

SCENE DESIGN

THTR 353

WEEKLY PROJECT #6

This is your chance to play art critic.

Select a painting – I suggest going to the library instead of the web. (I like books)

This project will be due: Monday, Feb. 23, in class.

WORK WITHIN THESE GUIDELINES:

1). Analyze the painting (in terms of color usage, lines shape composition etc.) What is the artist saying? Why was this piece created? Is there a reason?

And-

research the painting enough that you can present it in it's historical context, it's style and important anecdotal information.)

-what's happening in the world at the time this was painted?

-is this painting part of an art movement?

How might you apply this information , study and research to scenic design?

HINTS:

Find a painting you truly love. It will be more interesting to find out more about it.

Really look at the painting.

A print in a good art book will give you a better sense of the painting (short of standing in front of it)

WHY DO THIS PROJECT?

A picture truly is worth a thousand words. Using art works as reference is like meat and potatoes for designers. It increases your working vocabulary and allows you a means of shorthand communication with the director and other designers.