

THTR 353

SCENE DESIGN

PROJECT #4

Great Paintings

Work within these guidelines:

This is your chance to play art critic.

Select a painting – I suggest going to the library instead of the web. This painting should be in the “canon of great paintings”, not something that your Uncle Fred did one afternoon.

After selecting the painting you want, do some research on it: when was it painted? By who? Why? what style or movement does it represent? Any other important anecdotal information.

Analyze the painting in terms of composition, color use, lines, shapes etc.

What is the artist trying to say?

Are they successful? Would you change anything? (This isn't asking you to be arrogant, it is asking you to form opinions.)

Hints:

Print a reasonable reproduction of your painting and using tracing paper overlays, make broad strokes to trace major elements of the composition.

Why do this project?

A picture is worth a thousand words. Using paintings to convey a sense of the style you are after is often something directors and designers use. Learning how to research artists and artistic periods is an essential skill and increases your design vocabulary.

Presentation

You will need a copy of your image (could be projected in the classroom), your research and any tracings you might make. Be prepared to tell us something about the artist and the painting.