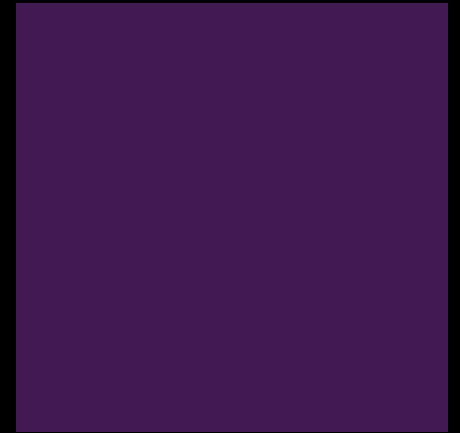
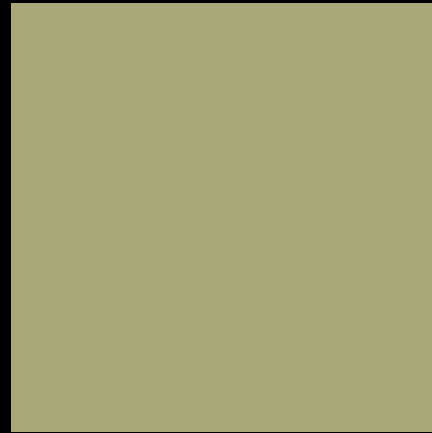
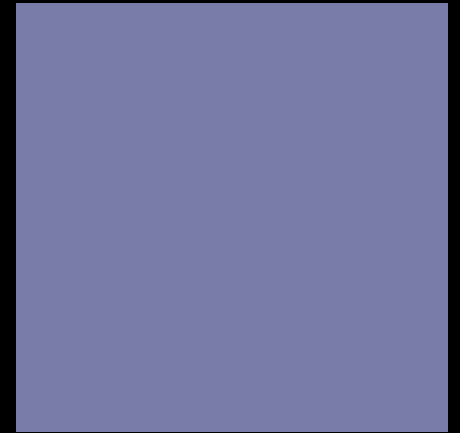
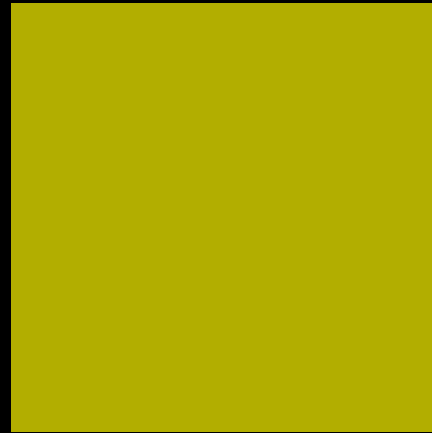




Design Process

2018/19



Marking Criteria



AIMS

- To introduce students to theatrical presentation and staging.
- To develop students' understanding and application of the principles of design within theatre contexts.

LEARNING OUTCOMES

Upon the successful completion of this module, the student should be able to demonstrate the ability to:

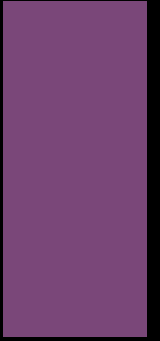
- Display knowledge and understanding of the application of design within specialised areas such as set, costume, props, lighting, sound and AV
- Illustrate the role of the designer in the process of making theatre
- Analyse selected scripts, genres and periods from the perspective of a designer
- Apply process skills as appropriate to each design area



Module booklet



Project Brief



Script – ‘Nights at the Circus’ by Tom Morris & Emma Rice (Adapted from novel by Angela Carter)

Show Venue – Y Llwyfan

Task – As a production company you need to create a design pitch for your given script which you will present to a panel of industry professionals on Friday 14th December in order to sell your companies idea.

+ You will need to consider...

- Existing knowledge from level 4 modules
- 7 steps of design!!!
- Theatre History
- Genre
- Style
- Target audience
- Limitations of space
- Skills of your group
- Element of design
- Colour theory
- Visual communication
- Understanding the realisation of your designs



Figure 7.3 The Creative Process—big picture view. It is an admittedly messy proposition.

Remember that no 2 processes will be the same ...

7 Steps of Design

Commitment

Analysis

Research

Incubation

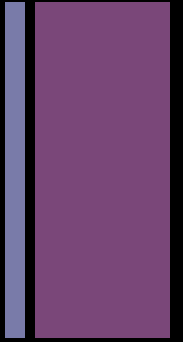
Selection

Implementation

Evaluation



Scenography



"Scenography is not simply concerned with creating and presenting images to an audience; it is concerned with audience reception and engagement. It is a sensory as well as an intellectual experience, emotional as well as rational."

