

name \_\_\_\_\_  
date \_\_\_\_\_ day \_\_\_\_ per. \_\_\_\_ \_\_\_\_/30

**Theatre Arts 1 Scenic Design Project  
Design Analysis worksheet**

play \_\_\_\_\_ (title)  
by \_\_\_\_\_  
book title (if different) \_\_\_\_\_

*read play, analyze its setting needs (includes inside/outside, doors, windows, drawbridge, etc.)*

Answer the following in complete sentences (3 points @)

1. Write a paragraph summarizing what happens in your play: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

2. Describe where and when your play takes place (be specific!) \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

3. What is the theme (or themes) of the play?  
\_\_\_\_\_  
\_\_\_\_\_

4. How do you feel about the play? Is it happy, sad, exciting, funny, etc.? Explain what makes you feel that way. \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

5. You will design the setting for one or more scenes . Describe what happens in that particular scene \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

6. Describe the setting of that scene: Inside or outside? How many doors to what room (or rooms)? Windows? What are the places on which to sit? What do people do in that room?

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7. Whose house or place is it? Describe that character in detail \_\_\_\_\_

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8. What feeling should the viewer get when she or he looks at the setting?

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9. How will you help the viewer get that feeling? Consider the elements of design and how you will use them. \_\_\_\_\_

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10. What *style* will you make your set? Why? \_\_\_\_\_

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xc What could be the *ruling metaphor* of the play? A *ruling metaphor* is a visual theme: an image that represents or emphasizes the theme of a play. It might suggest color, shape, texture, mass, and/or scale. \_\_\_\_\_

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