

THE 7 STEPS OF DESIGN

STEP 1: Commitment

You must make a commitment to yourself to do the best job you can. Get rid of any negative feeling you might have toward the project.

STEP 2: Analysis

First Read Through

Read for fun.

Gain a general understanding of the storyline.

Find out character relationships.

Your emotional response to the play.

Analysis

Second Read Through

Look for moments & incidents within the play that stimulate your imagination.

Look for clues to: time of day, time of year and the place/environment in which the characters live.

Remember no idea is insignificant at this point.

Analysis

Third Read Through

Look for mechanical information: Scene Changes.

Doors, Windows, Furniture, Rocks, and Trees.

Special Effects/Staging

Consider budget.

Ask Questions?

STEP 3: Research

(Historical)

Look for social and cultural norms of the time period

Important dates from the time

Painting, Architecture and Photographs

Magazines/Periodicals and Advertisements

Clothing and people

Others Theatre Production photos

(Conceptual)

Finding possible solutions for problems in text

Colour and texture

Creating an idea from a feeling

Atmosphere

STEP 4: Incubation

Allowing time for your ideas to grow

Set aside your work and let the ideas you have gathered develop.

You must employ good time management and do not procrastinate.

STEP 5: Selection

‘The sifting process’.

Taking all the ideas and solutions and making the best choice for the production.

The selection process is finished when the director &/or you feel your ideas fit the concept

STEP 6: Implementation

Stop planning and start doing!

This is the point when designers and production team create:

Renderings/Sketches, Models/Marquette's

Costume

Props

Puppets

Set construction

Lighting, AV, Sound etc...

STEP 7: Evaluation

This is the time to review your method and your choices.

Not a time to pat yourself on the back, but instead a time to make the connection between what worked and what did not.

Be willing to accept criticism as a helpful and educational tool.

These steps are a tool to help you with your creative process.

It can be a fluid and you may move back and fourth between steps, but try and stay on track!