

SCENE DESIGN

THTR 353

WEEKLY PROJECT #2

This assignment is to create a composition in pure line which communicates the feeling of each of the words listed below. This project is due in class for presentation on Monday, January 26, 2015.

WORK WITHIN THESE GUIDELINES:

- 1) You should prepare a separate composition for each word – don't combine.
- 2) You are creating these to communicate your idea.
This communication should be non-illustrative and abstract. In order to be successful, your design should need no explanation. Be prepared to discuss the choices you have made. You should have one separate composition for each word.
- 3) The medium, scale, presentation are of your choice, but it must be a tangible piece.
- 4) This project is limited to the use of black and white elements only.

The three words to use are: boredom, anger, ecstasy.

Hints:

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. It's hard.