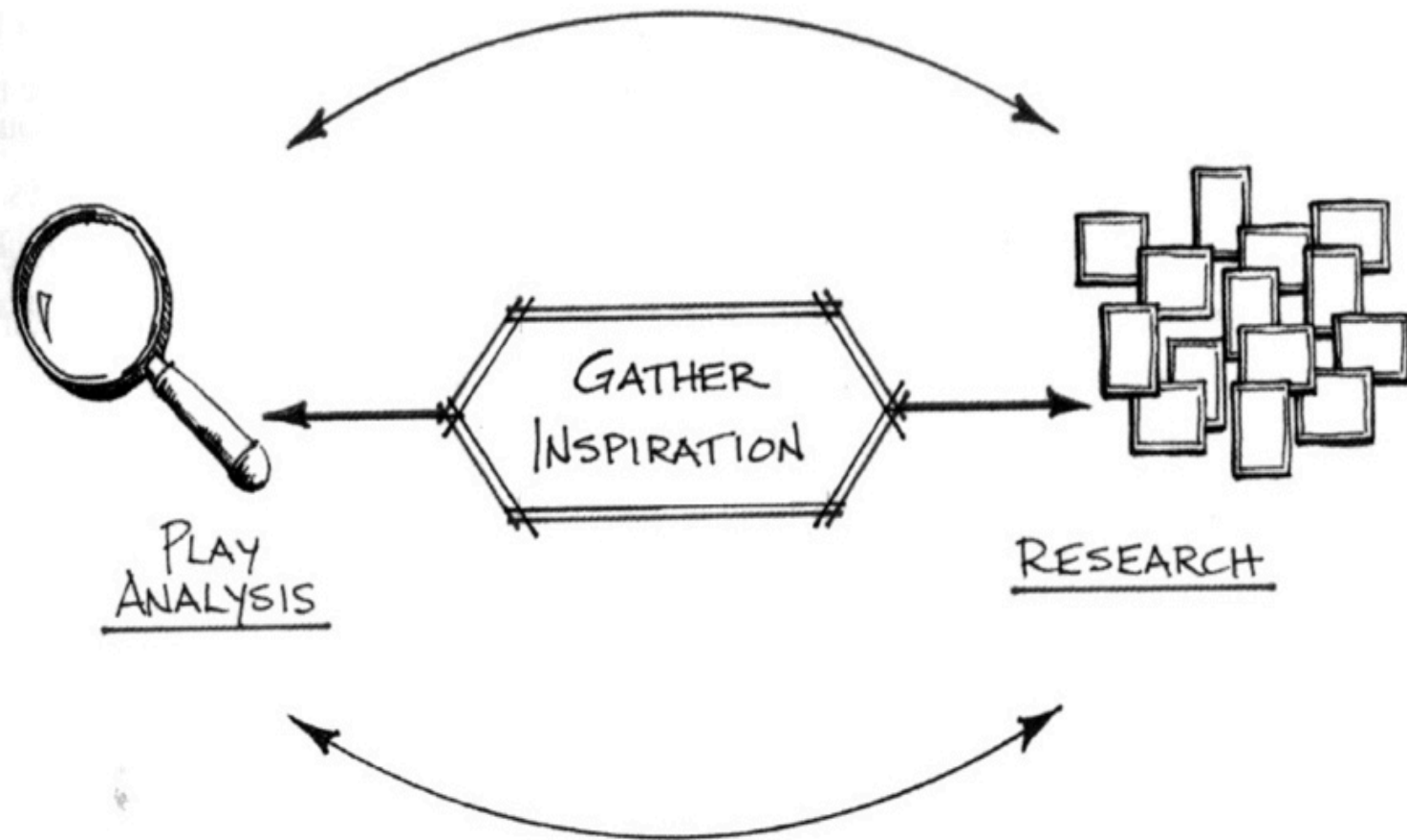


Figure 12.1 Design Process: Gather Inspiration

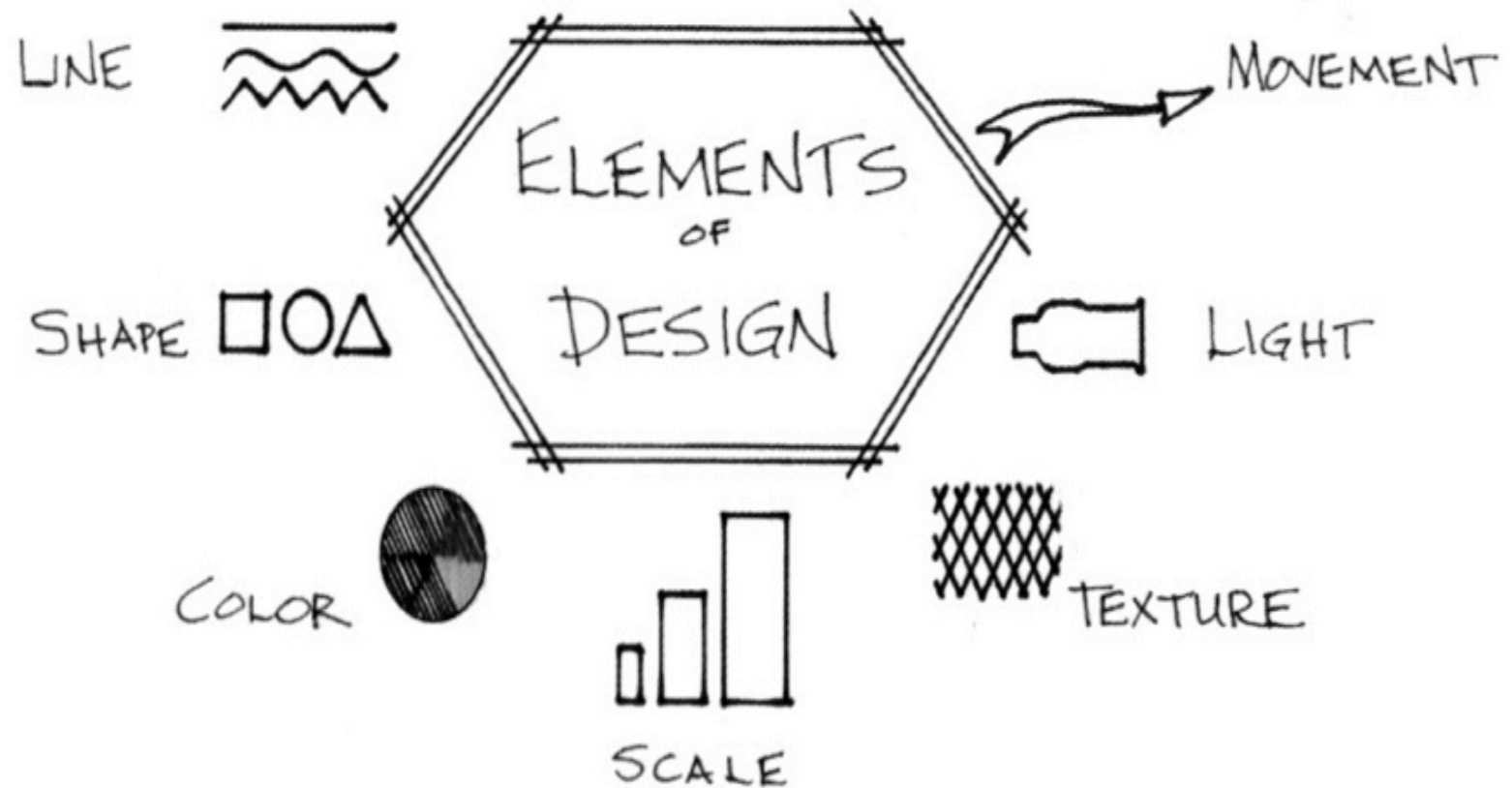
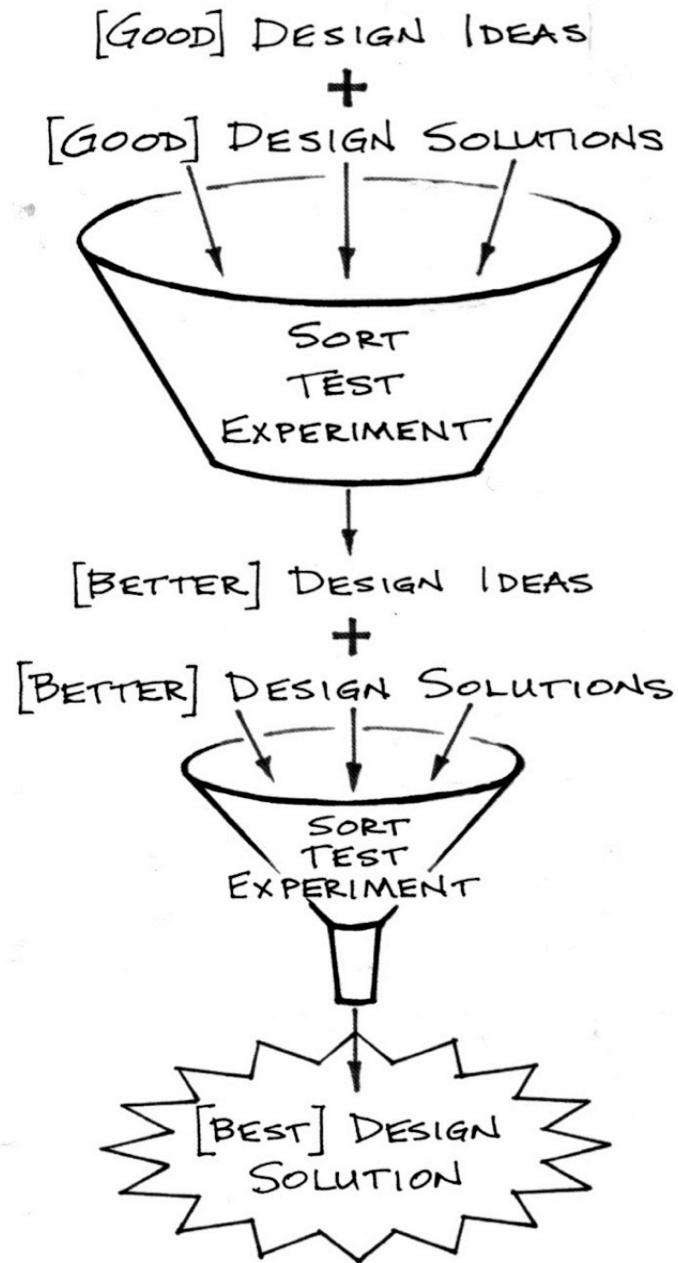


Figure 4.1 The Elements of Design.

START



END

Figure 14.2 Development is a funneling process, where the work is refined and improved.

