Spring 2015

Conceptual Scenic Design Project

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Recommended Citation
Martinez, I. (2015, April 01). Conceptual Scenic Design Project. Retrieved from https://repository.upenn.edu/showcase_webprojects/1

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Conceptual Scenic Design Project

Abstract
This project was completed for Eric Baratta's THAR 130 class, Intro to Lights, Sets, Costume, held in the Collaborative Classroom in Van Pelt Library. The project uses SketchUp to showcase the knowledge the class gained on building a 3D structure that could explore theatrical space and its importance for the play The Doctor In Spite Of Himself. Using the elements of design and principles of composition, I was able to construct a 3D design in order to create the vision I interpreted of that stage.

Disciplines
Theatre and Performance Studies

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Conceptual Scenic Design Project

By
Izer Martinez
Scenic Needs

- Garden: Trees, flower, stump
- Forest: Trees open area with larger stump and paintings.
- Interior: Playful, walls, Fireplace Acts II and III
I chose to take a Comedic standpoint instead of making it a dark play.

Blocks: Fun, Easily movable, Playful

Stumps: Allow for sitting and texture

Color: Playful, Fun feeling,

Position: Away from the center stage

Backdrop: Easily removable, and cartoon like.
Forest