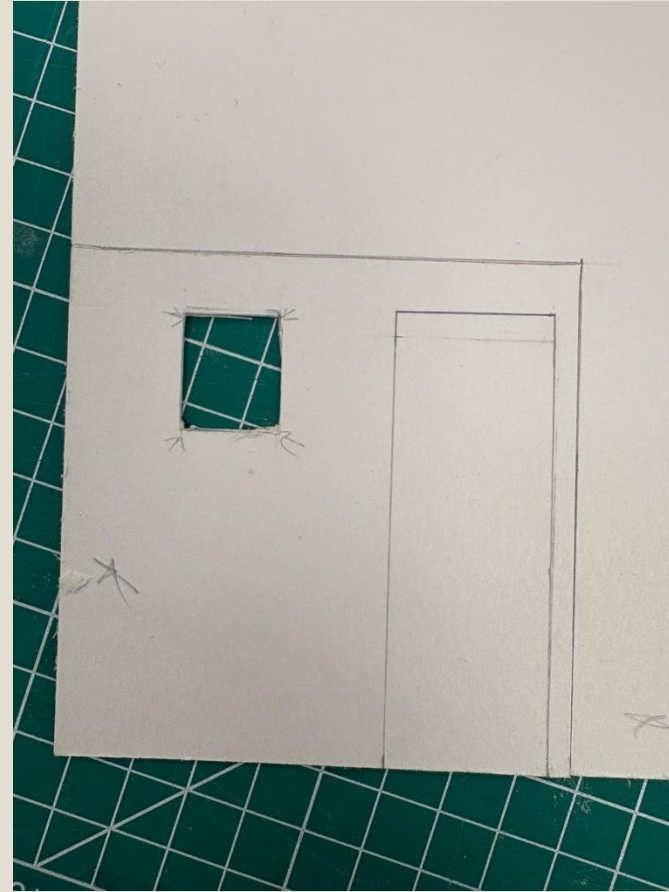
I like how it turned out it because of how the colours came out and all the materials that I used. Next time I would use more sand to give the floor more texture, even some pebbles.



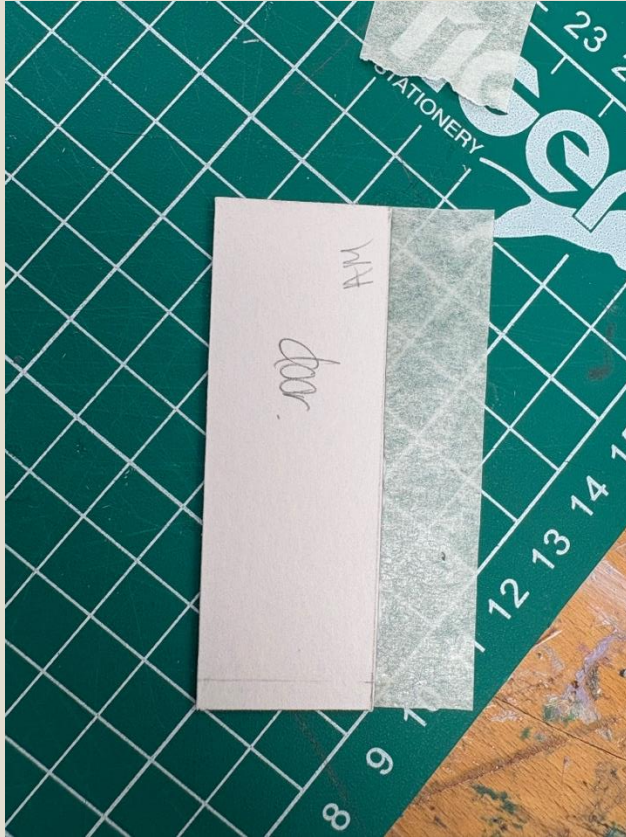
SHED



We were given a stencil to mark round on foam to make a platform.



