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A copy linked to
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INTRODUCTION:

The original stimulus we used was 'The Minotaur'.
The play is about a boy called Theseus who is on a quest to find his father.

I researched many different themes that would fit with the stimulus. I explored all the characters but then decided to focus mainly upon the Gods because these were the characters I thought would be most interesting to design for. There are four in the play; Artemis, The God of Vengeance; Aphrodite, The God of Love; Apollo, The God of Culture; Ares, The God of War, Terror and Fear. All of the Gods represent every person from today's, consciousness. My ideas board presents all the information and ideas I came up with to help me design for the characters. It includes picture of hearts, music, eyes and swords etc, which symbolise the different Gods. It also has quotes from the play, which I think represent each character. The pictures I used are very simple; this is because my target audience is 9-11 year olds.

After researching different concepts I decided that I would use the idea of superheroes; this is so the audience can relate to the play. Most children read comic books and watch fantasy films, so I thought that using the idea of superheroes would be really exciting and would engage them. My ideas are based around a more modern day/fantasy storyline. I used this idea because the play is not trapped in a historical time frame; everything in the play is just as relevant today as it was when it was written. For the Chorus and all of the characters that are not Gods, I am going to be dressing them in a cross between Greek and modern day clothing.

My costumes will be very simple because it is a theatre in education piece; I will put my Gods in black leggings and a black top and then I will add the same accessories to each character, but in a different colour that represents that certain god. For example, Aphrodite the God of Love would be in all black with pink and red add-ons. This is because those colours represent love. I will put the rest of the characters in Greek like costumes with modern accessories. The costumes will be cream with warm colours on them; this is to match with my colour scheme.

The masks will also be simple, however each God would wear a crown, which is where most of the detail would go into. I wanted to use a simple mask because I am also doing makeup for my design; therefore I wanted more attention to be on the makeup than the mask.

I'm using a Mediterranean like colour scheme. I would like the really warm colours to come out in certain characters such as the God of Love and Theseus and the Chorus. I chose this colour scheme so that the children could understand what each character represented, especially with the Gods.

I am working in modern day with Greek elements. The Greek elements will be shown through accessories on certain costumes. I have gone with the idea of superheroes for the Gods.

My target audience is 9-11 year olds; my ideas will fit in with this age group because most children this age are interested in fantasy characters and stories.

I will do a thrust performance; this is because I want the audience to interact with the people in the play, and thrust staging is the best one for that. It gives the audience the chance to see all the characters properly and understand why they are wearing what I have put them in etc.

I decided to design the costumes, set and makeup. This is because I think costume and makeup relate well, and it would be easy to show the audience what each characters represents through them both. I chose set because I knew how I wanted the set to look and I knew that I could keep it simple to make it easier for the audience to understand the play.

My three intentions are;

1. To make sure the audience understand my design ideas and the theme I chose to work with.
2. To make sure each character is identifiable and that the colours I used are easily recognised and have good reasoning.
3. To make sure the play is designed to fit with my target audience appropriately.

COSTUME
DESIGNS!

ARES -

GOD OF WAR

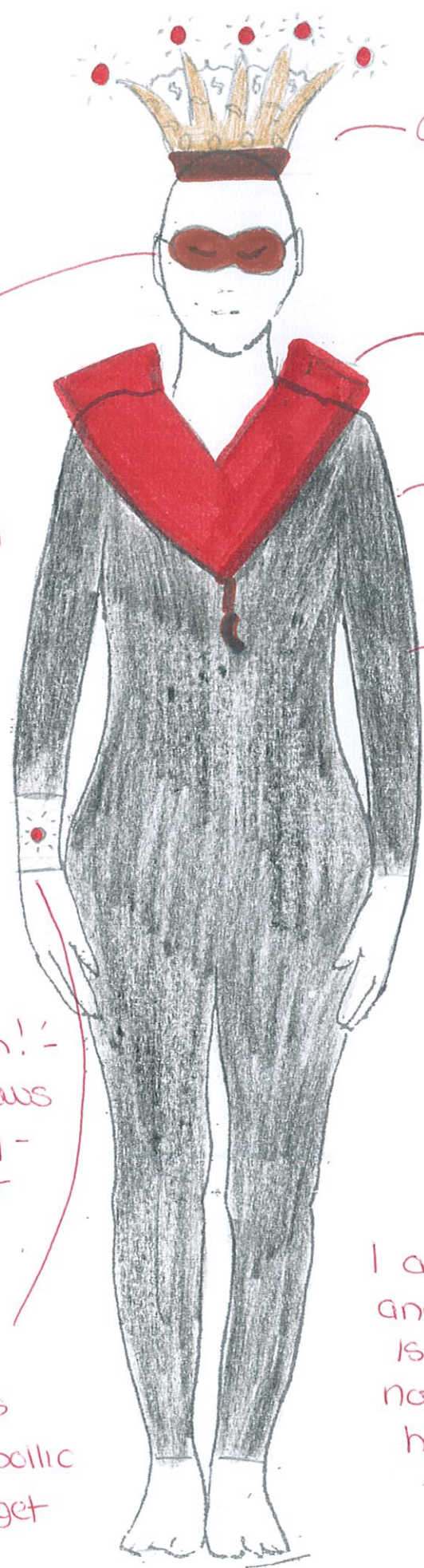


Mask used because the play says each God must have one. Kept simple so more attention is payed to makeup and crown.

There is no time for chors to change outfits - the mask is used to make it clear to the audience which God is being played.

'Hack! Cut! Jab! Slash!' - simplicity of costume shows simplicity of personality - only knows about war and violence.

Red circle on wrist accessory shows Ares is a fighter - it is symbolic for a wound he could get during war.



Crown shows characters importance.

Red is used to show danger and death.

Dark colours used to show depression.

Plain black top and leggings. Very simple; this shows that this costume is similar to the lycra costume that a comic book hero would wear.

Links with the fact that I am setting the play in a modern day era.

I am using modern day and Greek themes - this is because the play is not happed in a ~~modern day~~ historical time frame.



ARTEMIS - GOD OF VENGEANCE



Eyes used - someone bang watched - get revenge.

Crown used to show the importance of the character.

Mask used because the play explains that each God must have one. Kept simple because I want more attention to be focused on the makeup.

Green is a very cold colour - Artemis is pitiless and a very cold character.



Evil eyes - Use of green colour - this is because green represents envy and hatred.

Plain black outfit - leggings and black top. Very simple; this is because it's a theatre in education piece and actors need to be able to change fast.

'She shall be avenged for the wrong done to her' - simplicity of costume reflects simplicity of his personality - only cares about one thing; REVENGE!

Using black tight clothing shows the similarity this costume has compared to a lycra outfit that a comic book hero would wear.

I decided to work with a mixture of modern day and Greek times because the play is not trapped in a historical time frame.

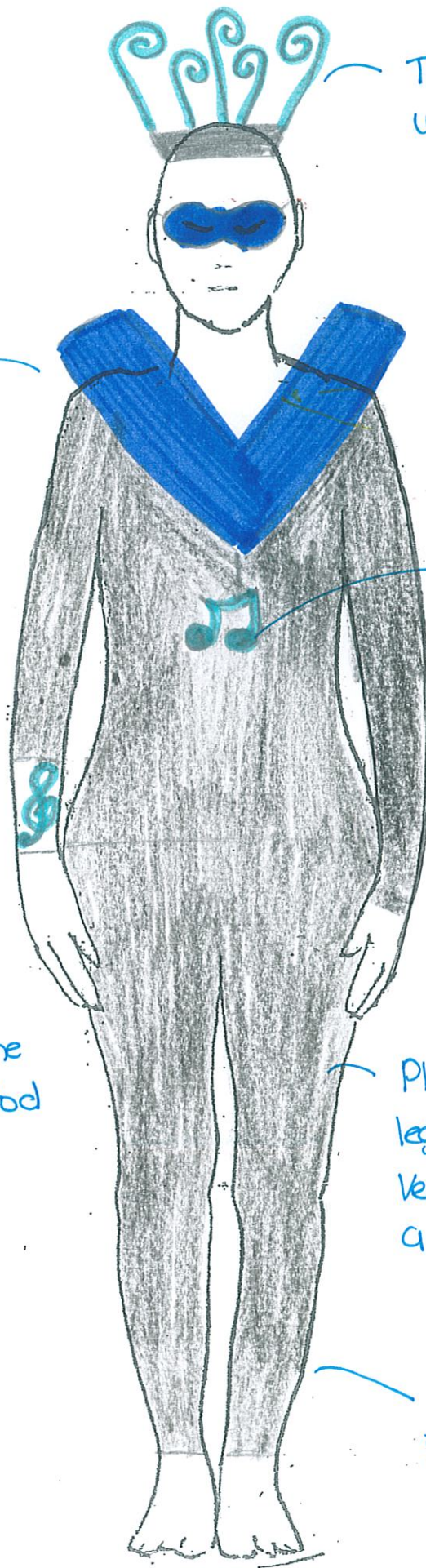
This links to the fact that I am working in a more modern era.

APOLLO - GOD OF CULTURE

Blue used
because I think
that it represents the
world and how the
world is balanced
etc.

'What good is a
punishment that
changes nothing and
helps noone?'

Shows Apollos
personality - ~~he~~ he
is peaceful and a God
of balance.



