Technical Theatre

Unit Four: Scenic Materials

Color Elevation / Detailed Set Piece

The Importance of Understanding the Capability of Tools:

As a <u>student of design for theatre production</u>, the understanding of the possibilities each of the tools offers for the creation of new and interesting scenery is absolutely necessary. As a student of design, <u>you are both artist and craftsman</u>, and you must design within the perimeters of what your shop can produce. (For instance, do not design a steel-frame set if you do not have a welder in your shop.) The challenge is to understand the tools well enough to get the most out of them when building a design. With this knowledge, you will be much less restricted when designing.

The Assignment:

- 1. From your finished set design, <u>DESIGN A STOCK SCENERY PIECE</u>, including a <u>flat</u> (wall section), <u>platform</u> (raised floor section), or <u>stair unit</u>, and SKETCH how it will look when it is built, including finish paint, trim, etc. <u>Have this approved</u>.
- 2. Create a <u>COLOR ELEVATION</u> of this piece showing the detail of the design. This can be done with pencils, markers, pastels, paints, or a color computer printout. The elevation should be drawn well and <u>to scale of at least 1"=1'</u>. You should choose your piece based on the opportunities it offers for detailed design, and interesting choices.

Tools to Use:

<u>Make several rough sketches</u> of your piece before starting the final one. Make decisions about color and texture for that part of the set on a detailed scale. Use a ruler or scale for every straight line on the plan, making sure the length is scaled to the real dimension. Use at least 1″=1′. <u>Practice using your color medium</u> to reflect the texture of the paints on the finished piece as closely as possible. Take your time.