

SCENIC DESIGNER

The Scenic Designer is responsible for the overall look of the stage environment including the design of the scenic elements and oversight of properties and painting.

Prerequisites for Scenic Designing:

- Must have taken the following classes:
 - Foundations of Design
 - Scenic Design
- Strongly suggested: take the Scenic Painting class
- Must first assist a Scenic Designer on a production

Responsibilities

- Contact faculty design advisor at the beginning of the semester to schedule regular meetings
- Familiarize yourself with Design Process Expectations; know all design deadlines
- Read the script several times and develop a list of questions for the director
- Create a collage or other visual expression of your emotional response to the script
- Collect pertinent research; organize it for easy reference
- Create an action chart
- Generate preliminary sketches, renderings, models and other appropriate paperwork to communicate the intent of the design
- Prepare a design presentation for the cast
- Generate necessary technical drawings for the scene shop (floor plan, front elevations, section) as well as paint elevations/swatches, prop drawings/research*
- Communicate frequently with the TD to ensure that the design stays within budget and within the capability of the scene shop. Revise designs and update drawings as necessary
- Select large furniture props
- Monitor/participate in the realization of designs in the scene shop
- Act as paint charge in the painting of scenery

Participation

- Regular meetings with Director and check-ins with Faculty Advisor
- First Meeting (Director's presentation)
- Design meetings 1 through 6
- Weekly production meetings
- Designer Presentations (often at First Read-through)
- Appropriate run-throughs
- All technical and dress rehearsals
- Strike

Any release from these assigned tasks must be made in advance.

*Props note: If a show requires a separate Props Artisan/Assistant, see descriptions for that role