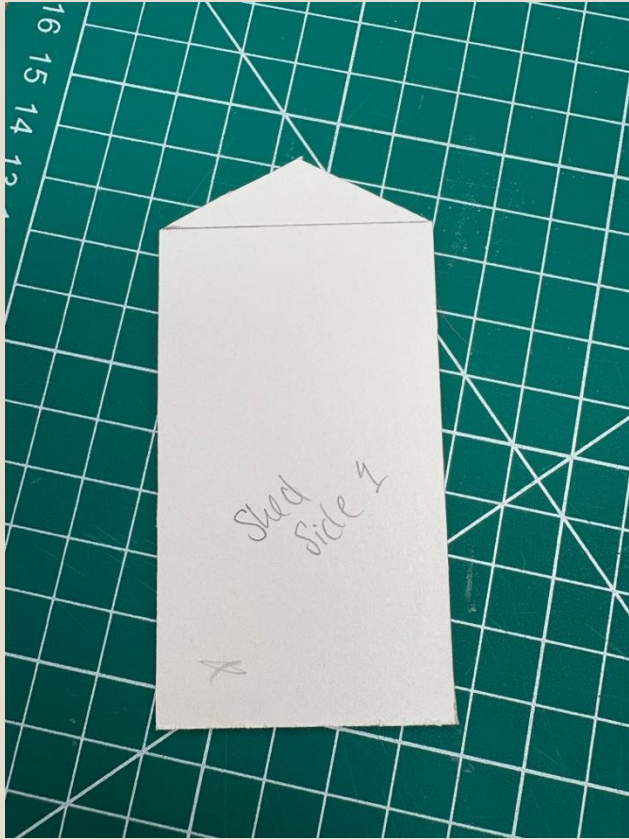
I cut out the front wall with the window and door.



I then measured some tape and lined it up with the door.



I then used PVA glue to stick it down as well as tape.



I then cut out
two side walls.



I then made
cladding for them
with ticket card.



This is it done.



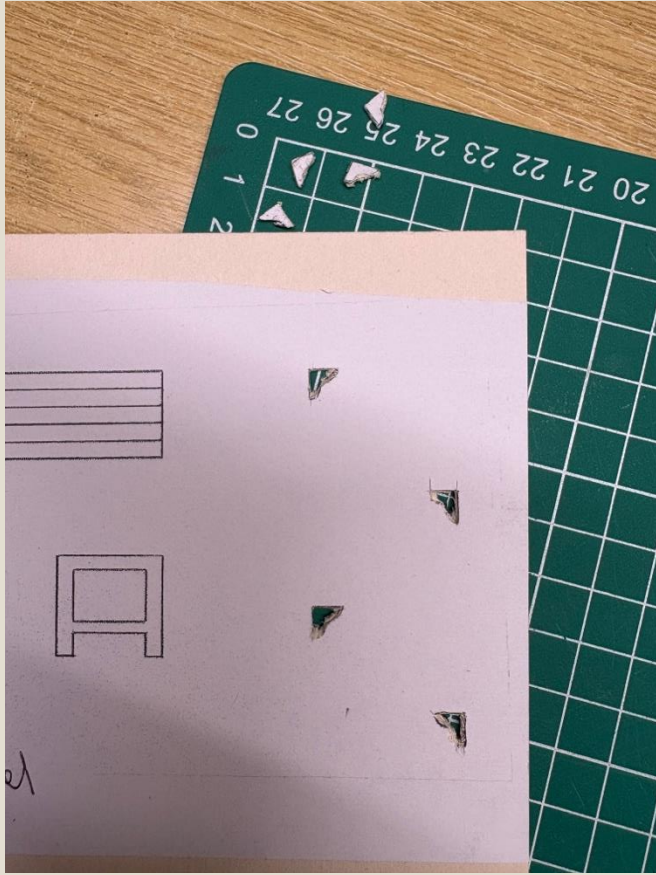
I then stuck the foam to the board and glued it and covered it with coloured plastic to make grass.



