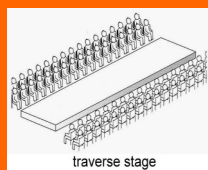


## DON'T FORGET

- ◆ To know what you want to communicate to the audience through your set.
- ◆ Where the exits and entrances are.
- ◆ How pieces of furniture and moving set comes on and off stage.
- ◆ To decide on colour—it could be used in a naturalistic way or it could be symbolic.
- ◆ What materials & texture the different parts of the set are made from: wood, metal, concrete, shiny, smooth, rough.
- ◆ The size of the set—different sizes will have a different impact on the audience.

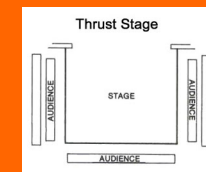


## DIFFERENT STAGE SHAPES

End on  
Thrust  
In the Round  
Traverse

Proscenium Arch

Different stage sets need different types of set. You will need to think about audience sightlines to make sure you are not blocking their view. Exits & entrances will be in different places.



# SET DESIGN

## USEFUL INFORMATION

- ◆ The set includes everything that is visible on stage: scenery, furniture and props.
  - ◆ Video or images can be projected images onto a backdrop/cyclorama.
- ◆ A prop is anything moveable on the stage which isn't part of the scenery or costume.
  - ◆ You can include different

## SETS CREATE MEANING BY:

- ◆ Establishing the location and time
- ◆ period of the production.
- ◆ Creating mood and atmosphere.
- ◆ Contributing to the overall visual style of the production.

## KEY WORDS/TERMS

**Composite set:** shows several locations on stage at the same time.

**Naturalistic set:** set that aims to give the impression of real life for the audience.

**Minimalist set:** minimal scenery, the audience has to use their imagination, it may have one or two pieces of furniture and focus on colour and texture.

**Cyclorama:** a cloth stretched tight in an arc usually around the back of a set. It is then lit or projected on.

**Flown in:** when pieces of set/scenery are mechanically lowered down from above onto the stage.

**Trucks:** wooden structures on wheels to move scenery on and off stage easily by stage crew.

**Flats:** wooden frames with canvas stretched over them and painted to show different scenes, locations etc.