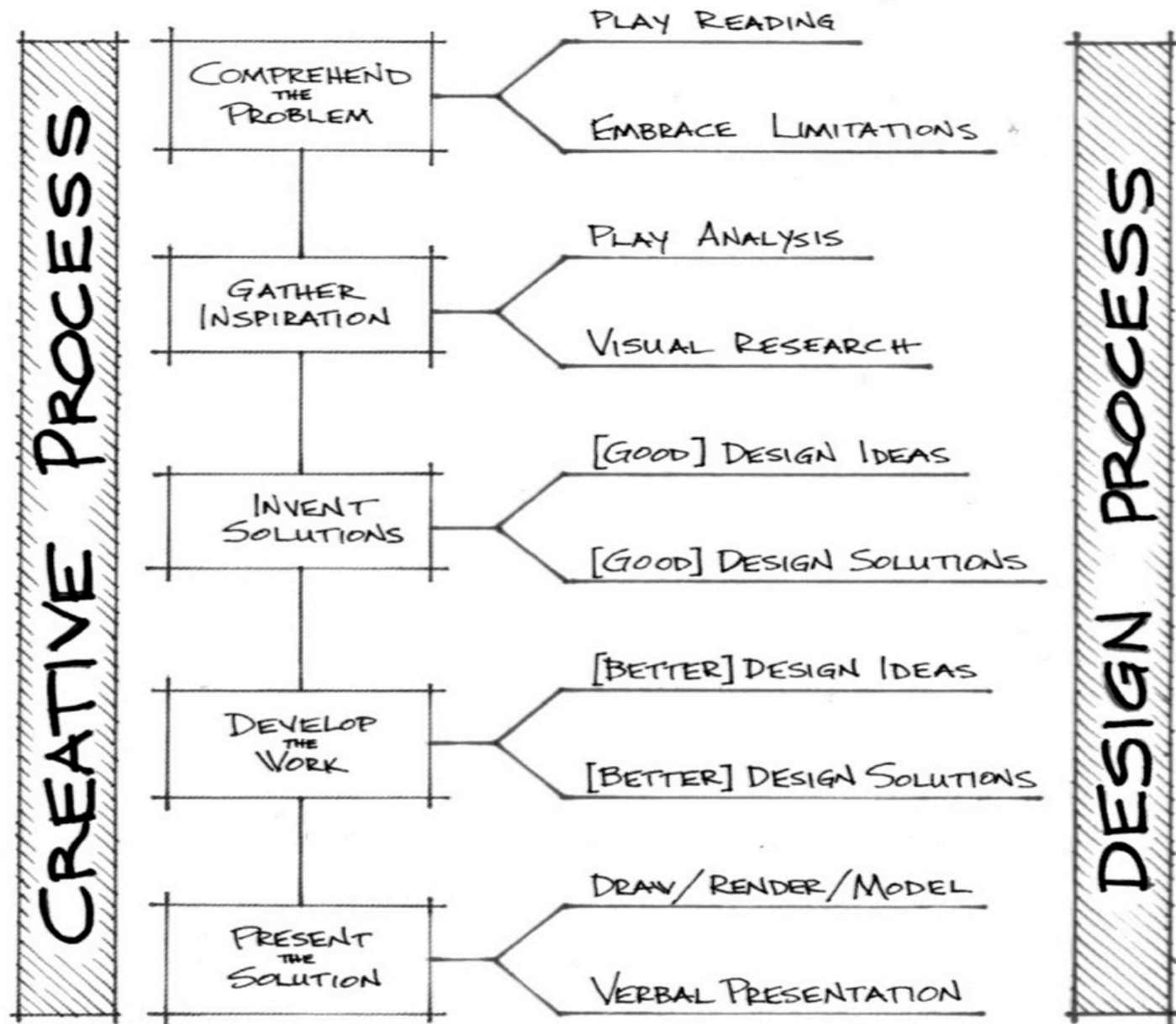


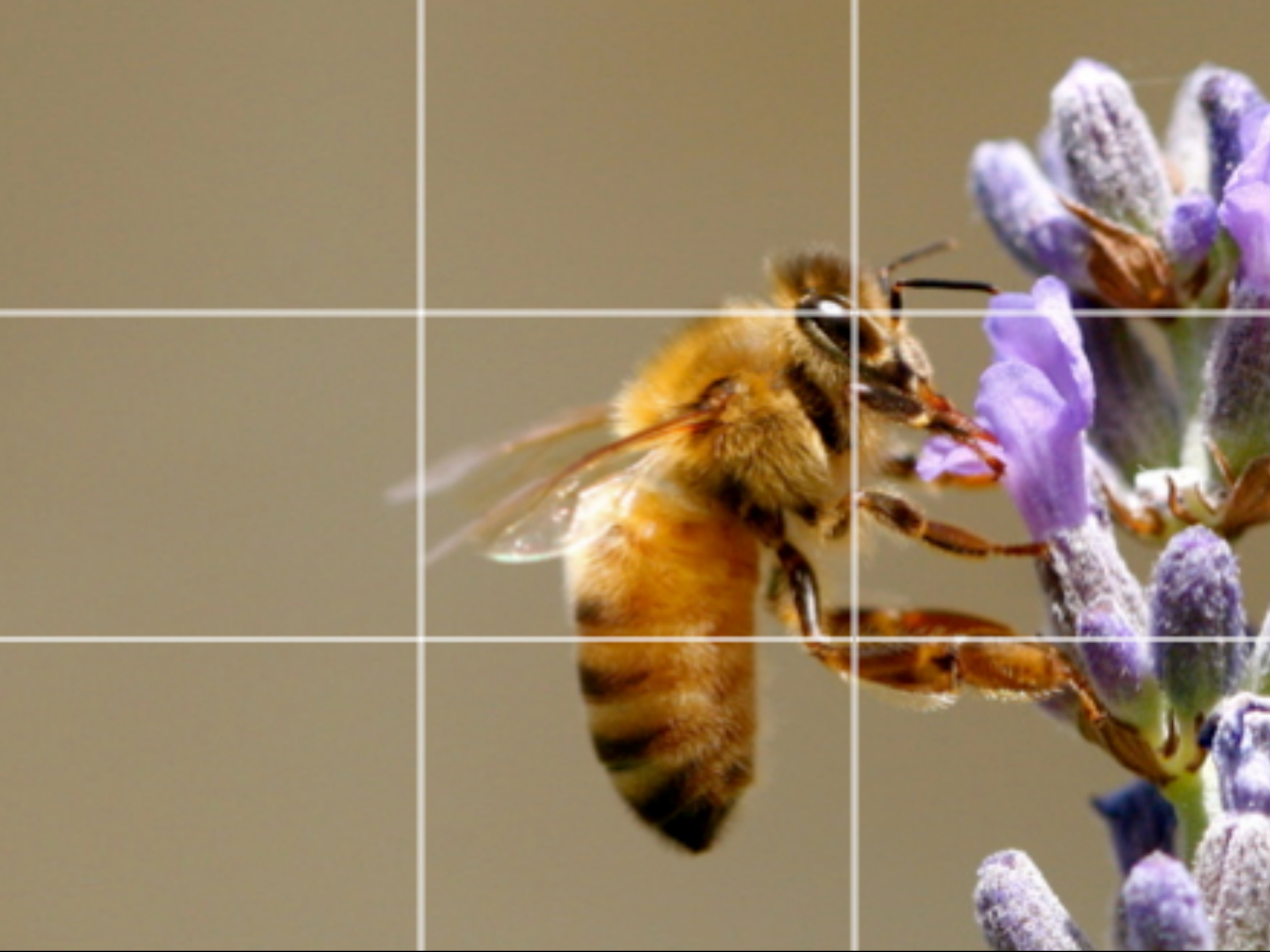
Figure 8.1 The creative process connected to corresponding elements of the design process.