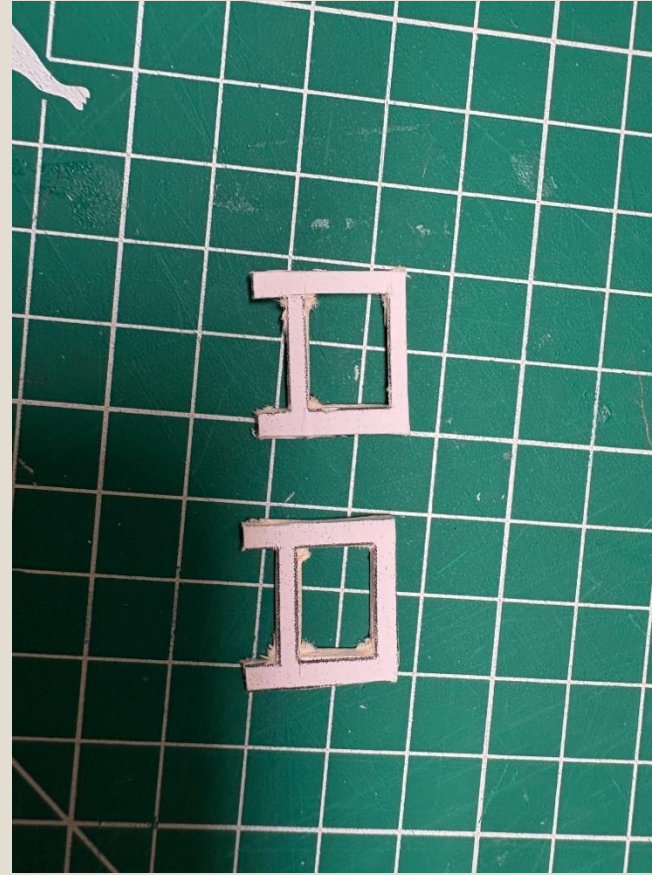
I'm making cladding for the front out of ticket card.



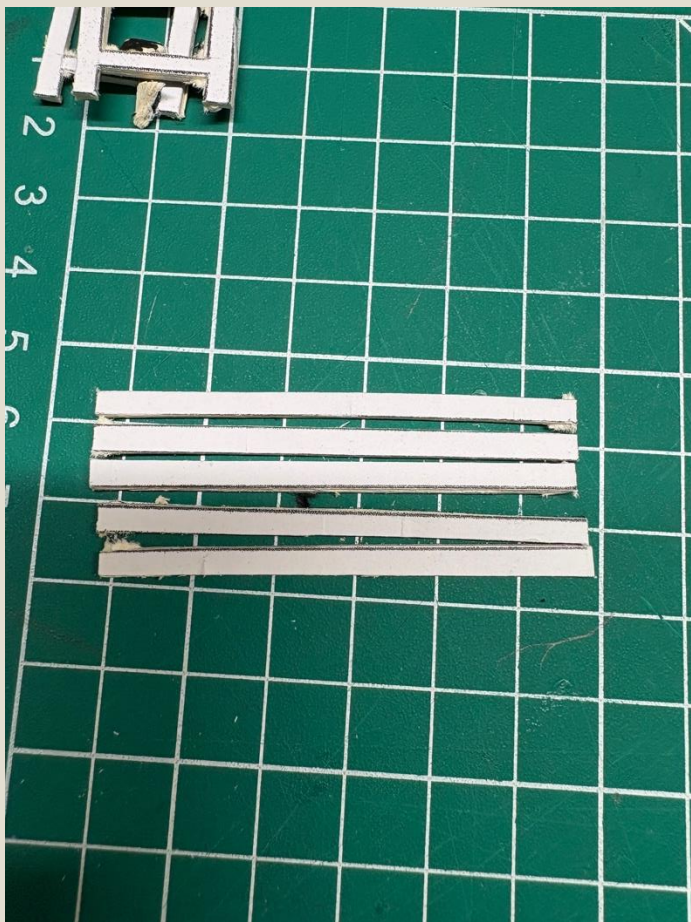
I then stuck all four walls and floor together.



