SCENIC DESIGN – RUR

During the two classes that we work together, you will be designing the set for RUR. Since time is short, you will be working in teams of three. As we discussed on Monday, designers are people who make stuff that looks like stuff. But before we can really start making anything, we are going to spend some time on Monday exploring and learning about the two major elements that will inform your design – the script and the actual theater.

Read the entire play a couple of times. Write down answers to the following questions.

Does the script remind you of anything you’ve read or heard or seen? What does it conjure up for you?

What is interesting to you about the play?

This is a play was written in the 1920s but takes place in an imaginary future – how do you connect with this material today – as students at MIT?

Find one or two lines in the script that really resonate for you.

For your assigned act.

Map out the action of the scene. You can do this through storyboards or through a simple listing of the action. (Act I starts – Domain is in his office dictating to Sulla. Marius enters to announce the arrival of Helena, Helena enters, etc.)

Write down all the physical ‘stuff’ that the scene requires – chairs, windows, the like.

Determine whose space the act is taking place in. Meaning which character or characters designed and inhabits the space. For those characters determine some of their primary attributes.

FINALLY, you will get one image source to share with your group and the class. These images can be anything that you connect with the script – an artist who seems to be exploring similar themes, an architect whose buildings might house a robot factory, etc. While we all love Google image search – I am asking you to bring in a book, magazine or other tangible print source. You can even take your own photos and print them out.