The crown is symmetrical
which represents the
way he moves.

His movements are
based around arcs
like the sun, therefore
I used curved lines
to make this obvious.

Musical notes
Symbolise cultural
stuff.

Music is peaceful
and so is he - the
notes portray this.

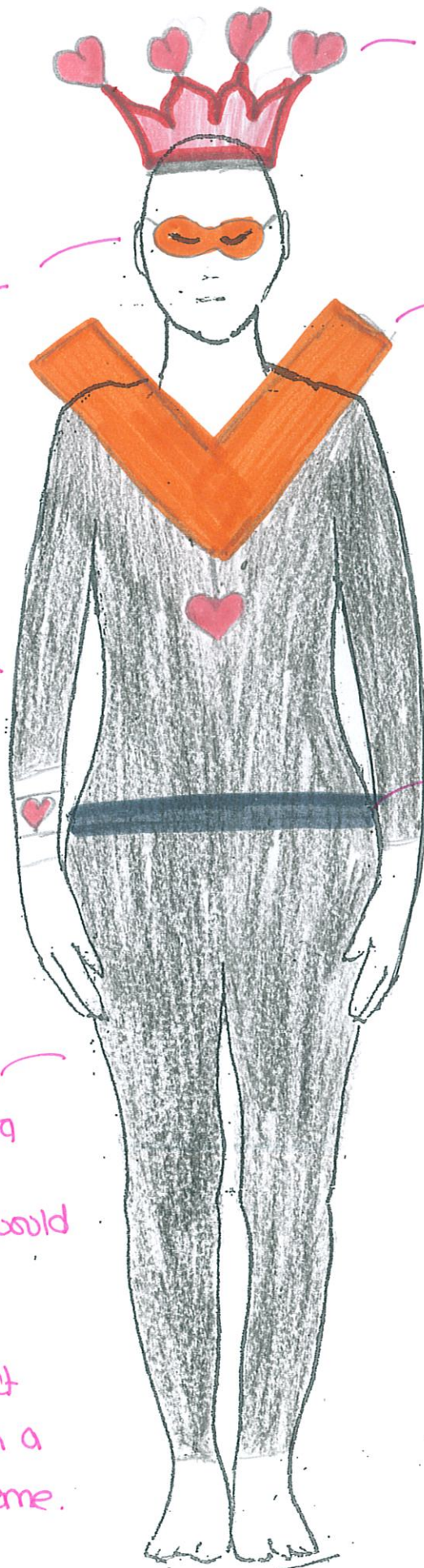
Plain black outfit -
leggings and black top.
Very simple; because it's
a theatre in education
piece.

Black tight clothing
Shows the similarity
between this outfit and
the lycra outfit that
would be used in a
comic book.

Links to the fact
I'm working with
modern day themes

APHRODITE - God of LOVE.

There is no time for actors to change outfits - the mask is used to make it clear to the audience which God is being played.



Heart used because it is the symbol that represents love.

Pinks, reds and oranges are warm colours - this reflects her loving personality.

Black outfit - black top and leggings. Very simple because it's a theatre in education piece.

Aphrodites weight is on her hips - she moves slow and her movements are sensual.

Tight clothing - similar to the lycra outfits heroes in comic books would wear.

Silver band brings attention to this.

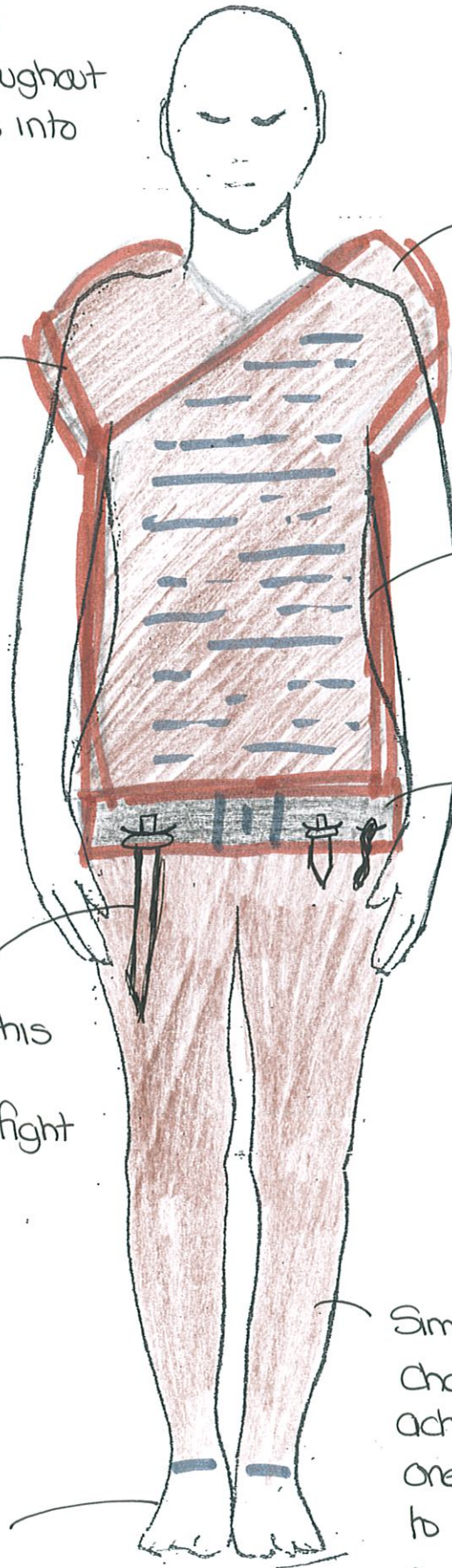
Links to the fact I'm working with a modern day theme.

I'm using modern and Greek themes because the play is not happen in a historical time frame.

'I give them passion. I give them hearts desire'. - She is loving and cares for others feelings.

THESEUS -

My costume must show how Theseus grows throughout the play and how he turns into a hero.



A plain black vest would be worn under this so that it can just be slipped off ready for the actor to change.

Brown colours - used because the mortals are going to be designed around the Greek era.

Basic Greek costume - neither wealthy or poor.

Belt - this has items such as weapons added onto it as the play goes on. Each item that is added represents a growth in strength and in importance.

He gets the sword out of the stone - this proves that he is strong enough to fight the Minotaur.

He eventually becomes King.

Simple leggings - easily changed so that if the actor is playing more than one role, they don't have to worry about taking off a complicated costume.

Plain black gladiator sandals - greek theme.

ARIADNE -

Theseus' lover. Audience must recognise her as King Minos's daughter (Princess).

She is very beautiful - Goddess like. Floating dress Shows that she is like an angel.

String that is used to help Theseus find his way out of the cave that the Minotaur is in.

She gives him the string.



Browns and creams are used because the mortals are going to be designed around the Greek era.

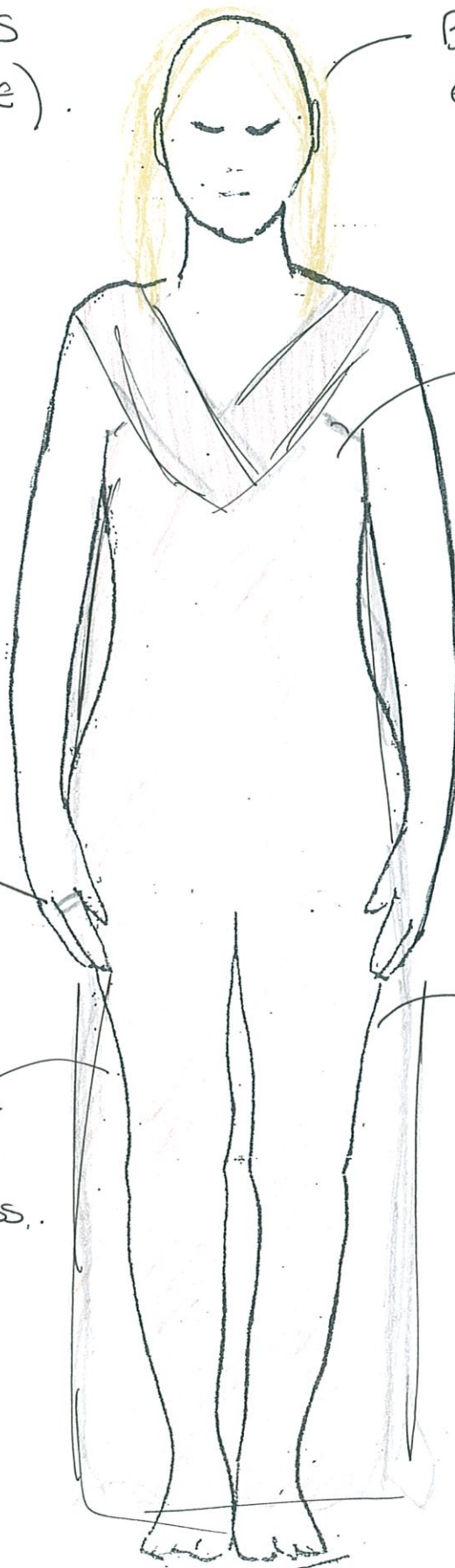
The play is set in modern and greek themes - this is because it is not trapped in a historical time frame.

She falls in love with Theseus and they agree to get married - she must be beautiful.

White gladiator sandals - greek theme.