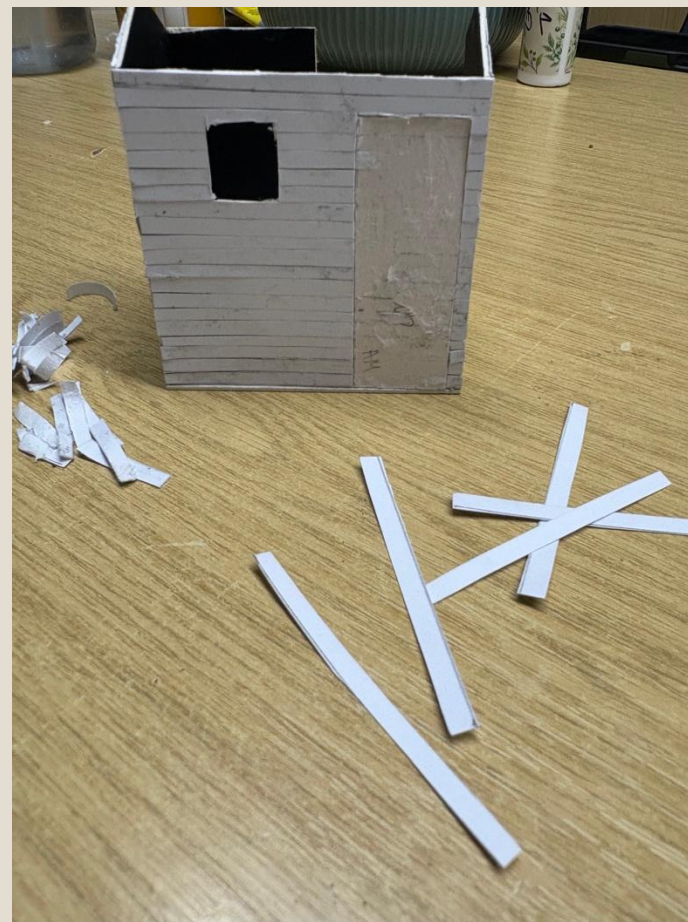
I then cut out the bench.



This is the legs of the bench cut out.



I then cut out
the seat.



I realised the
door was wrong,
so I fixed it.



This is it fixed.



I've glued the
bench together.



I drew round the bottom of the shed and added a bit of extra lip. This is to make the roof.



I then cut out sandpaper for the roof.



I glued down
the
sandpaper
and cut the
corners.



I then folded
down the side
and used
glue.



I then bent it in half.



Next, attached it to the shed to make it a roof.



Found out the layout I wanted.



I then painted the walls dark brown and the roof a brown balck.



I then painted the bench.



I then made a bird bath out of a bottle cap and a skewer. I painted it white but it didn't work very well because of how vivid the blue is.



