

Project Goal

You will design a set for *The Glass Menagerie* by Tennessee Williams. This design will focus on the following priorities:

- ❖ Creating a unique universe in which this play can take place
- ❖ An excellent understanding of the characters
- ❖ A clear understanding of what was happening during that period in the St. Louis. Why did Williams set this piece here?
- ❖ A thorough exploration of the many metaphors, themes and images presented in the text. How do those images impact a design? How do you research those images?
- ❖ A very workable ground plan
- ❖ The moment by moment unfolding of the story. How does the environment evolve as the situation unfolds?
- ❖ How do you deal with all of the different parts of the apartment? Why does Williams make use of the fire escape and what does that mean to your design? How much, if anything, do you see and feel of the outside world?
- ❖ Living and dreaming this world
- ❖ Working on small sketch and model skills

Project Guidelines

For this project you will:

- ❖ Design for the “No-Such” Theater proscenium (as seen on the website).
- ❖ Do a thorough job on research of both of the imagery and more concrete details.
- ❖ Think of design in four dimensions, length, width height and TIME.
- ❖ NOT make any assumptions at the beginning. DO NOT design scenery, but create a new world from the bottom up.

Project Products

Due for this project will be:

- ❖ Director’s letter
- ❖ Image/Theme/Metaphor list /breakdown
- ❖ Research Collages and 1” of research from many sources
- ❖ 1/4” model
- ❖ Model photo storyboard

Project Timeline

	Day	Date	Time	Agenda	Due	Reading Due
	Friday	10/19	4:30-6:30	No Pizza Party	Mid-semester Break	
	Monday	10/22	1:00-4:30	Review Final Sentence Models	Final Models	
	Friday	10/26	4:30-6:30	Pizza Party		
	Monday	10/29	1:00-4:30	Read and discuss <i>Glass Menagerie</i> Discuss Image/Theme/Metaphor/ Breakdowns		<i>Glass Menagerie</i>
	Friday	11/2	4:30-6:30	Pizza Party		
	Monday	11/5	1:00-4:30	Discuss research, ITMB and Director's letters, <i>Glass Menagerie</i>	Directors letter Research, ITMB	
	Friday	11/9	4:30-6:30	Pizza Party		
	Monday	11/12	1:00-4:30	Work on <i>Glass Menagerie</i> in Class	<i>Glass Menagerie</i> rough model	
	Friday	11/16	4:30-6:30	Pizza Party		
	Monday	11/19	1:00-4:30	Look at <i>Glass Menagerie</i> roughs	<i>Glass Menagerie</i> rough model	
	Friday	11/23	4:30-6:30	No Pizza Party	Thanksgiving Break	
	Monday	11/26	1:00-4:30	Work on <i>Glass Menagerie</i> in class.	<i>Glass Menagerie</i> rough model	
	Friday	11/30	4:30-6:30	Pizza Party		
	Monday	12/3	1:00-4:30	Review <i>Glass Menagerie</i>	<i>Glass Menagerie</i> finished project	