

Fall 2009  
Scene Design Two  
Anne Mundell Instructor  
Assignment #1

## *The Skriker*

---

### **Project Goal**

**You will design a set for *The Skriker*-by Caryl Churchill.** This design will focus on the following priorities:

- ❖ Creating a unique universe in which this play can take place
- ❖ A distinct point of view on what is happening in the play
- ❖ Questioning what the magic in this piece is
- ❖ Thorough understanding of where the magic is derived in literature
- ❖ Understanding of the questioning of the roles of “good” and “bad” women in society
- ❖ Define “natural” vs. “unnatural”

### **Project Guidelines**

**For this project you will:**

- ❖ Design for the Rauh Studio Theater, any configuration with at least 100 seats. (as seen on the server documents).
- ❖ Do a thorough job on research of both of the imagery and more concrete details.
- ❖ Think of design in four dimensions, length, width height and TIME.
- ❖ NOT make any assumptions at the beginning. Not design scenery, but create a new world from the bottom up.

### **Project Products**

**Due for this project will be:**

- ❖ Director’s Letter
- ❖ Image/Theme/Metaphor list /script breakdown
- ❖ 1” of Research from many sources, emotional and contextual
- ❖ ¼” Model which can illustrate all scenes.

### **Project Timeline**

	<b>Day</b>	<b>Date</b>	<b>Time</b>	<b>Agenda</b>	<b>Due</b>	<b>Reading Due</b>
	Monday	8/24	1-4:30	Introduction Individual Student Meetings		
	Friday	8/28	3-5	Pizza Party		
	Monday	8/31	1-4:30	Discuss <i>Skriker</i> Look at Rauh boxes	Rauh box emotional	<i>Skriker</i>

				Look at research Look at breakdowns	research breakdown	
Friday	9/4	3-5		Pizza Party		
Monday	9/7	No Class		Labor Day	Email director's letters to Anne	
Friday	9/11	3-5		Pizza Party		
Monday	9/14	1-4:30		Review Basic Worlds and approaches.	Basic World in model	
Friday	9/18	3-5		Pizza Party		
Monday	9/21	1-4:30		Review Scene by Scene Discuss TV Workshop	Scene by Scene in model	
Friday	9/25	3-5		Warehouse/TV Project Planning		
Monday	9/28	1-4:30		Final Review, <i>Skriker</i>	<i>Skriker</i> complete	
Friday	10/2	3-5		Warehouse/TV Project Planning		
Monday	10/5	1-4:30		Introduce <i>The Visit</i>	Chosky box	<i>The Visit</i>