

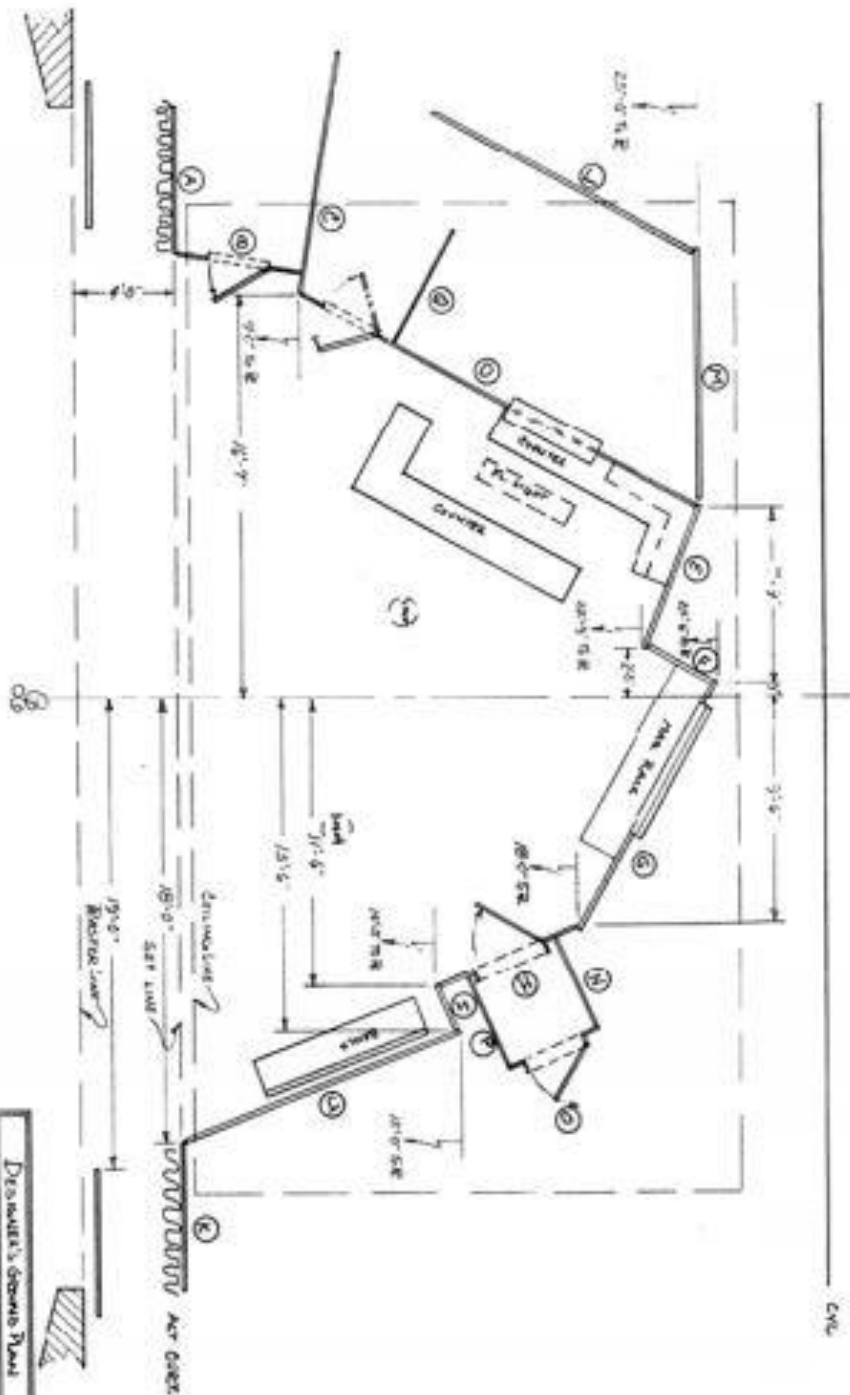


Dear Set Design Candidate,

Thank you for applying for the Set Design contest with METG! Enclosed you will find design requirements, and a copy of the scoring rubric, as well as set design exemplars. Applicants must bring their designs to St. John's Prep in Danvers, MA at 10:00 am on December 3, 2016 for judging. Winning designs are displayed at Finals in Boston at the Back Bay Events Center. Please note, in the event of a snow day, the auditions will take place on Sunday, December 4 at the same time.

