

FINAL PROJECTS

POINTS: 200

DUE: 12/1/2024

PRESENTING:

12/3/24	Project Presentations - 2:00pm Class 1:00pm - 3:00pm on Zoom
12/5/24	Project Presentations - 3:30pm Class 3:30pm - 5:30pm on Zoomz

Signups for slots will be available in the days leading up to your presentations. Check your email!

PROJECT DESCRIPTION & PROMPT

This project will be a culmination of all of the skills that you have been exploring and developing over the course of the semester.

At this point in the semester, we are all so very well acquainted with *Passing Strange*. It's one of my favorite shows and I hope you're not sick of it by now! It's such a perfect piece to use for a class like this because it has such distinct sections that intertwine and a storyline that just about everyone can somewhat relate to at some point in their lives.

For the final project, you will each **choose a design discipline** that you are most interested in: **scenery, costumes, lighting, or sound**. You will then gather research imagery and materials, develop a design concept, and create area-specific design materials for *Passing Strange* in your chosen design discipline.

You may choose to work on your own project **or you may partner up with classmates who have chosen different design disciplines than you to create a collaborative, multi-disciplinary design for the production**. I highly encourage you to work with your peers in groups on this project, as it will allow you to create a more cohesive production design than just working on your own.

The following pages will detail what is specifically required for each of the design disciplines. Take time to read through each when deciding which you want to do. **Remember, you only need to choose one** to do personally, but you're encouraged to partner with other folks to create a show with all four disciplines.

If you haven't already figured this out from other projects, I highly believe in the "rule of cool" - that is, if you come to me with an idea for something on this project that is really cool, I might entertain it even if it bends the rules a bit.

REQUIRED FOR ALL DISCIPLINES:

- Research Imagery/Materials
 - Can be presented as a collage, or individual. Perhaps a powerpoint? Up to you.
- Project/Design reflection statement
 - As usual, you will create a statement that summarizes your work and your thought processes on this project. This time, though, the statement should be a little more detailed than usual and help show your journey from research to final concept.
- Uploaded Materials
 - Uploaded materials should have labels in their filenames to help me keep track of things:
 - FirstName_LastName_Label.pdf < example

This is highlighted in each section below, but I want to reiterate many times - remember that **you will be presenting these final projects on Zoom**, so be sure to keep that in mind when planning out your work. You'll need to plan on screen sharing to show your materials. If you're choosing sound, this means you'll need to confirm that your sound sharing settings in Zoom are properly configured and that you *practice* before the final session.

SCENIC DESIGN

Using your semester projects as a base, you will develop a scenic concept for the show that reflects the themes you identified and resonated with.

Your project should include a stage layout and concept development for both scenery and props. You should compile and show research imagery to support and help convey your concept. This research imagery can be from anything - art, photographs, etc - though I encourage you to not use photos from other productions of *Passing Strange* or the movie of the original production for your research.

While you don't need to necessarily worry about how feasible/realistic the fabrication of your design is, there should be some basis in reality when it comes to things like physics.. Other than that, I encourage you to use your imaginations.

It's completely up to you how you present your designs, but remember that the final presentations will be on Zoom so it's important to use materials and techniques that you can showcase easily via camera or screen share. You can do sketches, build models, make renderings - the method is truly up to you, as long as you can communicate your ideas in a clear way.

COSTUME DESIGN

Using your semester projects as a base, you will develop a costume design concept for three characters from the show that reflects the themes you identified and resonated with.

Your project should include sketches, renderings, or inspiration boards for each character that you choose. You should compile and show research imagery to support and help convey your concept. This research imagery can be from anything - art, photographs, etc - though I encourage you to not use photos from other productions of *Passing Strange* or the movie of the original production for your research.

You don't need to build these costumes, unless that is a skill that you possess and you want to challenge yourself. If you do want to do this, please don't spend time making *all* of them.

It's completely up to you how you present your designs, but remember that the final presentations will be on Zoom so it's important to use materials and techniques that you can showcase easily via camera or screen share. You can do sketches, make renderings, etc - the method is truly up to you, as long as you can communicate your ideas in a clear way.

