

THET110
Notes
October 1, 2012

I. Theater Design

A. Theater spaces

1. Proscenium stage: (or picture frame stage)
 - a. The 4th wall – imaginary wall between actors and audience
 - b. All of the audience is in front of the stage
 - c. Advantage – special effects and backgrounds
2. Thrust stage:
 - a. Or ¾ stage
 - b. Audience surrounds three sides of the stage
 - c. More intimate experience
3. Arena stage: (or theater in the round)
 - a. Audience surrounds the whole state
4. Black box
 - a. Can have multiple configurations, flexible space

B. The fly systems

1. A pulley system
2. The fly loft, fly rails, battens (poles that sets and lights can hang from)
 - a. Used to lower things down

C. Trap system

1. Parts of the stage that can be removed, lowers things/people under the stage

D. The wings

1. Stage left or right

E. Orchestra pit

F. Theater superstitions

1. The ghost light – always should leave a light on to keep the ghost “happy”; but really should always leave a light on anyway because it is dark and you need to be able to find the light switch
2. “The Scottish Play” – not supposed to say Macbeth in the theater because it is bad luck

G. Stage directions

1.

upstage right	upstage	upstage left
stage right	center stage	stage left
downstage right	downstage	downstage left
audience	audience	audience

H. Types of designers

1. Scenic
2. Lighting
3. Costume
4. Sound
5. Video/projections

I. Steps in the design process

1. Reading the play

2. Concept meeting with director
 3. Research
 4. Research meeting with director
 5. Drafts – sketches and white models
 6. Design run – makes sure costume and set is built in a way that it can be used how it is needed (ex: if someone needs to be jumping on a table)
 7. Budget
 8. Blueprints, models, lighting plots and patterns with fabric swatches to the shop
 9. Technical rehearsals (lighting designers)
 10. Previews
 11. Opening night
- J. Considerations when evaluating design
1. Is the design functional?
 2. Does the design help to tell the story by creating a world for the play?
 - a. Actors wear costumes, characters wear clothes
 3. Do all the elements of design work together?
 4. Does the design stand out?