MEDIA -

QUEEN OF ATHENS
(THE SCHEMING WIFE)



Blonde hair -
elegant.

Floating
Materials -
God like because
she is the
Queen.

An expensive
looking ring
would be warn -
Scheming.

Greek colours -
fits in with the
fact it's timeless.

Dresses like this
are found in times
now - modern day.

Mixture because
the play is not
trapped in a
historical time frame.

DAEDALUS -

THESEUS'S HALF
BROTHER.



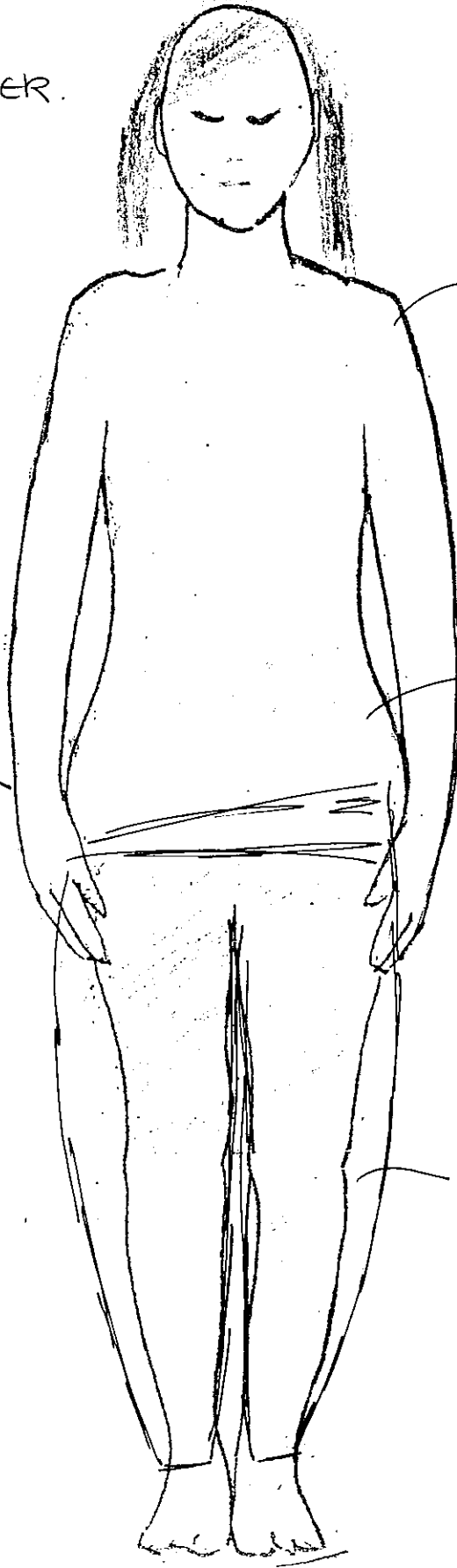
Similar to the top half of Theseus's outfit; symbolises their relationship (half brothers).

Clothes colour from the Greek era - Mediterranean colour scheme.

Leggings used because this character is Theseus's half-brother, however the character is played by a girl - legs covered.

AETHRA-

THESEUS'S MOTHER.



Browns and
Creams -greek
era.

Darker colours -
very simple and
not particularly
beautiful -this is
to show that she
is a mother ..
and is old.

Watch on
wrist - she is
always waiting
for Theseus's
father.

Harem trousers -
modern edge - the
play is timeless
and is not trapped in
a historical time
frame.

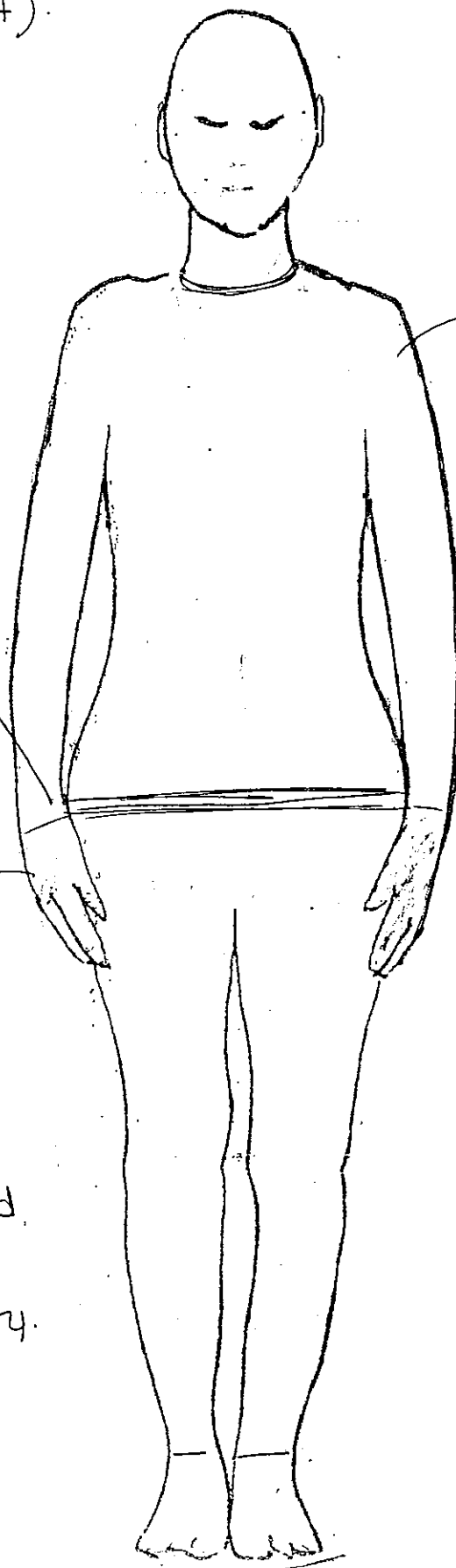
CHORUS - The Narrators. (x 4).

Belt - this would have
percussions on it. Each
of the choruses would
make the music
using an
instrument, for one of
the Gods.

Black gloves -
this will match with
face makeup.

Shows mystery and
the fact they are
blank - no personality.

Creepy.



Cream coloured
cloak - relates
to the colours from
the Greek era.

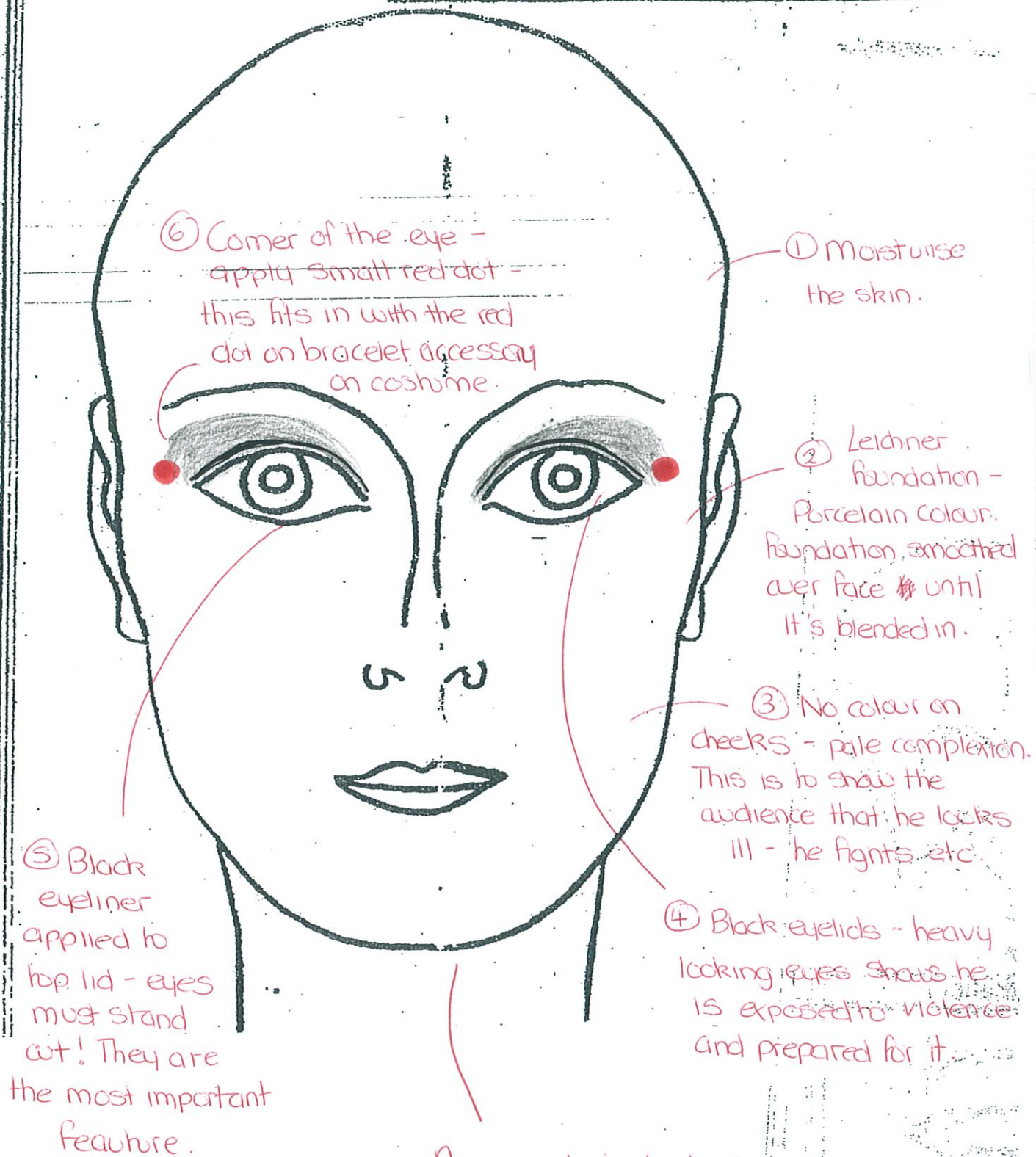
Long pale cloak
covers them
completely - hard
for audience to
see any detail;
this is so that
they understand
the chorus are not
characters.

