**Process of design**

Read the script...many times

Script Analysis
  Structure
    Protagonist
    Antagonist
    Themes
    Structure
    Major dramatic action

Analysis for design
  History
  Script breakdown
  Character analysis
  Given circumstances
  Properties plot
  Script requirements

Synthesizing your ideas
  Style that works best
  Associations
  Metaphors
  Visual inspiration
  Very broad design ideas (How elements and principles relate)

Discuss your findings with the director

Concept statement/ ideas

Research

Preliminary designs

Final designs

Execution

Reflection

**Scenic Design**

Tools of communication
  Collage
  Research
  Renderings
  Models
    White
    Color
  Painters Elevations
  Elevations

Ground plan
About scenic design

Types of stages
- Arena
- Thrust
- Proscenium
- Black Box
- Found

Areas of the stage

Sightlines

Types of sets
- Box set
- Unit set

Types of scenery
- Flats
- Platforms
- Drops
- Curtains
- Scrims
- Cyclorama
- Other things that are flown
- Revolve
- Slip stage
- Wagons
- Periaktoi
- Conveyors

How to use the stage
- Is the scenery more a part of the action or place for the action
- How do you create an interesting place for action
- Big stage vs. Little stage
- Intimacy
- Flow/ Paths
- Power of entrances
- Asymmetrical balance
- Three dimensions
- Realism vs. Non-realism