LIGHTING DESIGN

Using your semester projects as a base, you will develop a lighting design concept for the show that reflects the themes you identified and resonated with. You will also choose 2 songs from the show from two different sections and develop cue ideas for them that support the music and the themes of their respective moments.

Your project should include sketches, renderings, or inspiration boards for each of the four major sections of the show. You should compile and show research imagery to support and help convey your concept. This research imagery can be from anything - art, photographs, etc - though I encourage you to *not* use photos from other productions of *Passing Strange* or the movie of the original production for your research.

If you are working with a group on this project and there is someone making a scenic model, perhaps you could light that model in different ways in the lab? If you're working alone, you could choose angles and colors that you think would work well for each general scene.

It's completely up to you how you present your designs, but remember that the final presentations will be on Zoom so it's important to use materials and techniques that you can showcase easily via camera or screen share. You can create something in the lighting lab and photograph it, draw sketches, make renderings, etc - the method is truly up to you, as long as you can communicate your ideas in a clear way. The cue sheets should contain information about what you envision happening with the lights, the cue-lines/words, and timing.

SOUND DESIGN

Using your semester projects as a base, you will develop a sound design concept for the show that reflects the themes you identified and resonated with. You will choose two of the four sections of the show to focus on. You should compile and show research imagery to support and help convey your concept.

You will create or capture background sounds for the major locations in the two scenes that you choose, similar to the sound projects that you did this semester. These background sounds should bridge the realistic world of where we are in the show as well as help convey the more abstract mood/emotion of the characters.

In this project, you will also create two sound effects from scratch that correspond to major moments in your chosen sections of the show.

Finally, you will prepare a sketch to show your proposed speaker layout for the production. Where are the sounds coming from? How do they move around the space? If you are working with a group on this project, perhaps you could photograph the model or ground plan and superimpose your speaker locations on that?

It's completely up to you how you present your designs, but remember that the final presentations will be on Zoom so it's important to use techniques that you can showcase easily via camera and screen share. It's important that you test out your computer's ability to play back sound via Zoom screen sharing in a way that showcases your work *before* the final presentations.

IMPORTANT REMINDERS

When you are developing your projects, think back to all of the things that we did this semester and the specific focuses - line, color, texture, form, etc. Use these major themes to help inform your choices.

GRADING

Remember - this class is not about being an amazing artist. It's about putting in effort to express yourself through a medium that you might not be familiar with.

These projects have 4 main criteria areas, each with a possible 50 points for a total of 200 points. The range from 0-50 is a scale and varies, but milestones along that scale are identified below.

ITEM/CRITERIA	50 Pts	35 Pts	15 Pts	0 pts
Research Imagery Materials	The imagery is incredibly well laid-out and presented in a compelling way that supports the rest of the project.	The imagery mostly matches the final project, but has room for improvement to help develop the concept further.	It's clear that the imagery was gathered at the end, and not the beginning. Not well organized or cohesive.	No imagery. Booooo.
Presentation Materials	The materials are incredibly well laid-out and presented in a compelling way. Clear attention to detail and evidence of iteration. Techniques explored in class throughout the semester are used.	The materials show evidence of thought and iteration, but it's clear that more effort could have been put into them. Perhaps they don't match up with the research or statement.	Materials were put together but clearly at the last minute or without attention to detail or evidence of iteration.	No presentation materials??? Noooo
Area-Specific Criteria	All of the specific requirements for each of the design disciplines have been met or exceeded. Techniques explored in class throughout the semester are used.	Most of the specific requirements of each discipline have been met, but perhaps missing one.	Missing most of the specific requirements or ignored the requirements...	Seriously?
Concept Statements	Concept/reflection statement clearly aligns with all of the research and final materials that you presented and turned in.	The concept loosely correlates to the materials you've turned in, but it has room for improvement	The concept reads more like an outline than a reflection of the thought and iteration process that you went through.	Woof.