

**“Art is the lie that tells
the truth.”**

-Pablo Picasso

What does Picasso mean?

How does his idea apply to
theatre?

How does his Idea apply to *Set
Design?*

Set Design = The World of the Play

- The place where the story of the play unfolds.
- It can :
 - be present, in the past, in the future, or not in any time at all.
 - be anywhere that can be imagined.
 - have rules and styles the same as, or different from any reality we see around us.

Where and When Is this world?



What is more important in this world, *Reality* or *Theme*?



This is a play about a real story. In this world what is key, storytelling or recreating actual events?



Real Present or Selective Past?



What does this style make you expect from the play?



Set Designer

- Creates the physical world of the play.
- Designs / chooses **everything** we see apart from actors and costumes.
- Why design everything?

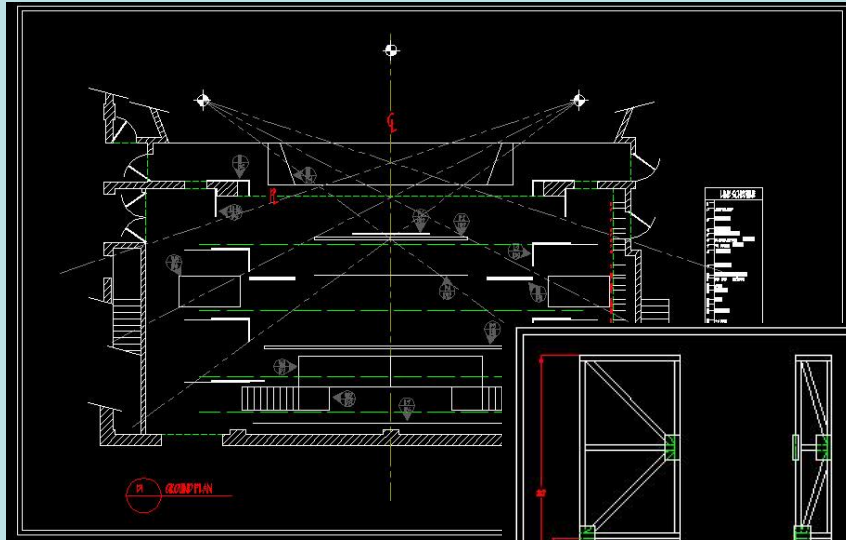
Why Design Everything?

- To communicate the play's truth more clearly for an audience.
- To be sure that everything that is needed for the play to be understood is there and right for the play.
- To be sure that extra things that could make the play confusing are left out.
- To be sure that the physical world works with the other design elements and the director's concept for the script

To do the job a scene designer :

- Reads the play
- Works with the production team
- Researches about the play
- Draws pictures or builds models showing what the set will look like.
- Creates technical drawings about how to build the scenery.

Technical Drawings



This block contains a series of technical drawings for a window or door frame. It includes section views and details, each with a legend in red text.

14 WINDOW FROM INSIDE
 - CO AT CURB
 - CO AT FINISH
 - CO AT TOP
 - CO AT BOTTOM
 - CO AT SIDE
 - CO AT HEAD
 - CO AT SILL
 - CO AT JAMB
 - CO AT CASE
 - CO AT GLASS
 - CO AT FRAME
 - CO AT GLAZING
 - CO AT GASKET
 - CO AT SEAL
 - CO AT WEATHER
 - CO AT DRAINAGE

15 WINDOW FROM OUTSIDE
 - CO AT CURB
 - CO AT FINISH
 - CO AT TOP
 - CO AT BOTTOM
 - CO AT SIDE
 - CO AT HEAD
 - CO AT SILL
 - CO AT JAMB
 - CO AT CASE
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16 WINDOW FROM INSIDE
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17 WINDOW FROM OUTSIDE
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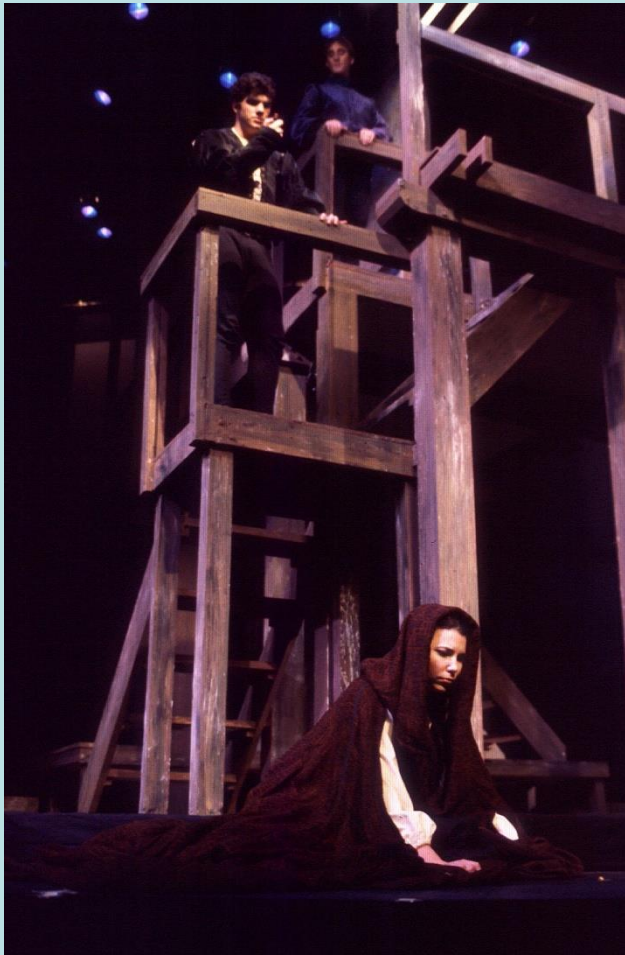
18 WINDOW FROM INSIDE
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REVISIONS	
NO.	DESCRIPTION
1	AS SHOWN
PROJECT: [Illegible] DRAWN BY: [Illegible] CHECKED BY: [Illegible] DATE: [Illegible]	

Set Models



Renderings and Sketches



Romeo and Juliet and the world of the play

- When does the play happen?
- Where does the play happen?
- What many things is the play trying to communicate?
- What among these is most important to communicate?
- What is unimportant to communicate?

A lie that tells the truth...

What choices can you make as a set designer to help the audience get what is important about the play?

...Or put another way...

What “Lies” would you put on the stage to help the audience better understand the truth of the play?