SET DESIGNER

Introduction: Set designers usually take responsibility for props too. Their role involves making decisions about everything in and around the acting space, such as furniture, raised platforms or playing areas, entrances and exits, and the shape of the space itself. If the production has painted scenery the set designer may work with a scenic designer, who designs and paints scenery for the back or sides of the stage. Sometimes the two roles are combined.

When thinking, writing or talking about set design it is important that you have considered:

COLOUR – SHAPE – STYLE – TEXTURE – MATERIALS – CONDITION – CONTEXT





The set designer usually starts by discussing sketches of their ideas with the director (and sometimes the cast). When the choices have been made, they may build a scale model of the set, which is called a **model box**. This gives them an idea of what the real set would look like and lets them make any necessary adjustments

	Scale	Materials
	This is an important concept in design. You can use scale to create meaning. It can link to status.	 You should think about what materials you will use. You need not have a woodwork degree but some thought should be given to a) The way different materials appear to an audience. b) The function of the set - which material is most appropriate.
	Colours	Choosing Colours
	Do you want to create a realistic atmosphere for the play? Are you looking to use colour mon creatively? What colours would you use at different points in the play to bring out different mood.	Why exactly are you

Types of Design

Minimalistic Set – The bare minimum – the smallest amount of set that you need.

Realistic Set - Creates the location of the piece as accurately as is possible. Pays great attention to detail. Encourages an audience to believe they are there.

Symbolic Set - Through the items on stage, an audience will be guided towards a particular idea of the play.

Each item has a value and a reason.