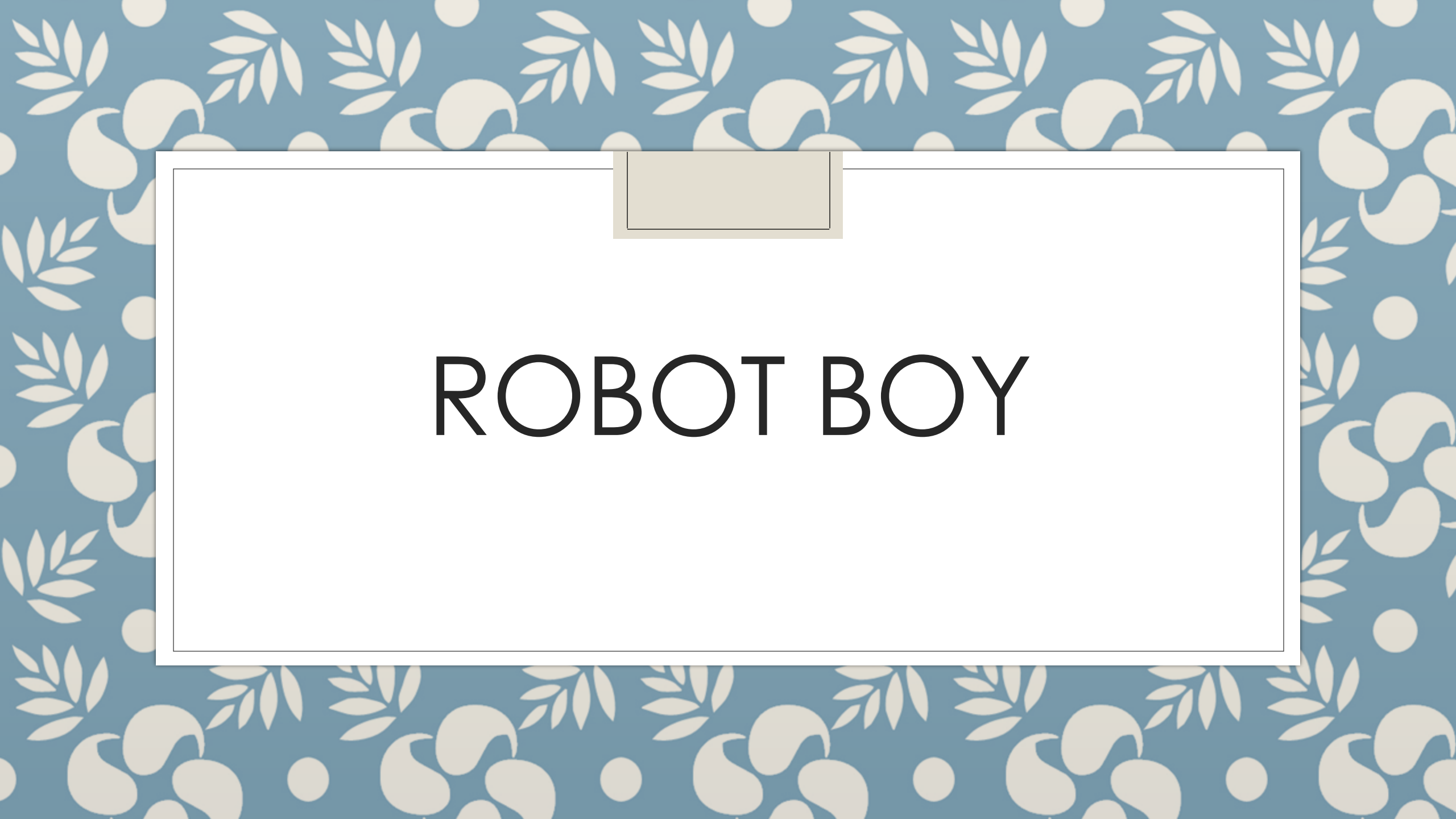
Finalised the design.



I then hot glued everything down.



This is it finished. I like how it turned out because of how realistic the grass looks and the layout I went for. Next time, I would do a better paint job because it is very messy.



