

## SCENIC DESIGN SELF REFLECTION QUESTIONS

1. In 2-3 sentences, describe or re-state your design concept.
2. Think about the research you conducted for your adaptation. On a scale of 1 – 5 (1 being poor and 5 being Excellent) how would you rate your research? As you reflect consider the following questions: Does your research thoroughly represent your vision of your concept? Does your research clearly articulate your time period & mood? Is your research clearly evident in your final designs? Be sure to explain why you have selected your rating and provide justification for your rating.
3. Ground plan – Reflect upon your design process and your final ground plan. On a scale of 1-5 (1 being poor and 5 being Excellent), how would you rate your final ground plan? As you reflect, consider the following questions: Does your ground plan clearly & thoroughly represent the world of the play and the adaptation you wanted to create? In 2-3 sentences, justify your rating for your ground plan. Consider how you envisioned the world of your adaptation. What were the strengths in your ground plan? What would you change or improve upon if you could start over?
4. Rendering – Reflect upon your design process and your final rendering. On a scale of 1-5 (1 being poor and 5 being Excellent) how would you rate your final rendering? As you reflect, consider the following questions; Does your rendering clearly represent the world of the play and your design concept? Did your color and design choices clearly reflect the mood of your adaptation? In 2-3 sentences, justify your rating for the rendering. Also consider what would you change if you had the opportunity to?
5. What advice would you offer to future students regarding creating a concept or working on the design process?
6. If you had the opportunity to start this scenic design project over, what would you do differently?
7. What is an aspect of the design project for which you are most proud of? What do you feel you were successful at?