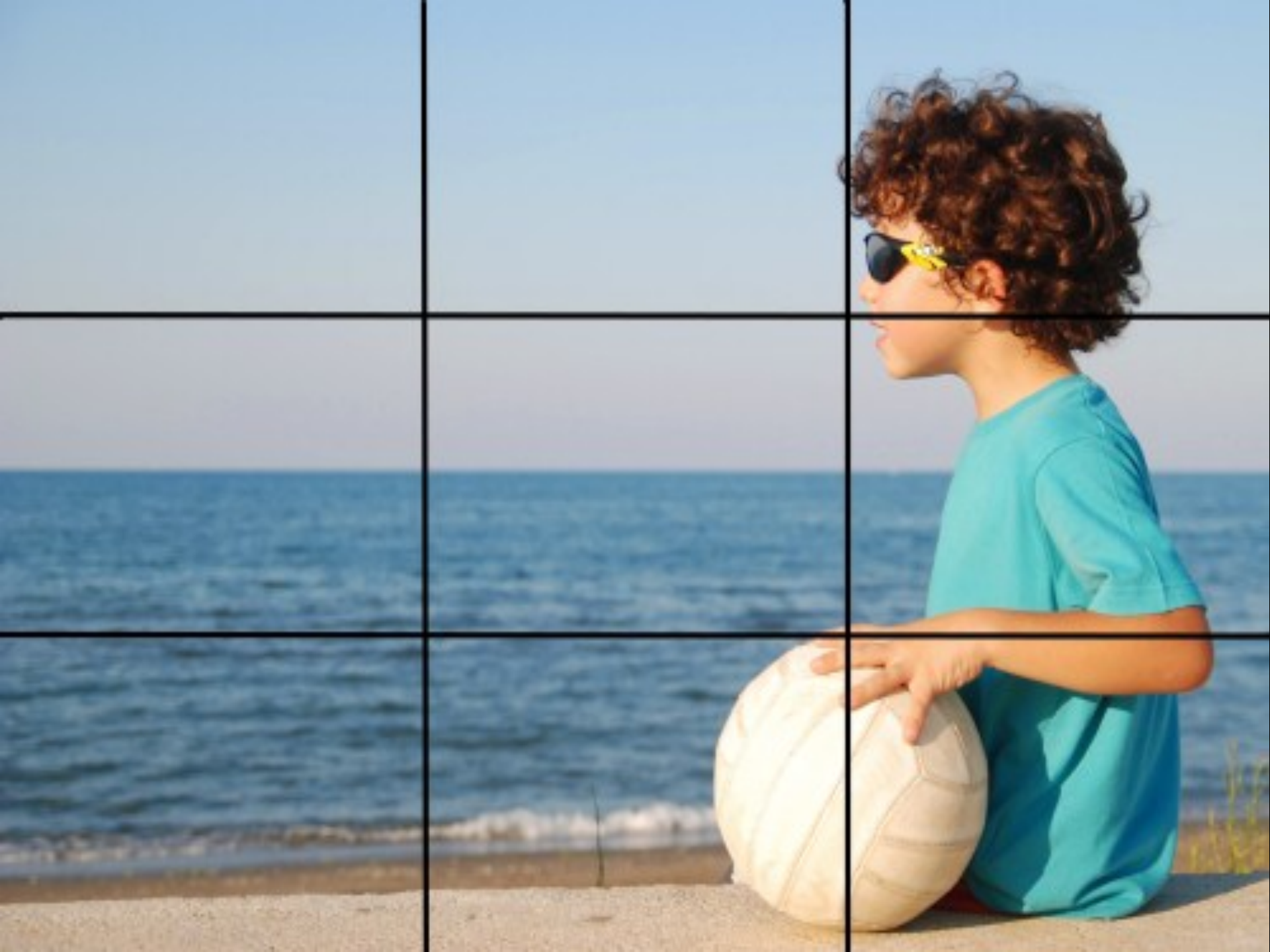
41%
of users focus
here first, longest

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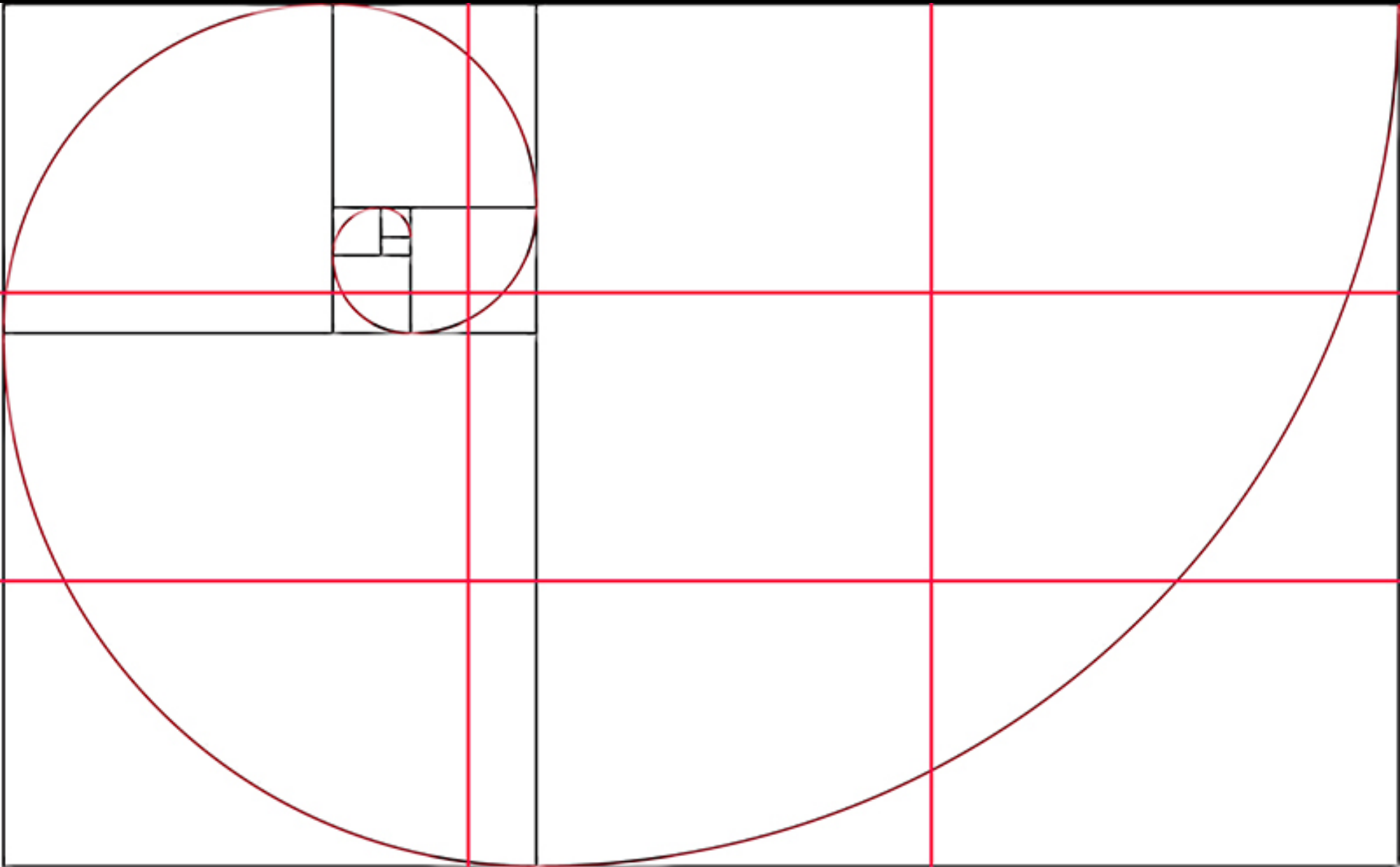
