

Stagecraft Final: 3D Set Model 300 PTS

1/2" Scale Model

The Musical Comedy Murders of 1940

Why are we making a set model?

Great question! Scenic design is a VERY hands on art. Building a set without a model can be frustrating, confusing, and more difficult than necessary. The benefit to a scale model is that it serves as a visual reference that directors, actors, and crew can constantly refer to when discussing the various requirements the script calls for. Since scenic design is a three dimensional art form, a simple drawing on paper is never enough.

In the past, scenic designers (or scenographers) built all models by hand using anything and everything to bring their visions to life. Today, working scenic designers use CAD software to render 3D set models that produce extremely accurate, and technologically advanced designs to wow audiences and enhance the visual storytelling of the play. However technologically advanced we may get, many undergraduate and graduate programs still require scenographers to create physical scale models—& many practicing professional scenographers still create set models for every show they design (Coterie, KC Rep, etc.) I imagine we all have a little set designer in us. Every time we re-arrange the furniture in a room, decorate for a party, or play with Legos, we are engaging in scenic design.

CRITERIA

1/2" Scale: Half an inch on your model represents one foot in reality.

Actor on the Set: Please include a free-standing “actor” to your set design to show perspective & scale. (You need only ONE but may include the entire cast of 10 characters—they DO NOT have to look like the characters from the play—have fun!)

Set Pieces & Furniture: All scenery and furniture mentioned in the script must be present in your model.

Research: You may want to consider researching other designs from this show—Not in an effort to copy or replicate that designer’s work, but to give you a visual example of options you may draw on in order to specify your own design.

Painting & Color: If your entire model is painted and in color, you will receive 25 points Extra Credit.

Ground Plan: You may choose to use the Ground Plan in the back of the script, or redesign the set entirely. If you choose to redesign, the Ground Plan will not be graded.

Special Effects: The secret passageways mentioned in the script do NOT need to function on your model, but do need to be present in the design.

Masking: You must also remember to add “masking” to your set design. When a door opens, the audience can see back stage. You must add a wall to mask the backstage from view.

Permanency: You may choose to fix your set to the stage (glue) or you may keep it removable. Oftentimes set designers do not attach their models to the set so they can make adjustments, or take individual items out to show the director or crew.

----- GRADING RUBRIC -----

Criteria	25	50	75	100
½” Scale Accuracy	The Set Design is inconsistently to scale. Some elements are to scale but several (5 or more) pieces are not to scale or are disproportionate to the model’s spatial reality.	The set is somewhat to scale. 3 to 4 items could be more accurate to scale or appear to be disproportionate to the model’s spatial reality.	The set is mostly to scale. Almost everything is proportionate, except for 1 to 2 items that could have been scaled more accurately.	The set design is entirely to scale. All scenic elements (walls, furniture, windows, and doors—even the actor) are all in ½” scale
Scenic Requirements Based on Script	The set model contains most items mentioned in the script, but is missing 1 or more items mentioned in the script.			The set model contains every item mentioned in the script (SEE GROUND PLAN WITH LIST). The set model contains every piece of furniture, every wall, door, masking flats on all openings, carpet, etc.
Aesthetic Appeal	The set design is poorly made or clearly rushed. Pieces are not even or are jaggedly cut and don’t fit together cohesively. Items such as furniture do not look real or are unidentifiable. Glubs of glue are visible. The design is not neat enough to be displayed or used as the design for the actual show.	The set design is okay but needs more work. There are places that could be neater or cleaned up to improve cohesiveness and aesthetic appeal. Some items (such as furniture) are identifiable but lack accuracy. The set design functions, but is not good enough for display.	The set design is mostly good and is mostly cohesive. Most items are well built and are clearly identifiable. The design would benefit with more work or feedback. The design functions and could be a starting place for an exceptional design, but is not currently strong enough to be so.	The set design is exceptional . The set is cohesive and well made . The pieces are cleanly cut and not sloppy. The walls fit together as if it were a real room. Each item looks real . The set model could be displayed in the lobby or used as a real design for the actual show.

Fully Painted—Model in Color: Extra Credit _____/25 points