I want them to
come across as
mysterious --
blend into
background.

MAKEUP

DESIGNS!

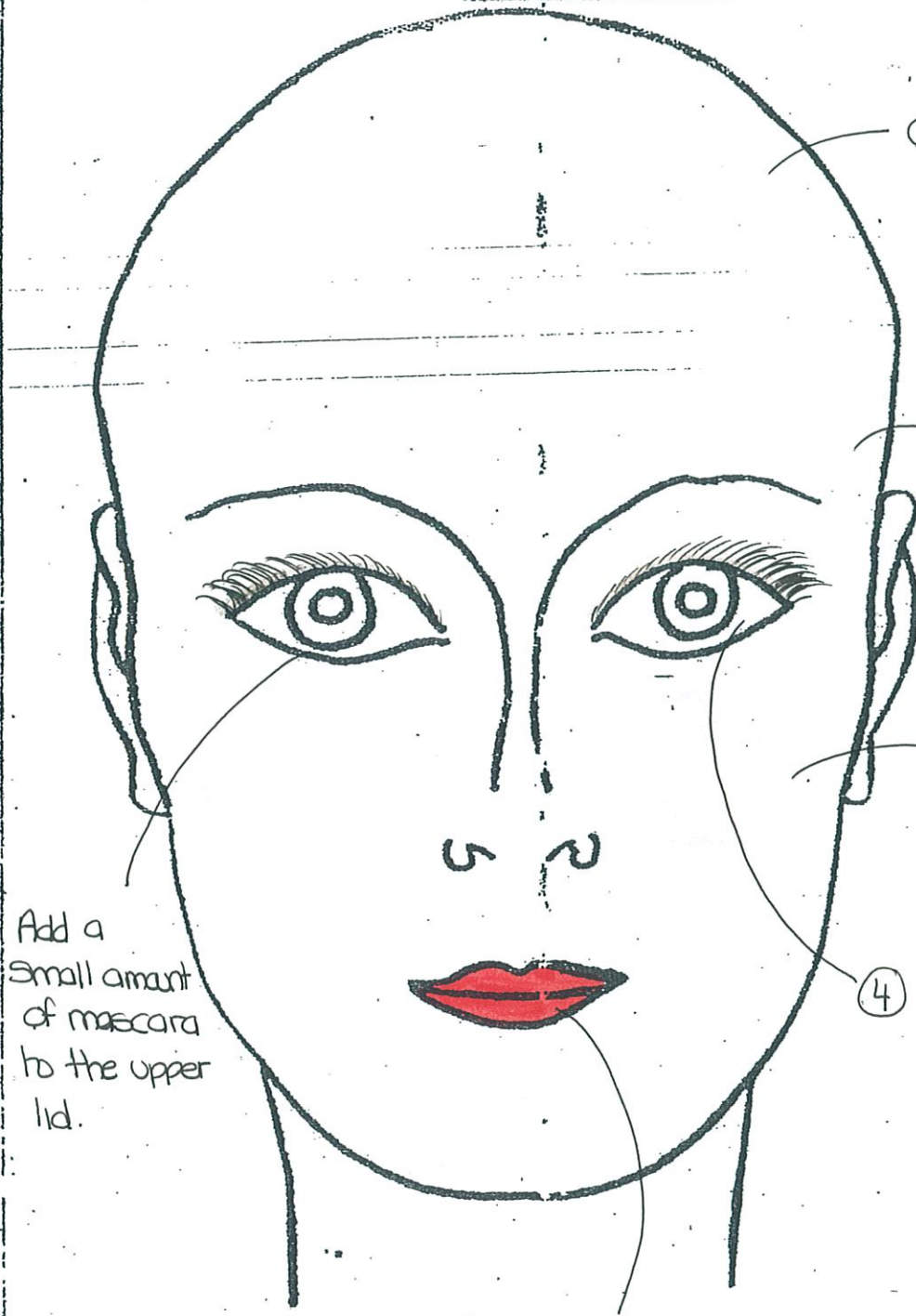
Makeup Chart



Ares needs to be kept neutral but makeup is still needed because of stage lights.

ARES - GOD OF WAR

Makeup Chart



① Moisturise the skin.

② Lechner foundation - light: porcelain. Smooth over face.

③ Add light blush onto cheeks - pink coloured. (pale).

④ Very pale eyeshadow - Cream coloured to match with dress.

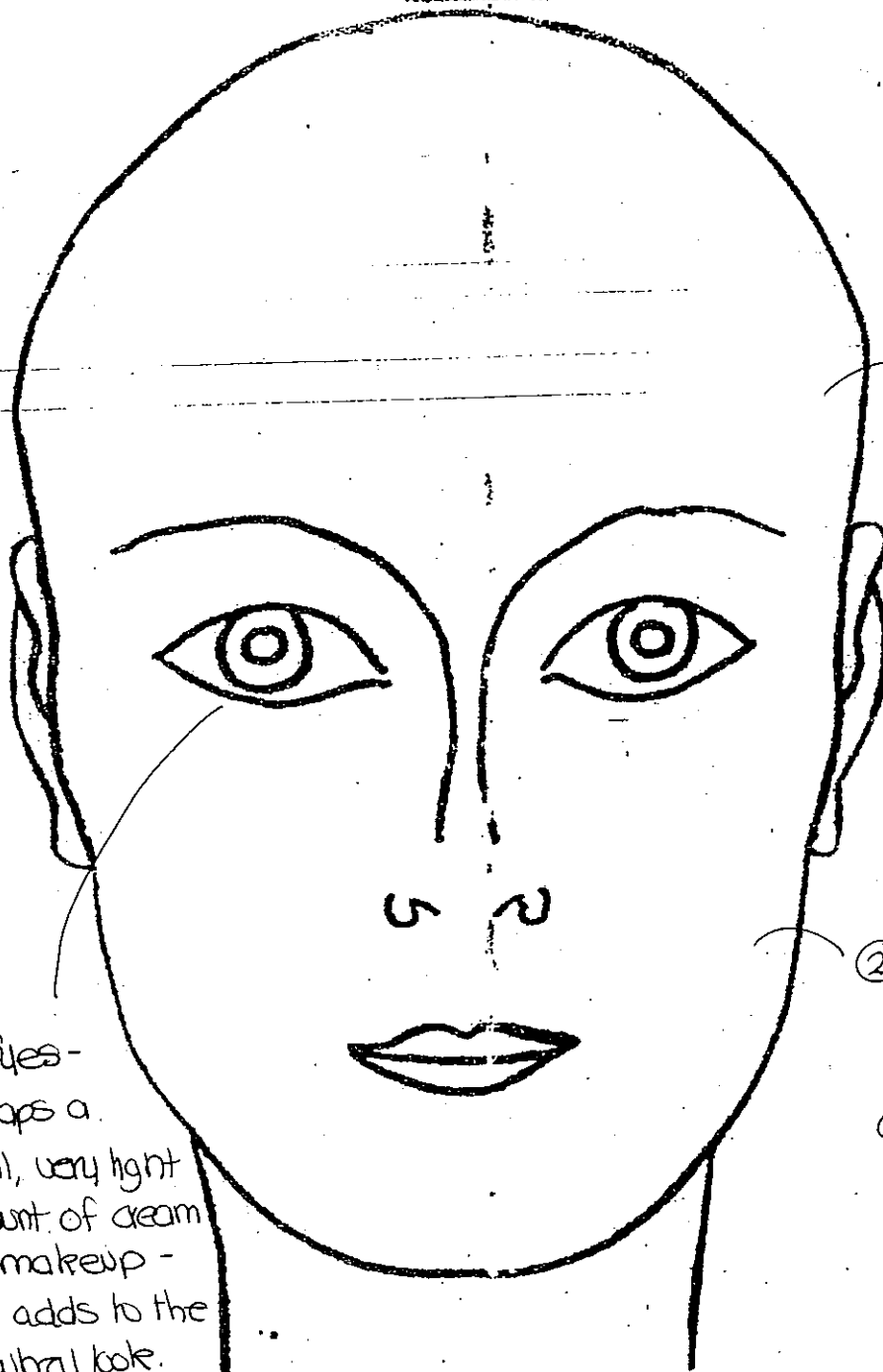
Add a small amount of mascara to the upper lid.

⑤ Lips - deep red lipstick. The contrast of pale skin and bright lips defines her beauty.

ARIADNE

- Theseus' lover and the daughter of King Minos.

Makeup Chart



① Moisturise skin.

