

# SCENE DESIGN

## THTR 353

### WEEKLY PROJECT #3

In this assignment, we expand upon project#2 by adding to our tool box.  
Notice the guidelines are quite different.  
This project will be due on Monday, February 1, 2016.

#### **WORK WITHIN THESE GUIDELINES:**

- 1) Using the elements of design and composition, create a composition that communicates the feeling or your reaction to each of the words listed below.
- 2) This communication should be non-illustrative and abstract.
- 3) In order to be successful, your design should need no explanation.
- 4) Be prepared to discuss the choices you have made.
- 5) You should have one separate composition for each word.
- 6) The medium, scale, and presentation are of your choice, but it must be a tangible piece and must move beyond black and white, and be a size other than 8 1/2X11.
- 7) This project has no other limits.

The three words to use are: Despair, Anger, Ecstasy

Hints:

Fewer limits....

Use thumbnails to develop your ideas.

Don't be literal or illustrative. Look for the feeling of the idea.

It might be helpful to look up the definition of each word as a way to begin.

Don't just accept your first idea, explore further and reach deeper.

Remember, this is illustrating an idea and it should speak for itself.

Be prepared to discuss your process.

#### **WHY DO THIS PROJECT?**

Production concepts are often complex ideas based upon the interpretation of the script. This exercise is a way to develop skills in converting these verbose ideas into simple illustrative communication. After a lifetime of being forced to conform, I'm now asking you to be completely creative and to think outside the box.

Adding more tools doesn't necessarily mean it makes it easier. It is a good lesson to focus your possibilities.

It's still hard.