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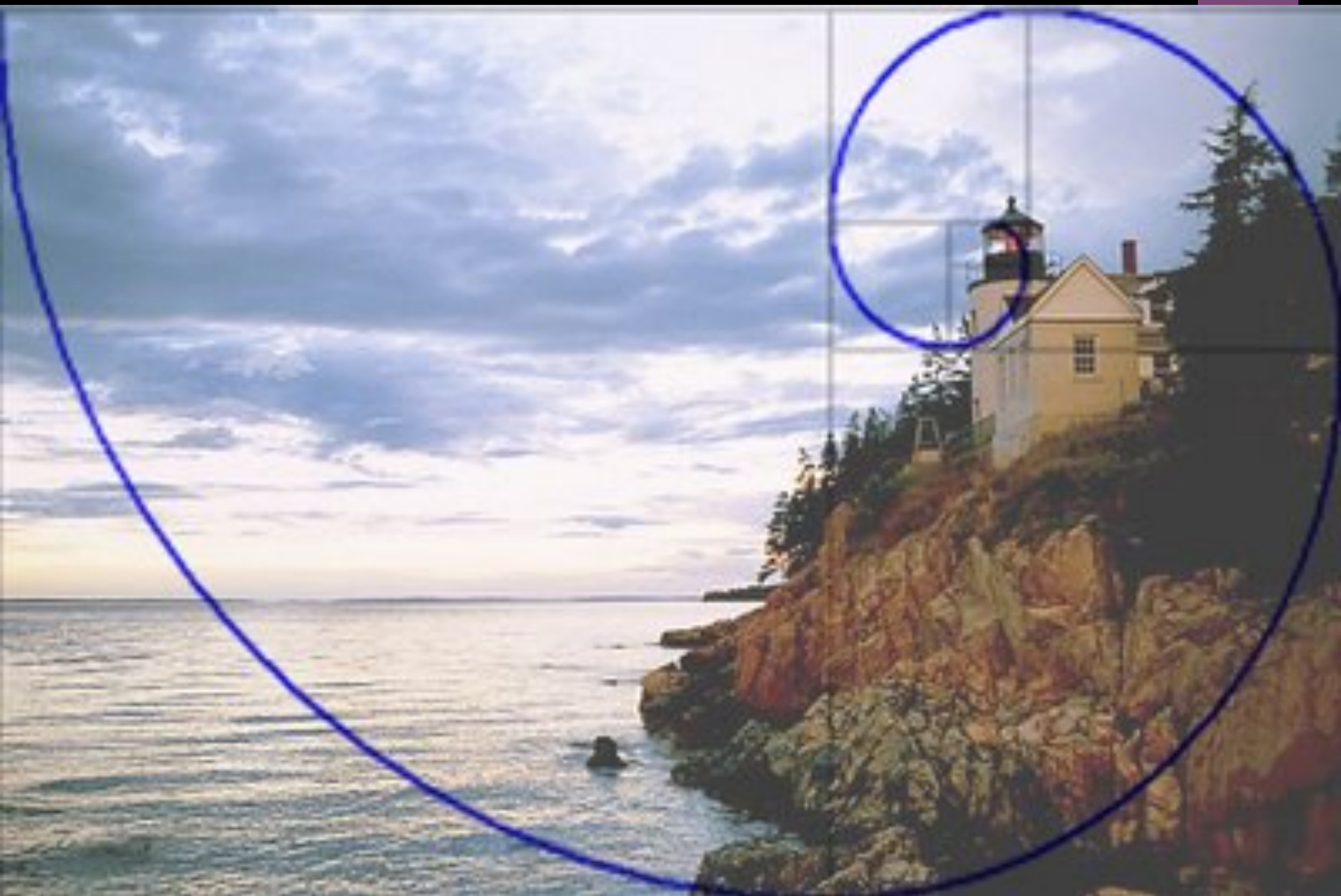
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The golden spiral...