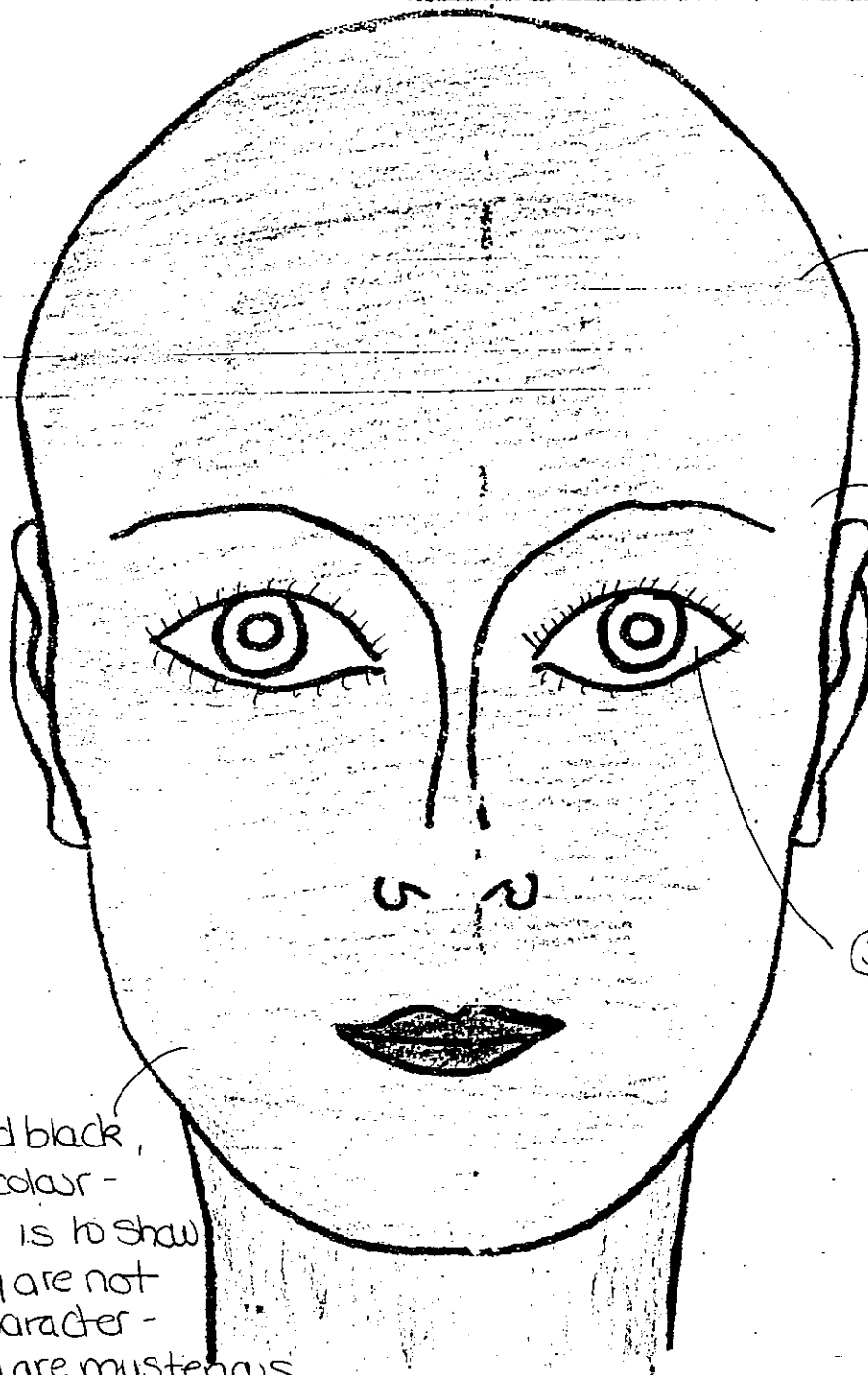
② Lechner foundation -
Ivory coloured.
Creates a natural
look.

③ Eyes -
perhaps a
small, very light
amount of cream
eye makeup -
this adds to the
neutral look.

THESEUS - The
Hero

I choose not to apply much makeup onto Theseus.
This is because the play is about how he grows -
therefore I don't think I could make him up to a set age.

Makeup Chart



① Moisturise face.

This is so makeup is easily removed.

② Grimmas face paint - coloured black.

Whole face and neck - including lips.

③ Eyelids - black - very dark

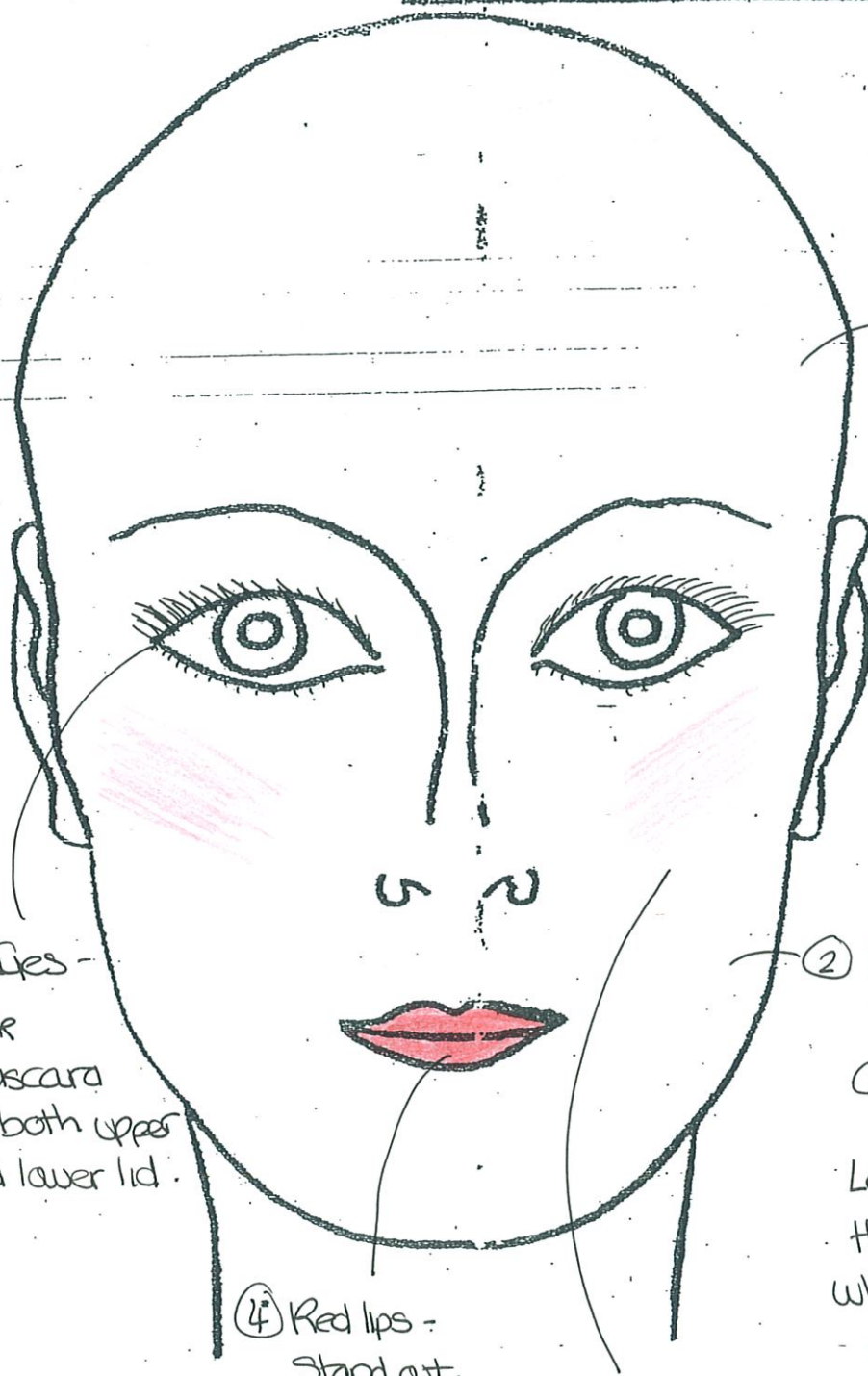
Mascara on top lid.

Used black, no colour - this is to show they are not a character - they are mysterious in the background.

CHORUS -

The Narrators

Makeup Chart



① Moisturise face.

⑤ Eyes -
Dark
Mascara
on both upper
and lower lid.

② Lechner
Foundation - Ivory
Coloured.

Less shimmering than
the Princess Anadne
who is very pale
with dominant
features.

④ Red lips -
Stand out.

