Chapter 10

Set Design

• Five elements of scene design
  1) Line
  2) Composition
  3) Color
  4) Mass
  5) Texture

-Line
  * Curved, Straight, etc.

-Composition
  * Balance
  * Horizontal vs. Vertical

-Color
  * Emotions
  * Warm or Cool
  * Bright
  ➢ Color sets tone for the show (you wouldn’t put purple ponies in a set for Sweeney Todd)

-Mass
  * The space it takes up
  * Heavy or light
  * Bare or busy
* Gives an impression of what is happening in a show
  ➢ Using thick fat trees in a real forest vs. Thin willow trees for a dream forest

- Texture
  * Materials used and the “feeling” they project
  ➢ If you are trying to sell a little stuffed animal you would make it fluffy!
  ➢ If you are trying to sell food… you wouldn’t make it fuzzy.

❖ Scene designers objectives
  * Develop and support concept Hint: what we just did with our scene design projects
  * Set tone and style
  * Set time and space (locale and period)
  * Metaphor
    o Jeckyl and Hyde had flames projected on the wall for the metaphor of sinking deeper into Hell
  * Coordinate
    o Lights and set
  * Solve practical
    o If you need a body to fall out of a closet, there better be a closet

❖ Process
  1) Read the Play
  2) Meet
  3) Plan
    a. Overhead
    b. Sectional
    c. Rendering OR Model

❖ Devices
  * Wagon
    o Platform/set on wheels
* Sled
  o Wagon that slides

* Treadmill
  o Across entire stage, literally would act as a treadmill for sets

* Revolve/Turntable

* Fly Loft
  o How you make people fly…
  o Fly System

* Flats
  o Framed walls
  o Muslin or Hollywood