

ART “World of the Play” Project:

Produce a design or “environment” for the play *ART*. What does the world look like that surrounds the action of the play? You must include at least one figure/character from the script in order to show scale as well as your interpretation of style that these characters exude. This can be collage of walls, furniture, paintings, etc. – it can also include drawing you did by yourself – you can intermingle these two forms to create your environment.

Below is an example of my scene design rendering of *The Life*...



Sample Research Images from *The Life* that informed my collage and overall design...



Remember:
You must digitize your collage.

Student Examples of
ART "World of the Play" Project:



Above: Megan Schneider
MSU Advertising Major

Below: Vanessa Hubert
MSU Packaging Major



Student Examples of ART "World of the Play" Project:

By Julie Agueros

PLAYWRIGHT, YASMINA REZA
DESIGNER, JULIE AGUEROS

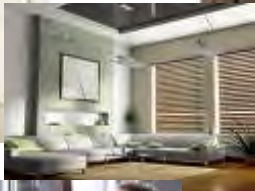


SOMETIMES PERSONAL SACRIFICE AND SLIGHT DISHONESTY IS NECESSARY TO PRESERVE A LOYAL FRIENDSHIP IN ORDER TO AVOID THE GREATER EVIL OF LONELINESS.

SERGE



MARC



A REAL FRIENDSHIP SCHOOL.

A MODERN EXAMPLE OF MALE FRIENDSHIP.

Above: Julie Agueros
MSU Political Science - Pre-Law Major
HYBRID Course



For this play, I felt that the most vital scene occurred in Serge's apartment (I am interpreting his "place" as being an apartment). So, I focused on this part of the play; I originally was going to design a split wall that the actors could move through going to Serge's and Marc's, but I felt that I did not have enough space on the page to do that. However, this meant that there must be a curtain that can close during the scenes so that the crew can move props. I chose a deep purple, simple curtain; this looks nice without being distracting. I felt that Serge's apartment should be modern, clean, and expensive, with the look of a high-rise city apartment feeling. I displayed this by providing a large window with a view of the city landscape. The furniture reflects this theme too. I have a modern white couch, steel clock and fireplace, and a simple green plant. For the front and focal point of the stage, I placed the characters, that I want standing side by side the whole time, and the white painting still on its easel (not yet hung). I vision the painting as being rather large, so I tried to reflect that in this scaling. Marc and Serge, under my interpretation, are the two main characters, so I chose to present my image of them, which Yvan's persona is less important. Serge is trendy and looking sophisticated, while Marc is looking a bit more academic and old fashioned. It is important to note in my interpretation that Serge doesn't look more intelligent than Marc, it is just that they have differing styles. Simple lighting is important too; I place a single spotlight that is to shine on the painting continuously. The lighting crew will place a dimmer light on the actors during the production.

**Student Examples of
Sunday in the Park with George “World of the Play” Project:**

Guidelines: Produce TWO design renderings or “environments” for the musical. What does the world look like that surrounds the action of the play? You MUST include at least one figure/character from the script in order to show scale as well as your interpretation of style that these characters exude. This can be collage of magazines snip-its, scanned or printed images – it can also include drawing you did by yourself – you can intermingle these two forms to create your environment.



Above: Angela Eckstein
MSU Urban and Regional Planning Major

Please Note: If you are going to break period – BACK IT UP! For instance if you want to design “Saturday Afternoon in the coffee shop with Jimmy” make it work. Of course you must still support the text of the script!

Below: Marlo Dell’Antonio
MSU Theatre Major