Set Design Requirements

- Students may design for ANY show of their choosing.
- Students must bring a copy of the script.
- Students must be ready to present an oral concept statement in which they address their interpretation of the show.
- Students will present a design that is completely original.
- Students will present a floor plan drawn to scale.
- Students may present a 14"x18" color rendering of their set design and/or they may present a three dimensional model of their set using the scale of 1/4" to the foot.
- Students may/should bring any additional materials that will aid in their presentation (such as, but not limited to: color or fabric swatches, building material samples).
- Students must be ready to discuss their entries with the judges and answer any questions. This can include subjects like design concept and how it supports the script, practicality of set design, and usability of the set design.
- All sets should be designed to fit the Back Bay Events Center. The dimensions and capabilities of the Back Bay Events Center theater space are sent to each participant upon application. You can download the specifications for the Events Center stage at this address:
- <http://www.tillingers.com/john-hancock-hall.html>



DESIGNER'S OWNERS NAME	
BUS STOP	
SUNSHINE RAMP	
PLANT NO.	DESIGNER'S TITLE
1	ENGINEER
SCALE: 1/8" = 1'-0"	

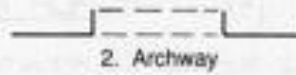
CATEGORY	4	3	2	1
SET DESIGN REQUIREMENTS	Student has created a complete and original scenic design that includes an oral presentation of concept statement and a 14"x18" color rendering or 1/4" scale model. Set was designed to fit on JHH stage.	Student has completed only three of the four requirements: original design, concept statement, color rendering or scale model, set designed to fit on JHH stage.	Student has completed only two of the four requirements: original design, concept statement, color rendering or scale model, set designed to fit on JHH stage.	Student has completed only one of the four requirements: original design, concept statement, color rendering or scale model, set designed to fit on JHH stage.
DESIGN CONCEPT/ THEME	A complete, interesting, and completely justified rationale for their design concept.	A complete, interesting design concept; justification for rationale needs to be expanded.	A complete design concept, rationale is not justified.	A partial design concept and minimal or no rationale.
DESIGN DETAILS	Design captures the "world" of the play or topic by including many details that accurately reflect the period, style, concept or theme; use of space and color supports script and possible directorial choices.	Design somewhat captures the "world" of the play or topic; includes some details that reflect the period, style, concept or theme.	Design is based on the logical principles of design but lacks details that capture the period, style, concept or theme.	Design lacks basic design principles.
3-D MODEL, 1/4"=1"SCALE	Model exhibits consistent scale; is a complete and accurate representation of the designer's vision for the set including furniture, properties and decorative elements.	Model reflects most of the designer's vision for the set. There are only minor inconsistencies with scale.	Model shows the basic set but lacks many of the details to support the designer's vision. There are several critical inconsistencies with scale.	Model is seriously incomplete or is not in 1/4"-1" scale; few or little design elements present.
14"x18" COLOR RENDERING	Rendering exhibits consistent scale and is drawn in perspective; is a complete and accurate representation of the designer's vision for the set including furniture, properties and decorative elements.	Rendering reflects most of the designer's vision for the set. There are only minor inconsistencies with scale and perspective.	Rendering shows the basic set but lacks many of the details to support the designer's vision. There are several critical inconsistencies with scale and perspective.	Rendering is seriously incomplete; few or no design elements present; no scale or poor perspective.
EXECUTION OF FINISHED PRODUCTS	Renderings, model, etc. look professional, i.e., clean, neat, with no creases. Work is portfolio-level quality.	Renderings, model, etc. look clean with barely noticeable smudges and creases.	Renderings, model, etc. look like they have been revised frequently with noticeable eraser marks and creases.	Renderings, models, etc. are not presentable as a finished product for scholarship.
GROUND PLAN	Student uses many design symbols accurately; very easy to interpret ground plan.	Student uses a few design symbols accurately; relatively easy to interpret ground plan.	Student uses several design symbols but not all are used accurately; somewhat difficult to interpret ground plan.	No design symbols have been used.



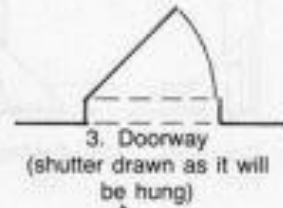
Symbols
(line thicknesses are exaggerated
for comparative purposes only)



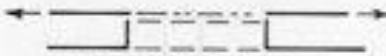
1. Flat



2. Archway



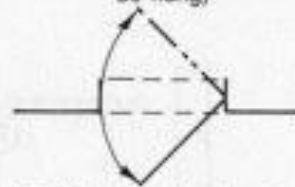
3. Doorway
(shutter drawn as it will
be hung)



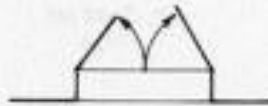
4. Flat with sliding door



5. Window
(show muntins and
mullions of window as
designed.)



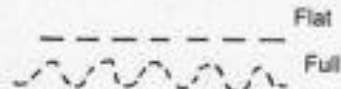
6. Flat with swinging door



7. Flat with casement
window



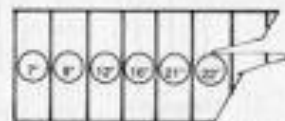
8. Drapery and less



9. Borders



10. Platform



11. Irregular tread-height
staircase



12. Regular tread-height
staircase