ROBOT BOY

Robot boy overview

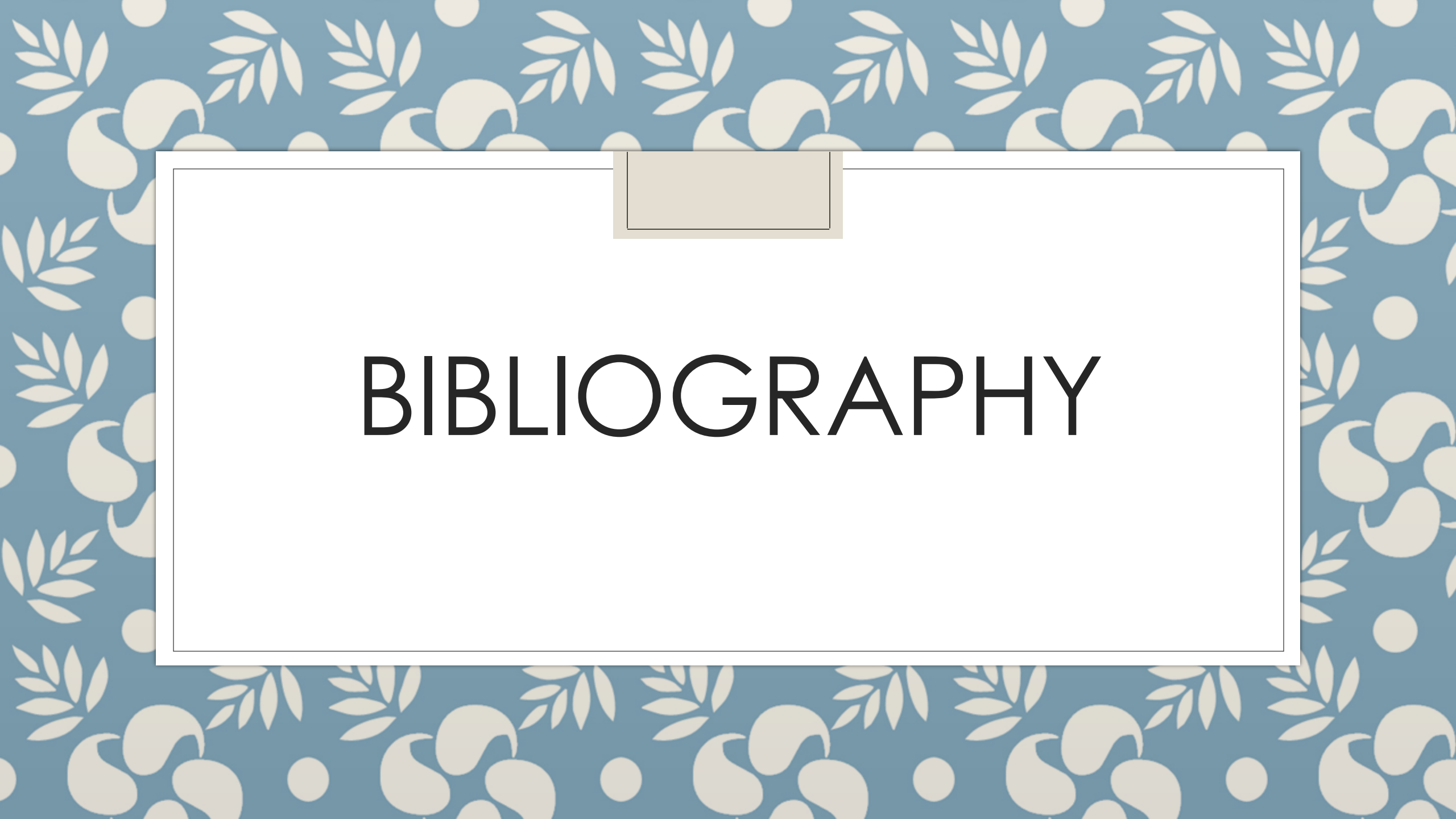
My group did a presentation to the class about the poem Robot Boy. We interpreted it by saying that Robot Boy was inter sex, disabled or a NICU baby. We researched into many things like freakshows, radios, art, puppets, mirror resin and other films. We produced the idea to make or presentation like we were putting on a freakshow for robot boy. We had people walk round and look at our tables to see the artwork we had produced and a creepy audio going on in the background. We also produced the idea to wear clown makeup and clothes that were close to clowns to give the atmosphere a more freakshow feel. Then we presented to the class. Overall, I think we did well because we managed to convey our ideas and feelings towards the poem and grasp our classmate's attention. Next time, I would learn my script better as I kept stumbling over my words and not getting all the details out.



OVERVIEW

Conclusion

Overall, I really enjoyed this module because I got to explore most of the areas in white card model making. I also really enjoyed using all the materials to decorate the pirate scene and learning everything that goes into creating something and how to read a script properly and analysis it. In the future I would practice white card model making because I don't do it very neatly and it could look more presentable.



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