

## **THEA3211-Visual Period Styles**

### **Researching Justice: Dark Room Project**

**Due date: 10/7/21 (with check-in due dates below)**

Using the graphic novel Dark Room by Lila Quintero Weaver, you will engage with key moments in the American Civil Rights Movement as seen through the eyes of a young Argentinian immigrant.

#### **Purpose:**

*Applying the skills, tools, and theories acquired over the course of the first class module, students will complete in-depth research using a variety of primary resources and synthesize it for application in a hypothetical adaptation of a graphic novel to the stage. This project will highlight your strengths as both a researcher and creative designer to build a visual world filled with meaningful content and aesthetically sophisticated choices in support of a story. It will showcase a culturally competent design practice and your ability to analyze, both in writing, through, visuals, and in an oral presentation, the socio-political context of clothing, art, and architecture and its place in history. By engaging in this project, you will gain a better understanding of how visual and period styles interact and relate to your specific discipline as a theatre artist. You will also be able to contextualize visual period styles as an important part of human history.*

**Skills:** The purpose of this assignment is to help you practice the following skills that are essential to your success in this course, the field of theatre design, and in professional life beyond school:

- SLO 1: Research and Critical Thinking
  - Understanding technology as an informative, research, and communicative tool, as well as a developmental modality to contemporary theatre practice.
  - Approach and articulate different research methods for finding primary images to support a theatrical design.
  - Acquire trustworthy culturally responsible research from a variety of research tools including, but not limited to the library, online resources, archives, museums, and special collections.
  - Synthesize research and knowledge learned about other material cultures and apply that within a design process to tell a story.
- SLO 2: Analytical Skills and Problem Solving
  - Analyze, both in writing and in oral presentations, the socio-political context of clothing, art, and architecture and its place in history and ability to build meaning on stage in support of a theatrical text.
- SLO 4: Practice and Collaboration
  - Demonstrate a level of skill and proficiency in drawing and research collages using traditional or digital materials.

**Knowledge:** This assignment will also help you to become familiar with the following important content knowledge in this discipline:

- Recognize the social, political, religious, and related cultural circumstances reflected in

various periods and how visual period styles support the process and execution of design

**Tasks:**

Applying the skills, tools, and theories acquired over the course of the first module, students will work collaboratively to devise and produce a virtual dramaturgical installation using Thinglink that examines the clothing, architecture, and material objects for a hypothetical adaptation of DARK ROOM by Lila Quintero Weaver.

**Your project will be comprised of the following:**

- Locations Research (1 interior and 1 exterior)
- Objects Research (furniture, set dressing, and hand props based on assigned locations and characters)
- Costume Research (3 characters-two looks each)
- Collaborative Dramaturgical Installation using ThingLink
- Oral Presentation-(5 minute oral presentation of your work)

**Key Project Check-in dates:**

- Locations Research -Due 9/16
- Objects Research -Due 9/21
- Costumes Research -Due 9/30
- Project Presentation and ThingLink Display -Due 10/7

**Criteria for Success: (15% of your final grade)**

- Locations Research: 1 interior and 1 exterior (5 points)
  - 75% Primary research images
  - Images are from the appropriate location and time period
  - Minimum of 10 images each for the assigned interior and exterior
- Objects Research (5 points)
  - Research images must be 75% primary resources
  - Images are from the appropriate location and time period
  - Minimum of 10 images of set dressing, furniture and hand props appropriate for your assigned locations and interiors
- Costumes Research (5 points)
  - Research images must be 75% primary resources
  - Images are from the appropriate location and time period and your character
- Collaborative Dramaturgical Installation using ThingLink (5 Points)
  - Create a curated visual presentation of your locations, objects, and costume research for the Dark Room.
  - Materials displayed with care and an eye for a professional presentation.
- Oral Presentation-(5 points)
  - 5 minute oral presentation highlighting your research choices
  - Clearly communicates why these choices are in support of the text: Dark Room.
  - Mounts a defense of your choices.