

## ***Part of Speech Stories***

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### **Project Goals**

- ❖ To be able to clearly demonstrate “words” visually in a theatrical setting
- ❖ To take the following givens into consideration:
  - Human scale, position, number of people
  - Gravity
  - Scale and nature of a particular space
- ❖ To consider the following very basic tenets of design and to be able to manipulate them to the advantage of the story you are telling and to be able to articulate how you have utilized them:
  - Color
  - Texture
  - Rhythm
  - Tone
  - Direction
  - Scale
  - Line
  - Volume
  - Positive and negative space
  - Contrast or lack thereof of the following:
    - Balance/Instability (on stage, humans are always part of this equation)
    - Symmetry/Asymmetry
    - Regularity/Irregularity
    - Unity/Fragmentation
    - Economy/Intricacy
    - Understatement/Exaggeration
    - Predictability/Spontaneity
    - Activeness/Stasis
    - Subtlety/Boldness
    - Neutrality/Emphasis
    - Consistency/Variation
    - Accuracy/Distortion
    - Flatness/Depth
    - Singularity/Juxtaposition
    - Sequentiality/Randomness
    - Sharpness/Diffusion
    - Repetition/Episodicity
    - Composition Types
      - Symmetrical
      - Asymmetrical
      - Radial
      - Crystallographic
      - Balance (includes humans as part of composition)

## Project Guidelines

### For this project you will:

- ❖ design three theatrical worlds which each of which evokes an emotion and implies story
- ❖ use any materials you wish, but the final outcome must be in scale and color and contain scale figures engaged in the story you are telling
- ❖ Think of design in four dimensions
- ❖ Design a fourth theatrical world that embodies the sentence you will construct

## Facility Requirements

- ❖ Nosuch Theater, Proscenium configuration, as found on the class website:  
[http://www.andrew.cmu.edu/user/amundell/Scene\\_Design\\_One/](http://www.andrew.cmu.edu/user/amundell/Scene_Design_One/)

## Project Products

### Due for this project will be:

- ❖ Paragraph on each design, detailing how you have achieved your goal
- ❖ Verbal Presentation of above
- ❖ Research Notebook (at least 1” of paper research)
  - No more than ½ of those sources may be web resources!
- ❖ 1/8” Scale color models for EACH of your parts of speech
- ❖ ¼” Scale color model for your sentence
- ❖ Each model must include
  - figures as an integral part of the composition.
  - representation of two rows of audience
  - a clean, precise presentation in both the box and the model

## Project Timeline

	Day	Date	Time	Agenda	Due	Reading Due
	Monday	8/27	1:00-4:30	Welcome and Introduction Discuss Class Format Begin Part of Speech Project Discussion and demo of construction for 1/8” model boxes and models Discuss TV Workshop		
	Friday	8/31	4:30-6:30	Pizza Party-Model building session		
	Monday	9/3	1:00-4:30	Labor Day No Class		
	Friday	9/7	4:30-6:30	Pizza Party		
	Monday	9/10	1:00-4:30	Discuss Research Discuss list of what word is and isn't. Meet with TV Project collaborators.	Research List of what words are and aren't . All Model Boxes, including ¼”(2 for Scenic Designers)	TV Workshop scripts read/
	Friday	9/14	4:30-6:30	Pizza Party		

Monday	9/17	1:00-4:30	Words-First Draft Words-Rough Models	Rough Model	
Friday	9/21	4:30-6:30	Warehouse scouting trip		
Monday	9/24	1:00-4:30	Words-Second Draft Work in class TV Workshop Check-in	Rough Models	
Friday	9/28	4:30-6:30	Warehouse Pick-Up		
Monday	10/1	1:00-4:30	<b>T.V Workshop: finish work as needed</b>		
Friday	10/5	all day	<b>T.V Workshop</b>		
Saturday	10/6	all day	<b>T.V Workshop</b>		
Sunday	10/7	all day	<b>T.V Workshop</b>		
Monday	10/8	1:00-4:30	Discuss Parts of Speech Project next steps Discuss Director's letters Review Words Models	Models Sentences Research	
Friday	10/12	4:30-6:30	Pizza Party		
Monday	10/15	1:00-4:30	Discuss Director's letters, sentences, research Review Rough Sentence Models	Rough Sentence Models Director's letters	
Friday	10/19	4:30-6:30	No Pizza Party	Mid-semester Break	
Monday	10/22	1:00-4:30	Review Final Sentence Models	Final Models	