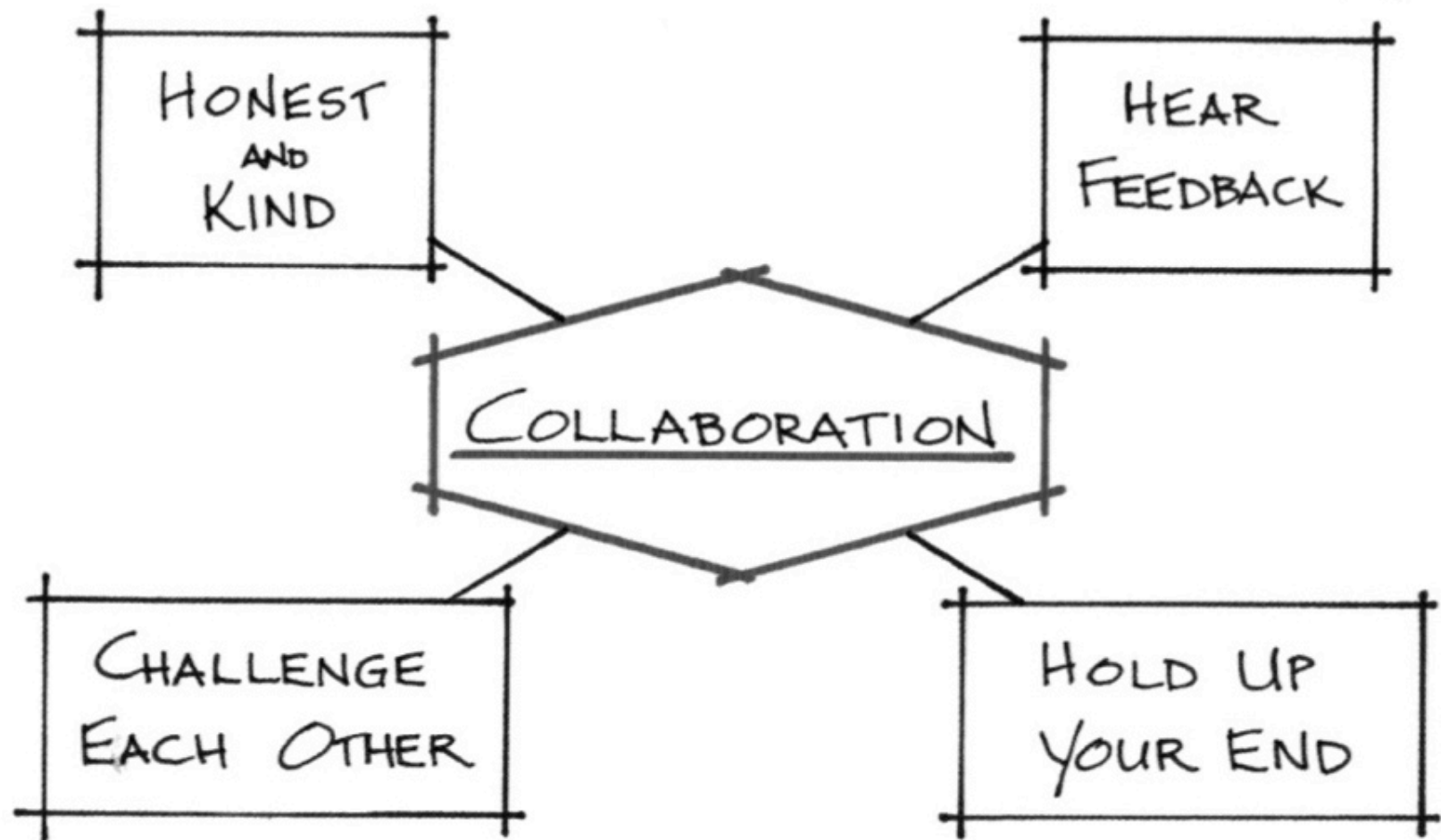


Figure 18.1 Elements of collaboration.

