FINAL - Scale Model Design Technical Theatre I Mrs. Hellyer

The purpose of this project is to implement all skills and practices learned throughout the year. Students will complete a brief analysis for a pre-selected show and determine one scene or moment within the script to design in ¼" scale. Models will need to show scenic, costumes, and lighting designs. All model elements will need to be sturdy, detailed, colored, and in proper scale. This project will also serve as your Final Exam grade for the semester. You must still complete this project even if you will be exempt from the exam.





Examples of a scale model shown above. First example shows full color and human figures for scale. Second model shows how the set fits into the theatre space, but lacks color and human figures.

You should be using the scale model of the theatre created in Q1 of this class. If you have misplaced your scale model (or did not make one in the fall), then you will need to make a new model for this assignment. You can find the instructions for how to complete this in Canvas. You will need a piece of *black* foam board or cardboard. Each individual will be responsible for completing their own unique set, costume, and lighting design. This is *not* a copy project. I do not advise watching a video to begin your design process.

All elements in your design can be handmade or store-bought (like model elements from a craft store), but the designs as a whole must be original. The scenic design must be three dimensional, practical for the stage space, and modeled in proper scale. Costume designs may be hand drawn and colored on a separate sheet of paper *or* built in scale to the model and placed inside. Lighting designs may be drawn using colored pencils on *black* paper *or* implemented in the model using flashlights and gel books. Further details for these elements will be provided during class.

This assignment will be broken down into the following portions as the year continues. All assignments will be due at the end of the weekend (Sunday or Monday, if there is a school holiday) at 11:59pm. At each Completion Date, you must have fully completed one element of your design (either scenic, costume, or lighting).

Script Selection Initial Design Notes Design Concept Collage	due Sunday, April 4 due Sunday, April 4 due Monday, April 12	Daily Grade Daily Grade Major Grade		
Rough Drafts	due Sunday, April 18	Major Grade		
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Completion Date 1	Sunday, April 25	Daily Grade		
Completion Date 2	Sunday, May 2	Daily Grade		
Completion Date 3	Sunday, May 9	Major Grade		
Feedback Sessions	Week 4.9 (see timeline)	Daily Grade		
Final Project	due Sunday, May 16	Major Grade <u>and</u> Final Exam Grade		
Extra Credit Live Presentation Monday, May 17 (B) - Tuesday, May 18 (A)				

This year, students will be designing a scene or moment from an approved play or musical of their choice. A full list of Broadway musicals can be found here. Your selection must be from a stage production, not a movie or TV show (HINT: Some movies are based on plays or musicals!)

Final Project Timeline

Date	Topic/Assignment	
Monday, March 29 (B) Tuesday, March 30 (A)	Project Explanation, Instructions, Timeline	1
Wednesday, March 31 (B) Thursday, April 1 (A)*	Work Day *Today is an early release day. You will have a shorter class on this day	2
End of Week 4.3 Sunday, April 4	Script/Scene Selection Due Initial Design Notes Due	
Monday, April 5 (B) Tuesday, April 6 (A)	Concept Reminders	3
Wednesday, April 7 (B) Thursday, April 8 (A)	Work Day / Concept Feedback Day	4
Friday, April 9 (B)	Work Day / Brain Break Day	
End of Week 4.4	Design Concept Collage Due	

Monday, April 12			
Tuesday, April 13 (A) Wednesday, April 14 (B)	Costume Design Notes Work Time	5	
Thursday, April 15 (A) Friday, April 16 (B)*	Scenic and Lighting Design Notes Work Time *I will be gone on Friday, April 16. There will be NO Zoom class and in-person students will have a sub or be relocated to a different location.	6	
End of Week 4.5 Sunday, April 18	Design Rough Drafts Due		
Monday, April 19 (A) Tuesday, April 20 (B)	Work Time (Scenic, Lighting, or Costumes)	7	
Wednesday, April 21 (A) Thursday, April 22 (B)	Work Time (Scenic, Lighting, or Costumes)	8	
Friday, April 23 (A)*	Work Day / Brain Break Day *Today is an early release day. You will have a shorter class on this day		
End of Week 4.6 Sunday, April 25	Completion Date #1 Completed either Scenic, Lighting, or Costume design		
Monday, April 26 (B) Tuesday, April 27 (A)*	Work/Feedback Time (Scenic, Lighting, or Costumes) *Tuesday, April 27 is the English I EOC. Only testing students will be on campus. There will be NO in-person or Zoom class.	9	
Wednesday, April 28 (B) Thursday, April 29 (A)*	Work/Feedback Time (Scenic, Lighting, or Costumes) *Thursday, April 29 is the English II EOC. Only testing students will be on campus. There will be NO in-person or Zoom class.	10	
Friday, April 30 (B)	Work Day / Brain Break Day		
End of Week 4.7 Sunday, May 2	Completion Date #2 Completed either Scenic, Lighting, or Costume design		
Monday, May 3 (A) Tuesday, May 4 (B)	Gallery Walk Work/Feedback Time (Scenic, Lighting, or Costumes)	11	
Wednesday, May 5 (A) Thursday, May 6 (B)	Work/Feedback Time (Scenic, Lighting, or Costumes)	12	
Friday, May 7 (A)	Work Day / Brain Break Day		
End of Week 4.8	Completion Date #3		

Sunday, May 9	Completed either Scenic, Lighting, or Costume design	
Monday, May 10 (B) Tuesday, May 11 (A)	Feedback Sessions *Tuesday, May 11 is the Biology EOC. Only testing students will be on campus. There will be NO in-person or Zoom class.	13
Wednesday, May 12 (B) Thursday, May 13 (A)	Feedback Sessions *Wednesday, May 12 is the Algebra and US History EOC. Only testing students will be on campus. There will be NO in-person or Zoom class.	14
Friday, May 14 (B)	Work Day / Brain Break Day	
End of Week 4.9 Sunday, May 16	Final Project Due Photos/Videos and reflection due in Canvas	
Monday, May 17 (A) Tuesday, May 18 (B)	Extra Credit: Live Presentation in Class	15