

## Lesson Plan for BGC

### Scenic Design

“The **Scenic Designer** is responsible for the visual appearance and function of the scenic elements used in the production. To translate the scenic design from the concept to the stage, the designer produces colored sketches or renderings of the sets and properties, scale models of the various sets, and scale mechanical drawings that fully describe the settings.” –J. Michael Gillette

1. View Prezi by Kabita Ghale.
  - a. [https://prezi.com/1ce-gnrlrg\\_3/scenic-design/](https://prezi.com/1ce-gnrlrg_3/scenic-design/)
2. Read the play *Ain't Nobody Here But You and Me* by Tre'veon Griffith (Only about 9 pages)
  - a. Set Props - Any items that sit on the stage and would show up on a floor plan. This classification includes things like tables, sofas, rugs, podiums, rocks, and lampposts.”  
–The Theater Props Handbook
  - b. Hand Props- Objects called for by the script, or by the director to be handled and used in the business of the play.
  - c. While reading the play, create a list of set and hand props that you would need to design this production. Be sure to be **specific** about what the item needs to look like. (Instead of “Toys” you should list “Toy Cadillac Coupe Car and Airplane”. Instead of “table and chairs” you should list “two worn chairs and a small circular table”)
  - d. Sketch out what the living room looked like when you read the play.