Theatre Lecture 9
The Designers

1. Creates the mood of the production
   Appeal to the senses
   Reinforces the story
   Works with images and symbols
   Everything is on stage for a reason

2. Space is 3-dimensional
   Theatre is art that exists in space and time
   Time = length of play
   Space = literal dimensions of stage

3. Set designer - creates physical environment and location of play
   (Part II) Realistic scenery - scenery you would expect to see in the real world

4. Abstract - images that reduce world to its essence; symbolic environment

5. Unit Set - Variety of geometrical configurations to represent multi-locations

6. (Part III) Costume Designer - Communicates nature of individual as well as relationships between individuals.

7. Uses and manipulates the shape of an actor
   Color = mood of character
   Fabric = nature of character

8. Communicates historical period
   Psychology of character
   Audience must know who they are the instant they walk on stage
   Occupation, religion, social status, flamboyant or modest, etc.

9. Light Design - provide visibility to actor
   (Part IV) Primary mood manipulator of all designers

10. Light Designer controls and focuses light to improve rhythm and audience's eye movement in play.
   Gel - manipulates color
   Gobo - manipulates shape

11. Sound Design - Creates aural environment of production
    Music = Mood & tone of action
    Environmental sound - the expressive language of production
    Amplification - reinforcement of sound (musicals, off-stage voices)