

**Project 4 – Design A Play v2 (revised 11.25.13)**

Based on your interpretation and design concept for your script prepare and/or present the following:

## 1. Cue List

A complete cue list for all of the cues you would use in a production of this play. The list should follow the format discussed in class and be based on your interpretation of the text. For this project you can assume that the director loves your ideas.

## 2. Design Paperwork

1. A Concept Statement or What's This Play REALLY About
2. Design approach – how will you help to tell this story?
3. Example cue descriptions – for each example cue you submit, include a short explanation of your goal or reason for your choice.
3. Character descriptions – brief character sketches
4. Design challenges – a list of some of the design challenges you anticipate in a production of this play. You do not need to solve them, just prepare a bulleted list.

## 3. Example Cues.

The presentation should include 5 example cues, chosen to provide a sense of how you would achieve your design goals. The top of show cue is required. Up to ten cues may be submitted for review. It is understood that you cannot be specific regarding the length of an underscore or a transition. In fact you may want to play only a short clip of a long cue, just enough to give us a taste.

All project materials must be copied to the instructor's computer on the first day of the presentations. This includes ALL paperwork and example cues. If it is not in the folder, it will not be included while evaluating and grading the project.

**Due: December 9**