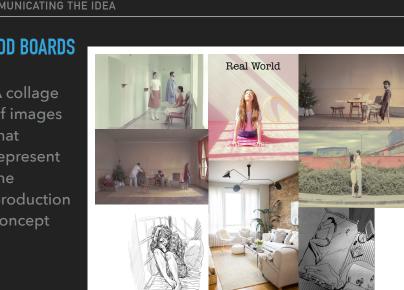
WEEK 6 2-28-16 **COMMUNICATING THE IDEA**

COMMUNICATING THE IDEA

BASIC RESEARCH

- > Through collaborating with the Director and the Design Team the
 - > The concept gives the context for which all other elements of the production are shaped
- Collect visual research relating to the concept
- If the production is a period piece do historical research on the most used/popular kind of lighting
- Once you have your research organize it and your ideas for the show so you can present it to the production team





COMMUNICATING THE IDEA

MOOD BOARDS

► A collage of images that represent the production concept

COMMUNICATING THE IDEA

STORYBOARDS

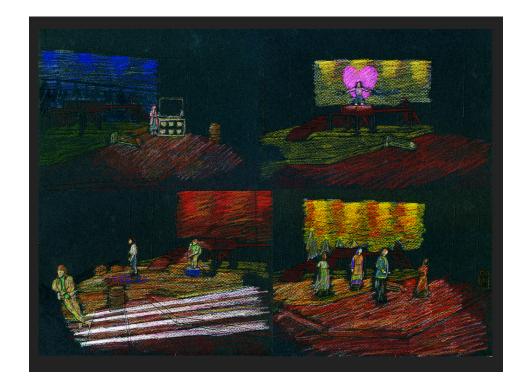
- Pictorial representations of all of the elements onstage for one specific moment
- Can be in full color or in black and white
 - If black and white, white represents the lighting while black and varying shades of gray represent shadows
- Common artistic media:
 - > Pastels, Colored Pencils, Adobe Photoshop
 - Black paper or illustrator board

COMMUNICATING THE IDEA

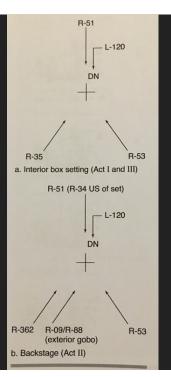
PAPERWORK

Lighting Score

- > Essentially a scene breakdown of each major lighting shift
- Lists specific moments and the qualities of light relating to those moments
- Lighting Key
 - A visual representation of the primary lighting angles and colors that will be used



Scene 1: Story			
Script Placement: E		1	
Characters:	Action:	Location:	Time:
He and She	He and She wander around	Forest	Daytime
Mood:	Color/Texture:	Focus:	Rhythm:
Enchanting	Warm and shadowed	He and She	Back and forth
Script Placement: "	No" "No, stranger"		
Characters:	Action:	Location:	Time:
He and She	Metaphor shift	Forest	Daytime
Mood:	Color/Texture:	Focus:	Rhythm:
Enchanting	Bright, but cool and shadowed	He and She	Back and forth
Script Placement: "	The voices told them that place of	lid not exist, was im	posible."
Characters:	Action:	Location:	Time:
He and She	Voices	Forest	Daytime
Mood:	Color/Texture:	Focus:	Rhythm:
No existant	Shadowed, darker, more saturated	Trees	Back and forth
Script Placement: "	He did not believe the voices"		
Characters:	Action:	Location:	Time:
He and She	Metaphor shift	Forest	Daytime
Mood:	Color/Texture:	Focus:	Rhythm:
Enchanting	Bright, but cool and shadowed	He and She	Back and forth
Script Placement: "	They build their house"		
Characters:	Action:	Location:	Time:
He and She		Forest	Daytime
Mood:	Color/Texture:	Focus:	Rhythm:
Enchanting	Warm and shadowed	He and She	Back and forth
Script Placement: "	Well" "What?" "Actually"		



Cal Rep, Studio Theatre

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COMMUNICATING THE IDEA

DESIGNER PRESENTATION

- Typically the first rehearsal
- Presenting Mood Boards and/or Storyboards and explaining your individual concept to the cast
- Easier to speak in more general ideas and emotions you wish to invoke than it is to go into the technical aspects