+

Groups

Group 1

Will – Set Designer

Carys-Haf – Costume Designer

Tesni – Puppet designer

Danny – Props designer

Group 2

Nicole – Set Designer

Oliver – Costume Designer

Amy – Props designer

Macx – Lighting Designer

Group 3

Ashley – Set Designer

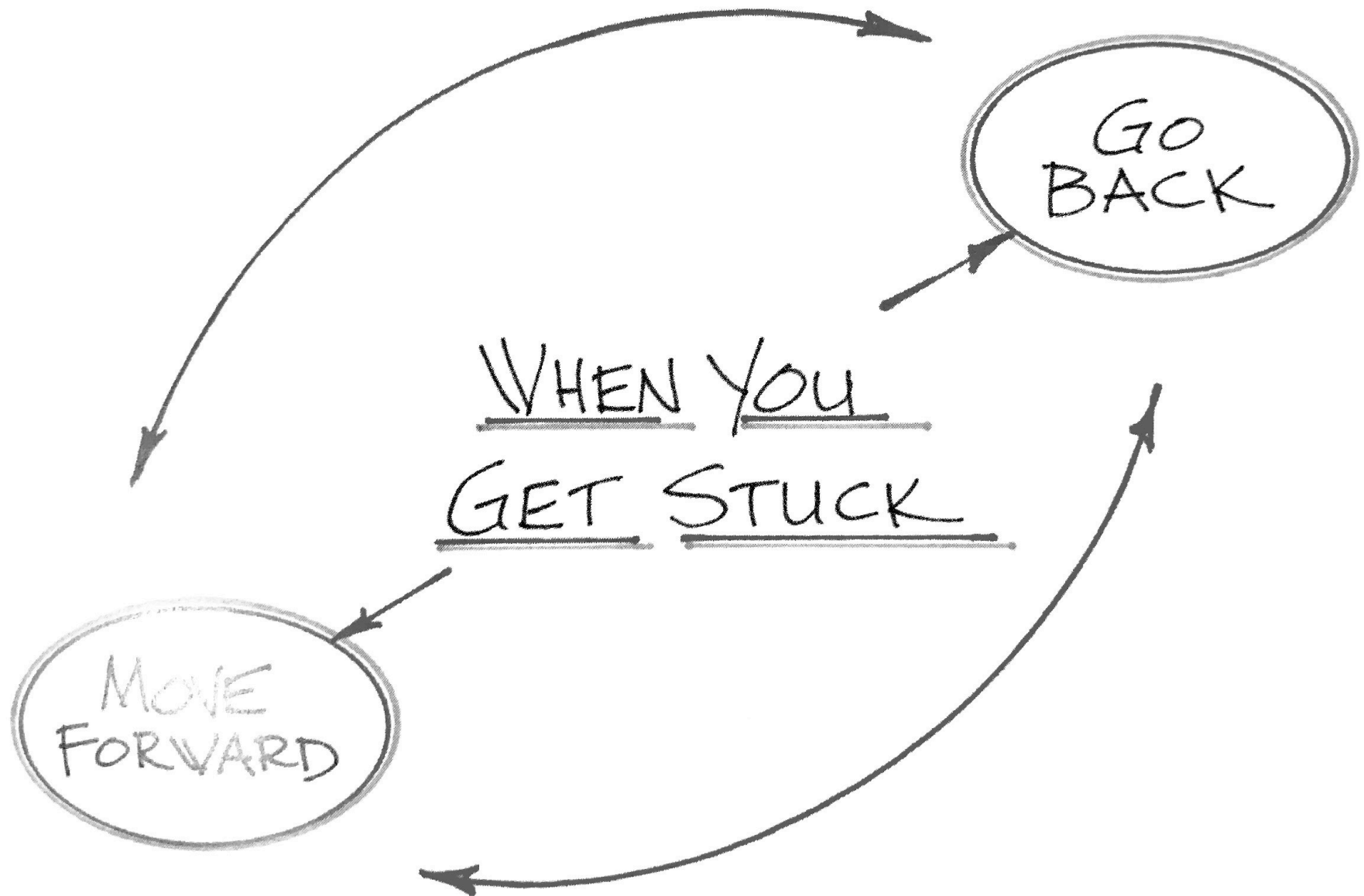
Alexis – Costume Designer

Imogen – Props designer

Mari – Puppet Designer

Ian – Set Construction

And there are only two things to do when
you get stuck



+ Firsts job to do ...

- Name your company
- Set up your Google calendar and share with SJ
- Create your rough schedule - end date, Schedule tutorials etc.
- Agree who will book group slots
- Remember – Communication, scheduling are key to this module!
- Also never be afraid to ask for help or if you don't understand something..

