

**JUSTIFY** - Give clear reasons WHY you have made these design decisions- why is each choice you have made appropriate for this particular character/scene at this exact point in time? What effect would it have on the audience?

## Everything from head to foot:

Hair

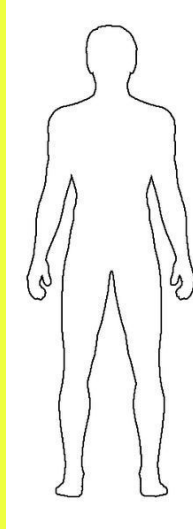
Make-up

Top/Torso

Bottom/Legs

Feet

Accessories/Personal Props



### Colour

Can be used symbolically or to reflect the context and the character's personality.



### Material

What would each item be made from and why is this appropriate for the time period and the character?

## COSTUME

### Style

The design of an item, e.g. flared trousers, pencil skirt, high heeled shoes, beehive hair, tank top.



### Condition

How well an item has been looked after, e.g. holey and patched up trousers, clean and ironed shirt, polished shoes.



### Fit

How well something fits the actor's body, e.g. tight, baggy, floor-length, mini.



## Stage Configuration:

### Proscenium Arch

End-on  
Traverse  
In the Round  
Thrust  
Promenade



## Scale

Size and shape.

## Revolve

A mechanically controlled platform that can be rotated in order to speed up the changing of a scene.

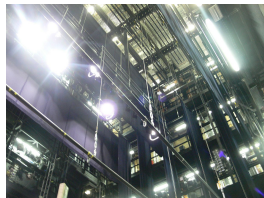
## Projection

Projecting images on to the set to give the illusion of reality on stage.

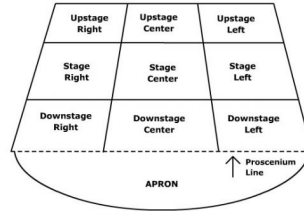


## Fly System

A fly tower can store large pieces of set and then lower them down on to the stage very quickly.



## Positioning



## Material/Texture

What is each item made from?

## SETTING (and Furniture and Props)

## Colour

Can be used symbolically or to reflect the context.



## Rostra

Staging 'building blocks' used to create raised areas.



## Truck

A wheeled platform, like a low rostrum, on which a set or part of a set is built to enable it to be quickly and quietly moved in place on stage.



## Cyclorama

A large stage curtain, often concave, positioned at the back of the stage area, used for projection or lighting purposes.

## Backdrop

A painted curtain or wall that hangs in the back of the stage to indicate scenery.

## Flats

A piece of scenery used to represent a wall or to conceal a backstage area.

## Entrances and Exits

Read the extract carefully to work out where these would need to be.

## Lanterns (Stage Lights):

### Floodlight

Throws out a clear, wide-angled, large amount of light - a 'wash'.



### Profile Spotlight

More narrow, intense, sharp-edged spots of light directly on to a place or person.



### Pin Spotlight

A spotlight so tightly focused that it lights only a very small area.



### Fresnel Spotlight

A soft-edged spotlight - the beam can be shaped by the four barndoors attached to the front of the lantern.



### Follow Spotlight

Manually operated lights which are used to highlight performers and follow their movements onstage.



## Special Effects

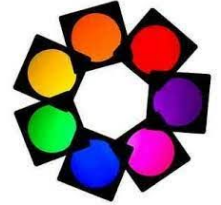


### Strobe Light

Produces flashes of light, that give a 'jerky' effect.

### Colour Filter/Gel

Sheets of plastic placed in the front of lanterns to colour the beam - can be combined to achieve just the right colour. Colour can be used symbolically or to indicate time of day, location or mood.



### Gobo

Thin metal plate with specific shapes cut out to produce a design which can then be projected by a spotlight.



LIGHTING

### Intensity

How hard/bright or soft/dim a light is.

### Shadows

Can be used for tense/unsettling scenes, e.g. uplighting.

### Angles/ Direction

To highlight parts of the stage or create shadows.

### Transitions

Fade In/Out, Cross-fade, Snap, Blackout.



### On Stage Light Sources

Standard Lamp, torch, candle, street light, etc.





## Diegetic Sound

Any sounds which come directly from the world of the story (e.g. footsteps, dialogue) - the characters can hear diegetic sounds.



## Non-Diegetic Sound

Any sounds which do not come directly from the world of the story (e.g. voiceover, tense music) - the characters cannot hear non-diegetic sounds.



## Amplification Level

How loud or quiet is the sound?

**SOUND**



## Incidental Music

Music that accompanies a scene but isn't part of the world of the play - can emphasise a particular atmosphere or bring out the emotion in a scene. When it is played quietly during a scene, it is called **UNDERSCORING**.

## Soundscape

A collection of sounds which are used together to set a scene and create an atmosphere.

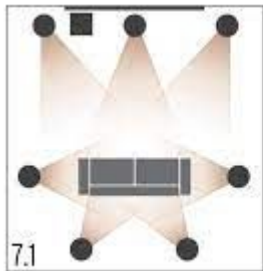


## Crescendo

The loudest, most intense point reached in a gradually increasing sound.

## Diminuendo

A decrease in loudness and intensity in a piece of music.



## Source and Direction of Sound

Where will the sound come from, e.g. surround sound?

## Pre-recorded or Live

How will the sound be made?

## String Puppet (Marionette)

A puppet controlled from above using wires or strings.



## Colour

Can be used symbolically or to reflect the context and the character's personality.

## Scale

Size and shape.

## Rod Puppet

A figure operated from beneath by means of wooden or metal rods.



## Hand Puppet

A puppet made of a hollow head sewn or glued to material that fits over the hand, concealing the fingers and thumb, which are used to control it.



**PUPPETS**

## Material

What would the puppet be made from and why is this appropriate?

## Human Arm Puppet

The puppeteer places their dominant hand inside the puppet's head and operates the puppet's head and mouth, while putting their non-dominant arm into a glove and special sleeve attached to the puppet.

## Shadow Puppet

Shadow puppets are flat cut-out figures that are placed between a light and a screen - moving them creates the illusion of moving images on the screen.



## Costume

What costume would your puppet be wearing and why?