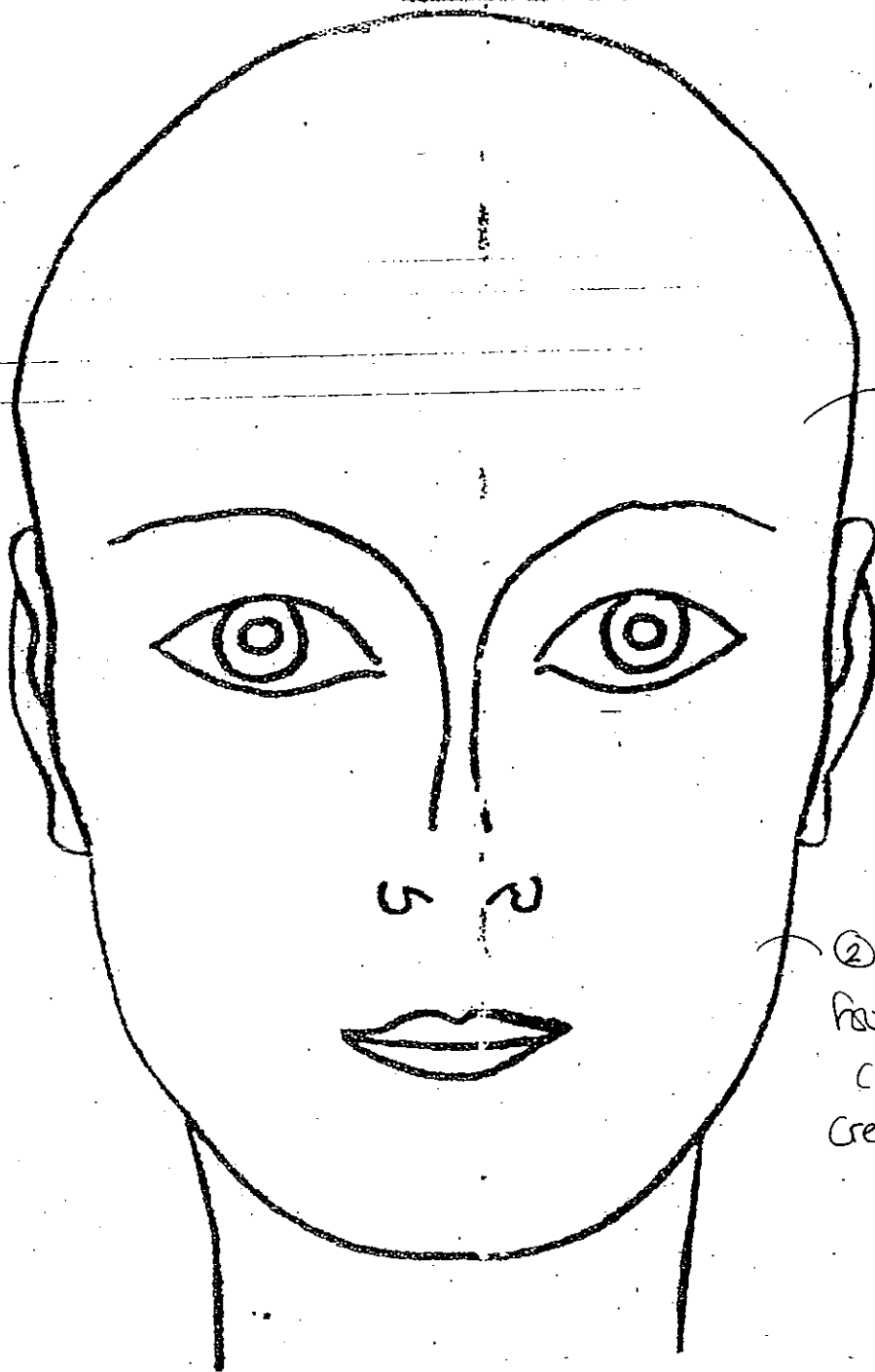
③ Blusher added -
She wears a lot of
makeup - this
shows she is
a scheming
wife.

MEDEA -

QUEEN OF ATHENS

- The amount of
makeup worn shows
her high status.

Makeup Chart



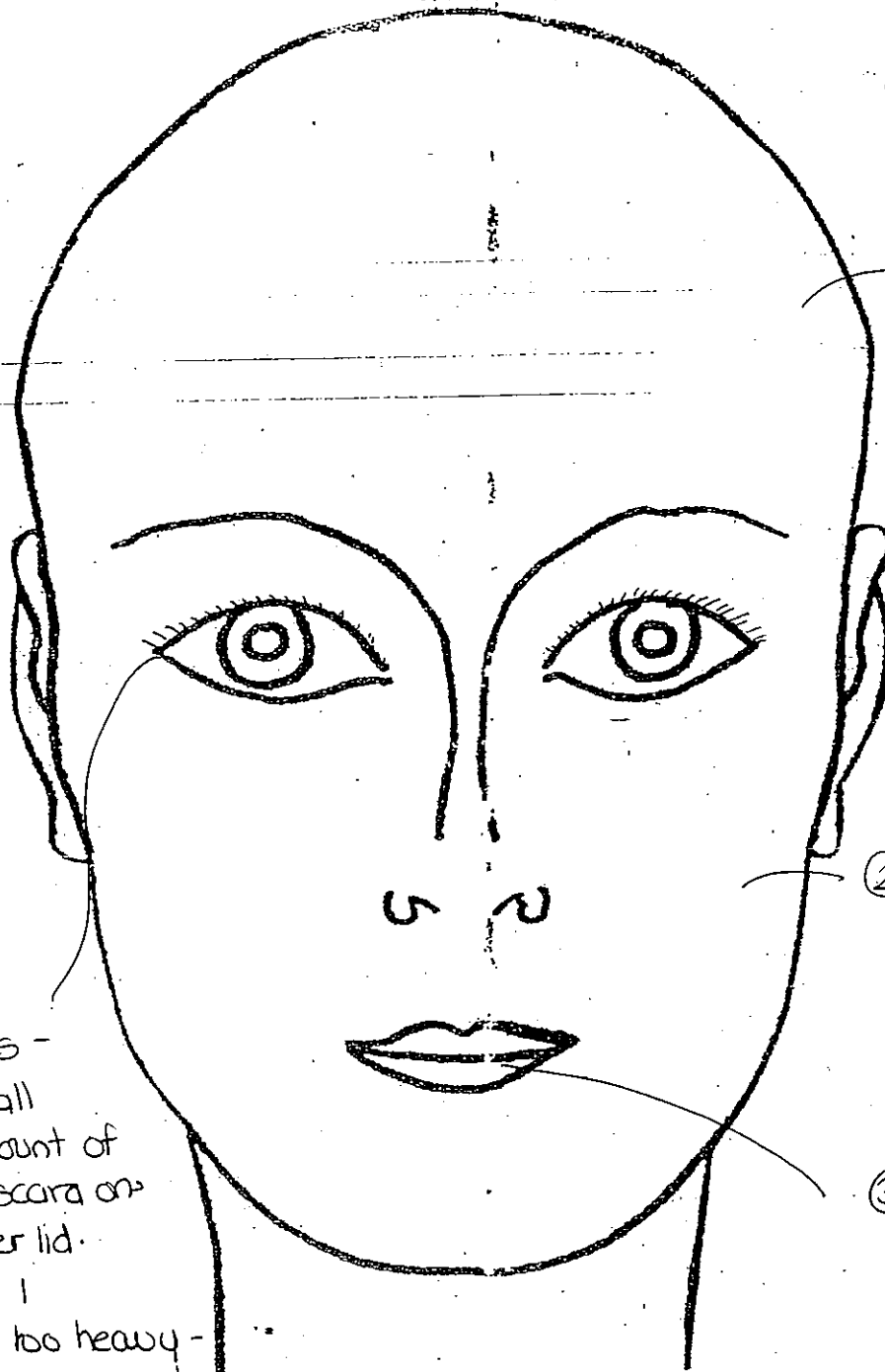
① Moisturise face.

② L'Oréal
Foundation - Ivory
Coloured -
Creates a natural
look.

Very similar to Theseus's makeup, however no eye makeup on this one. More attention should be on Theseus because he is 'The Hero'.

DAEDALUS - THESEUS'S
HALF BROTHER.

Makeup Chart



① Moisturise face -

This is so the makeup can be easily removed after.

Lechner foundation -

② Ivory coloured.

Natural look.

③ Lips - very pale pink.

Her beauty should not stand out.

Eyes -
Small amount of mascara on upper lid.

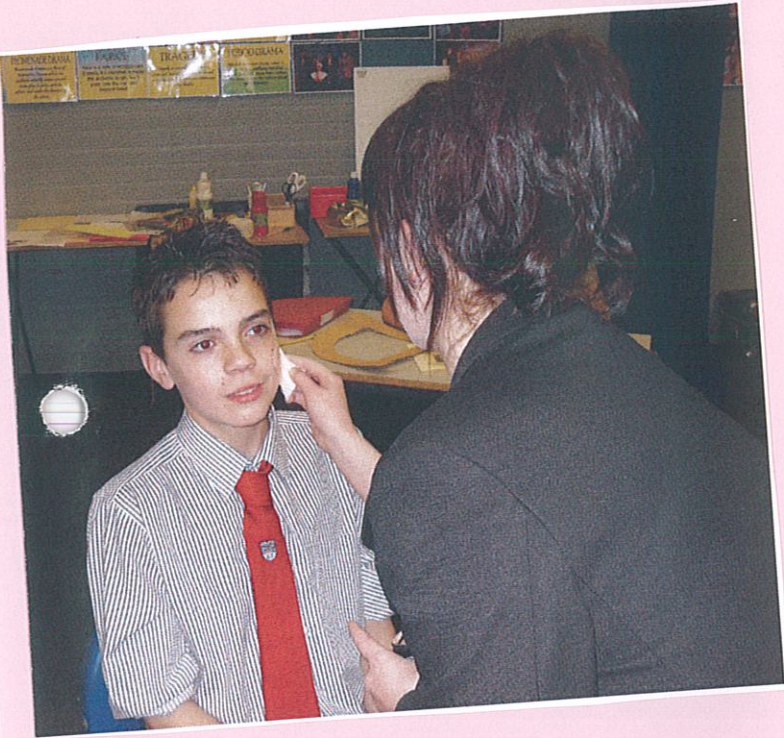
Not too heavy - audience need to know she is older.

