

# TH-KF-IIIB-02-R

## Advanced B Reflection

### **What was the theme of your play?**

The theme of the play was the impossibility of truly escaping reality.

### **Did you clearly state this theme in your presentation? How?**

Yes. It was specifically stated in the “theme” slide and integrated in the dreamlike elements of the design.

### **What was your production concept for this play?**

Dim lighting and a focus on colors as symbols for different moods. Dreamlike elements in the set accomplished mostly through exclusion of some realistic elements.

**Please briefly describe your vision for each tech area. Please include what you used as samples to present these areas (including sketches/renderings, collage, models or other)**

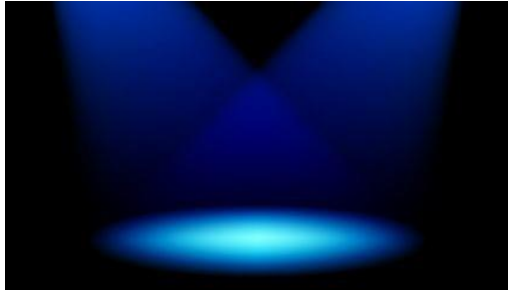
### **Scenic Design**

The set should be minimalist, consisting of three flats and any needed furniture (mostly described in Williams’ notes). One flat can be set up stage of the others to create the illusion of another room. The fire escape should be movable so it can be brought on and offstage.



## Lighting Design

Lighting should be dim and use colors to symbolize the mood of each character. Lights should be focused more on characters than the set, leaving much of it in darkness.



## Sound Design

Very soft circus music should be played when a moment focuses on Laura. A fiddle should be played when Tom mentions it, and during his significant monologues.

## Costume Design

Most clothes should be from the 1920s and cheap or fake fashion for the wingfields. Use color to symbolize each character (violets and blues for Laura, greys and blues for Tom, faded royal colors like red and off-white for Amanda, bright colors for the gentleman caller).



## Make-up Design

Makeup should be minimalist. The heaviest makeup should be used on Amanda and focus on red. Some blush and blue eyeshadow can be used on Laura. Model makeup after 1920s-30s styles. Some slight aging effects should also be used on Amanda.



## **Props Design**

(Pictures included with scenic design)

Very few props other than furniture, the typewriter, picture frame, and the glass animals. Things like forks and spoons should be missing to add to the dreamlike aspect of the play. Focus on suggestion.

## **Graphic Design**

Blue roses on the middle scenic panel when necessary.

### **What do you feel were the strengths of your Design Concept?**

I thought that the lighting was best because it focused so much on color, its symbolism, and its power to create a mood. The colors in general I thought really added to the dreamlike aspect I was trying to convey.

### **What have you learned about your skill level regarding design techniques through developing this project and how will this new knowledge be of use to you in the future?**

I need to learn more vocabulary in lighting design and do more experimenting with lighting in general. I think I know what I'm talking about in most aspects other than lighting. In the future I will try to be more knowledgeable on the subject.

### **What adjustments might you make to this specific Design Project if you were to work on it again?**

I would add more graphic design and sound elements to the play, especially music because it could really help convey the theme.

### **Have you identified areas of skill and technique in through which your work would benefit from additional focus and training and, if so, what plans do you have to do so?**

I think more training in lighting and makeup would help me a lot. If I can find a suitable program in college, I will have to take it. I will also have to do more experimentation with makeup.