

Introduction to Theatrical Design ***The Threepenny Opera* Group Assignment**

Final Project Due: Wednesday December 16, 2015

Time: 20 minutes for presentation, 5 for Q&A.

Points: 100

*Visual Research Presentation 30 points (20 points individual, 10 points shared)

* Presentation Outline: 20 points (individual grade)

*Final Presentation: 50 points (35 points individual, 15 points shared)

You are on the production team for *The Threepenny Opera* at NAU, and it will be produced in the CEW. The director is open to a wide range of ideas and has encouraged the design team to look broadly and think outside the box for conceptual design approaches. The conceptual approach must be grounded in the script, fit into the epic theatre style and audience alienation that Brecht is known for.

This project will cover the work traditionally covered in the first three weeks of design meetings: the director's initial discussion with the team with ideas, thoughts, and questions, the designer's initial visual research which is primarily conceptual in nature, and then the designers visual research specific to their design area in which they bring in visual ideas for question and discussion, and then they often do further research to refine their ideas and contribute to the collaboratively cohesive design approach of the entire design team.

For the purpose of this project, the process will be as follows:

Week 1 (November 16 to 23): Directors thoughts and ideas, discussion, and the design team determines necessary literary and historical research. (Each designer traditionally conducts their own hist/lit research). The design team will present their research to the class. During this week, each team member will conduct their own script analysis.

Week 2 (November 23 to December 2) : Conceptual Research. The design team will discuss thoughts and ideas on a conceptual approach to the play. They will conduct individual conceptual research, bring it to class for group review, discussion, and refinement, and then create a visual presentation on their conceptual approach to the play, and present it to the class. During this week each team member will complete their own area specific technical analysis.

Week 3 (December 2 to December 9): Design Research. Following presentation of the conceptual research, and based on feedback, the team will finalize their conceptual approach, time period, location, and overall visual quality (ie: The play will be set today, in Mexico, Macheath is a drug lord and Tiger Brown is a corrupt Police chief, Jenny will be played by a man, and the coronation is for the most

recently elected president). Each designer will then conduct individual visual research. The class will meet and work in groups to review and evaluate the visual research (each designer should bring in LOTS of options so that the team can work collaboratively to refine the design choices). The group will then create a visual presentation and present their work to the class. The group will receive feedback following the presentation.

Week 4 (December 9 to December 16): Final presentation. Based on feedback to the initial design research presentation, group members will do additional visual research. The team will then collaborate to create the final presentation that should include the following:

- 1: Pertinent hist/lit research
- 2: Conceptual Approach with defense of why this approach is supported by the script
- 3: Design area presentations of visual research that clearly demonstrates the final design approach and ideas with specific examples.