AETHIRA

- THESEUS'S MOTHER

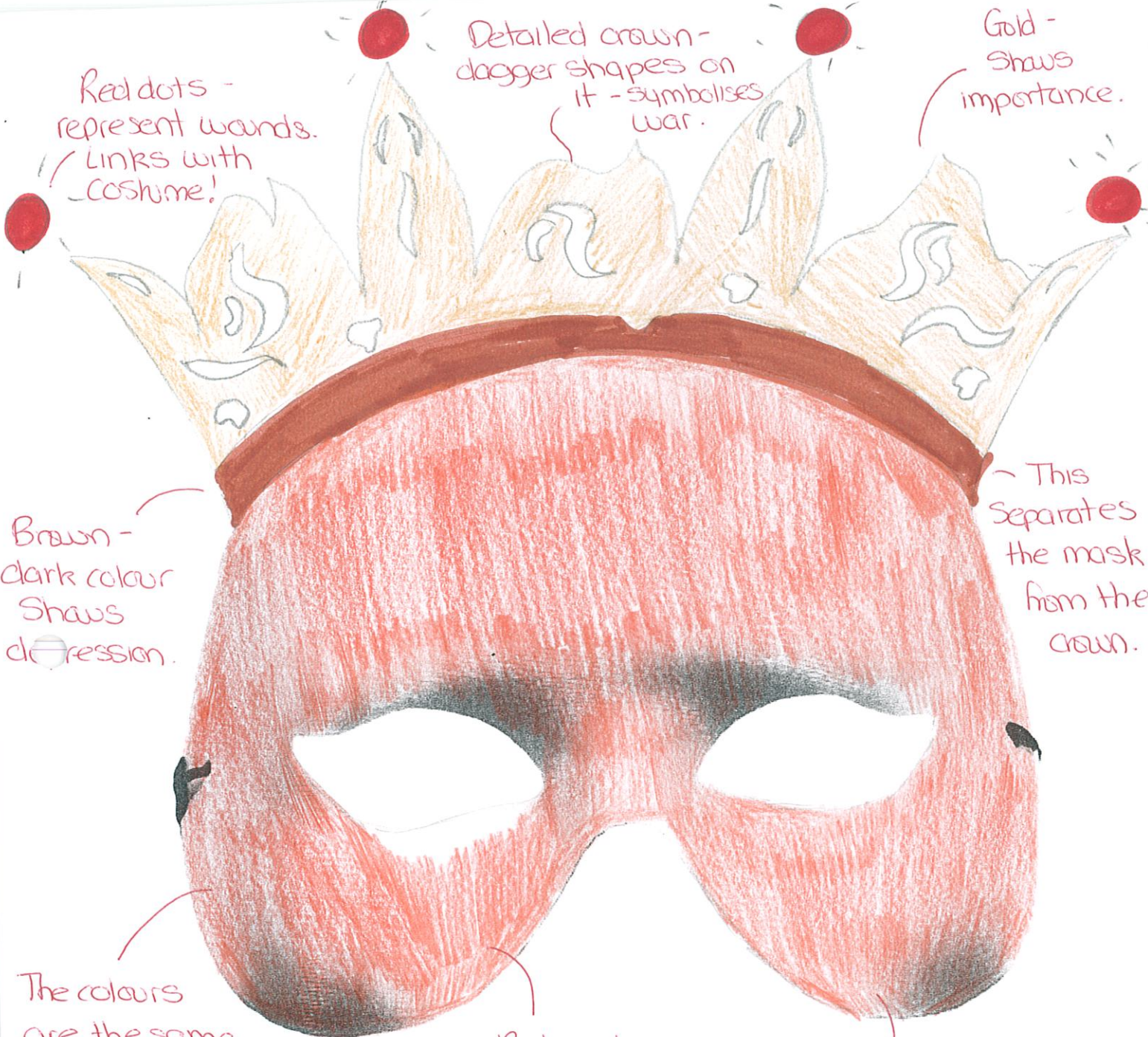
MAKEUP DESIGN - THE CHORUS

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MASK

DESIGNS!



Red dots - represent wounds. Links with costume!

Detailed crown-dagger shapes on it - symbolises war.

Gold - Shows importance.

Brown - dark colour Shows depression.

This separates the mask from the crown.

The colours are the same as the colours on the costume - easy for audience to recognise the character being played.

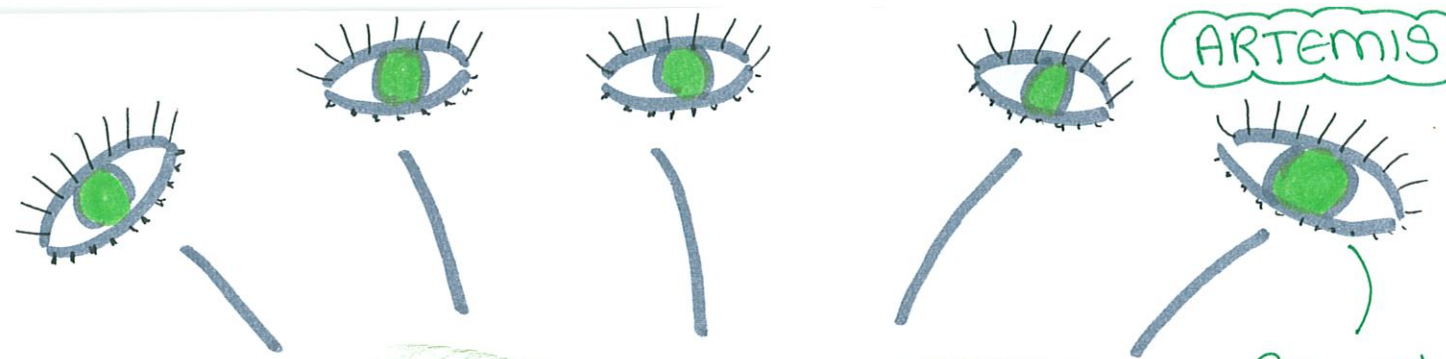
Red used - represents danger.

Kept simple so that more attention is payed to eye make-up and crown.

Each God must have a mask as there is no time for actors to change.

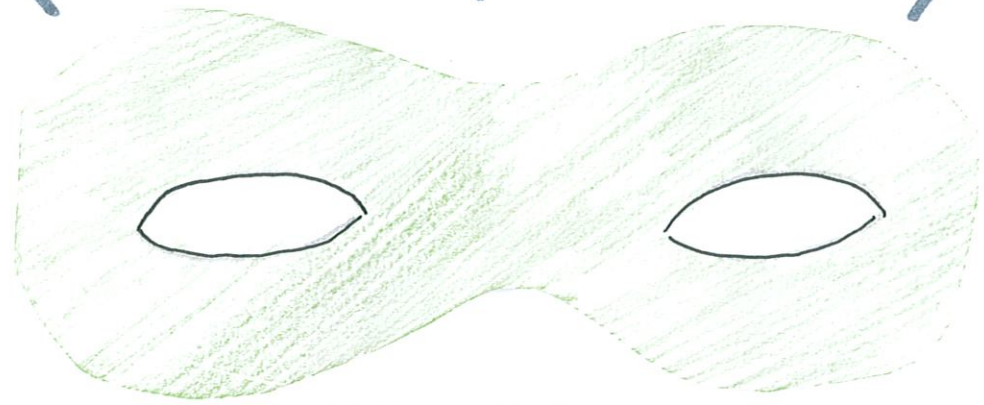
ARES - GOD OF WAR!

ARTEMIS



Green represents envy and hatred.

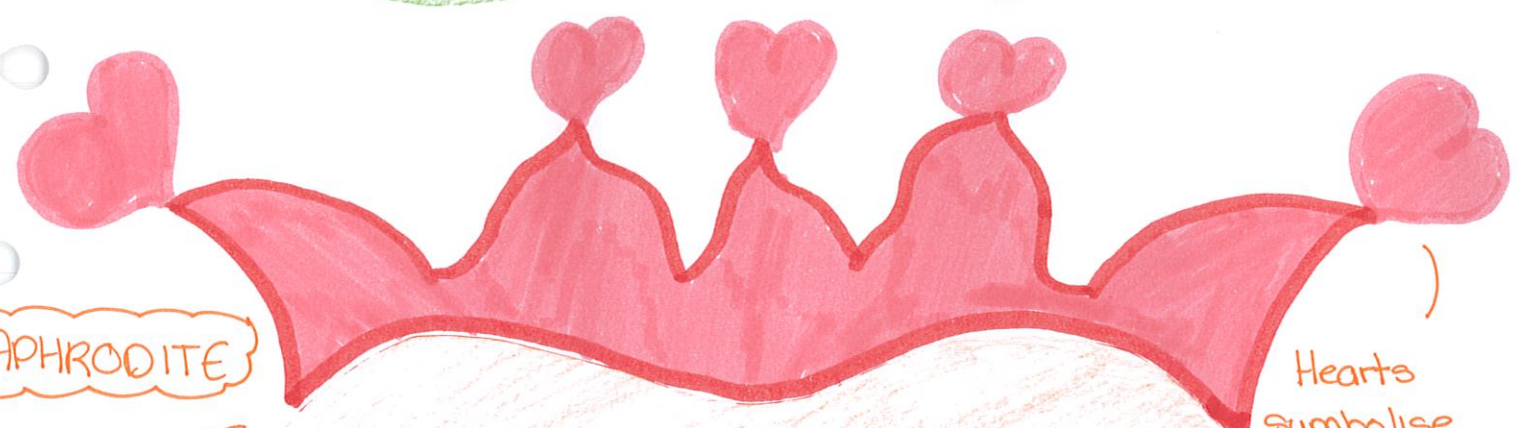
Eyes - evil. Watching someone to get revenge.



APHRODITE

Pinks, reds and oranges are warm colours - Aphrodite is warm and caring.

Hearts symbolise love. Easy for target audience to recognise as love.



APOLLO

Blue - this is the colour I think represents culture.

Symmetrical pattern - this represents the way he moves.

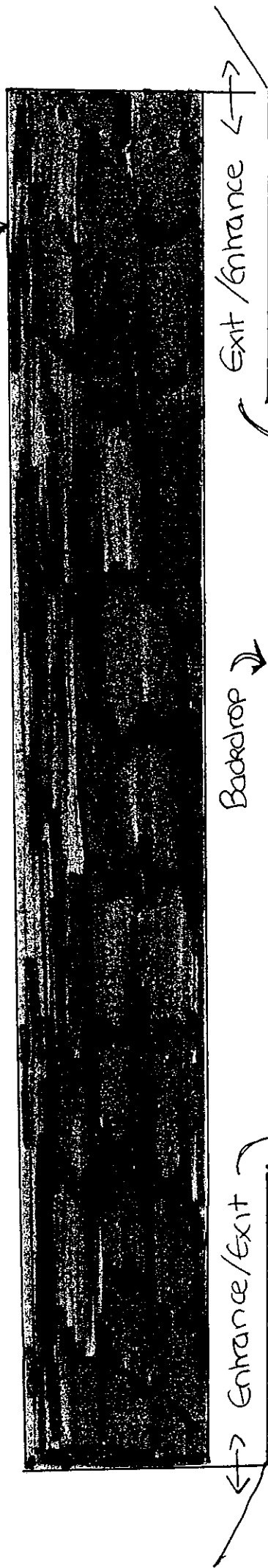


Apollo is peaceful - blue is the colour of the sea - The sea is peaceful. 25

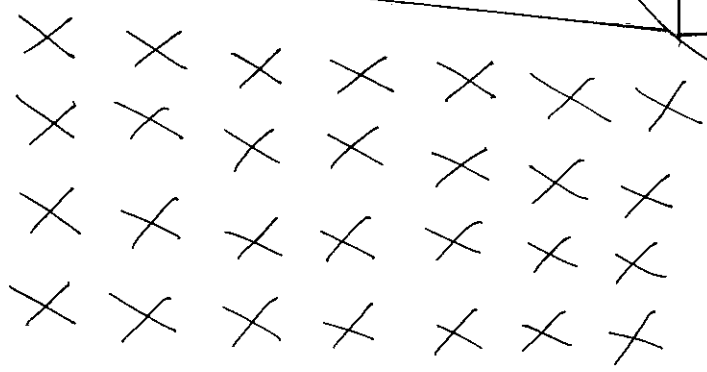
STAGE

DESIGNS!

Backstage of Staging



Entrance/Exit



Audience will be able to see costumes and masks from different angles.

Backdrop



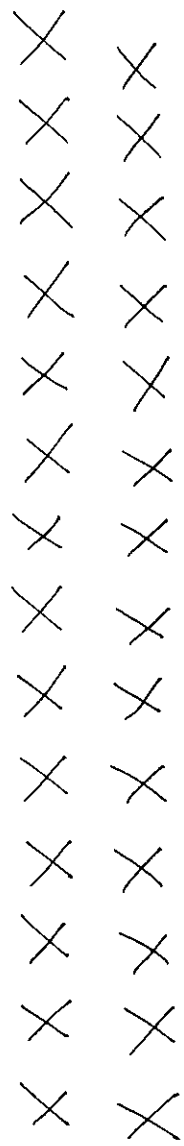
Gods

Each God will be standing on a block. All on same levels - all as important as each other.

XX
XX

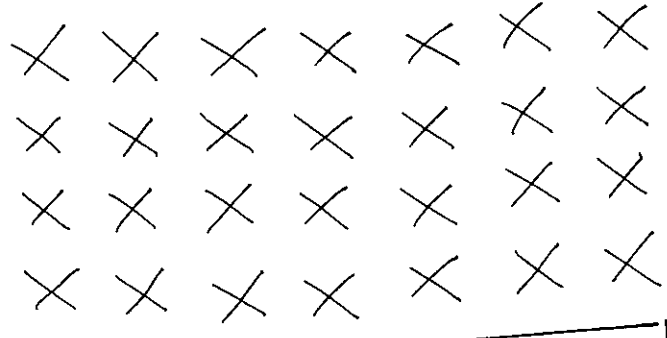
Chorus constantly in background.

They will stand in front of modern back drop because they are superheroes.



Audience will be able to see costumes and masks from different angles.

Exit/Entrance



Action is surrounded on three sides - audience can interact with actors more.

○ BACKDROP - ○







雙蓮花

巴 拿 拿 拿

SET DESIGN :

Each God will be standing on a block in front of the backdrop. The backdrop is a wall with four words on - love, war, vengeance and culture; the words will be written in graffiti letters to show that it's set in modern day. Each God will hold a pole with the word they represent on them.

These poles will be used for the labyrinth.

Stay true
to the story

The set is multi-locational as the back drop can easily be taken down and the rest of the set is only made up of blocks and a couple of props (the poles the Gods hold).

I will use my chorus for the stone. They are very plain and have dark grey body paint, so they will work well as the stone.

I will show the change of scenes by adding and taking away material off the floor.

The backdrop is modern; there is graffiti on the walls. Because the Gods stand in front of it, it shows that they think they have the right to do what they want. The rest of the staging will be set around the Greek era; this shows that the play ~~was~~ is not trapped in any historical time frame.

My themes have mainly been reinforced through costume. My costumes show that I am working with modern /fantasy and greek eras.

I used pink for Aphrodite because it represents love.

I used red for Ares because it represents danger and war.

I used green for Artemis because it represents vengeance and envy.

I used blue for Apollo because it represents culture and he is a God of balance and peace - I think blue is like the sea which is peaceful.

EVALUATION

After researching our original stimulus, which was 'Theseus and The Minotaur' I decided that my overall design concept would be modern day superheroes, mixed with ancient greek. I chose this because the play is quite complicated and my target audience are 9-11 year olds; therefore the ~~superheroes~~ superheroes makes it more fun and easy to ~~see~~ understand and the ancient greek element keeps a bit of the original theme involved.

I decided to work with both modern and ancient eras; this is because the play is not stuck in any historical time frame. This was shown through staging, and through the costume.

I designed for Thrust staging. I thought this would be good because it gives the audience more of a chance to see all the costumes, as the ~~stage~~ staging comes out into the audience, where the characters will act. It also gives the children watching the chance to feel more involved and excited which is important because the age group I am working with could get easily bored, and give up watching.

I wanted the audience to understand the themes of the Gods; I made sure that everything involving the themes were modern, this ~~shows~~ shows that they are still relevant today. War, Vengeance, Culture and Love are the ones involved. I showed them through staging.

My three areas that I designed for were staging, makeup and costumes. I also had to design masks as these were vital to the Gods.

I wanted my staging to show the audience the importance of certain characters and how parts of costumes can create the stage for points throughout the play.

My backdrop was a wall with the four themes written in graffiti; I did this to show it was modern but to also educate the children. I used blocks; these were placed in front of the backdrop and this is where the Gods stand. The higher level shows there importance and also shows that they were the characters set in modern day time; representing the four themes. Each god held a pole with their theme on it and the poles were used to form the labyrinth; this ^{is good} ~~is good~~ because they are light and easily moved. I think the staging design strengthen my themes a lot as it makes them clearer and I think the labyrinth idea is effective but still simple.

EVALUATION

my ideas better. I was also told to have a colour wheel on the board, so that the examiner could see the colours involved and so he could recognise the fact I followed a 'Mediterranean' colour scheme.

Also they said that I need to make it clear that the graffiti on my backdrop links with the modern / superhero theme.

Although I really enjoyed designing my costumes, I think that I am most proud of my staging. This is because at the start of my ten hours I was really worried and clueless about what I could do for this section but in the end I managed to pull together and create something that looked good and was practical. I think it's really cool how my gods come together and form the labyrinth and how it is really obvious which theme they represent, due to the links of colours from costumes to staging. It is effective because it is so simple yet still fun and perhaps the audience will be interested in the way I have used characters to create parts of my stage.

Overall I am pleased with my designs and I think I have good reasons for everything I ~~was~~ decided to do and as long as I improve on the things from my rehearsal, hopefully I will manage to impress the examiner too.