

Hamlet Project- 100 points

English 4 GHP 2018

DUE FRIDAY, FEBRUARY 23rd

Over the past few weeks, we've followed the story of Hamlet and sampled several movie interpretations. Now it's your turn to design a production. Use what you know about the plot, themes, and characters to create an original scenic or costume design for *Hamlet*.

Consider:

- What are the major and/or recurring themes/motifs of the story? How might I represent them visually?
- What do I know about the setting? Does the story need to remain set in its original time and place? Where and when else might I possibly set this?
- What do I know about the characters? What are their traits? Occupations? Social statuses? Do they change over the course of the play? What relationships exist between characters that I might want to reflect in my design?
- How do I want my world to look and feel? What do I want the audience to know, and experience, about the world of the play? Is my world industrial or natural? Orderly or chaotic? Realistic or abstract/representational? Colorful or monochromatic? Cruel or kind? Toxic or healthy? Etc...
- How might the feminist or psychological critical lenses influence the visual landscape of my design? Could/should I incorporate feminine or masculine imagery and colors? How could I represent the psychological world of the characters in the set or their costumes?
- How can I use basic design elements (color, line, shape, texture, space, unity, balance...) to tell my version of the story?

For examples of scenic and costume designs, check out: <https://padlet.com/aringtonj/designideas>.

You can also revisit our *Hamlet* Padlet board to see what other theaters have done.

*If you choose to create a **scenic design**, plan to turn in:*

- A set model (diorama) of your design, that can be manipulated to show **three** different "looks" or scenes (such as the ghost scene, Gertrude's closet, and the graveyard.) **OR**
- Color scenic renderings of three different "looks"/scenes **OR**
- A technical drawing (front/top/side elevations) of your set.

*If you chose to create a **costume design**, plan to turn in:*

- Costume renderings of three different characters from the play **OR**
- Costume renderings of the same character at different points of the play (such as Ophelia during the "advice" scene, "nunnery" scene, and "mad" scene) **OR**
- If you are REALLY into this, you can sew/make/piece together three costumes (three characters or three looks for the same character). Turn in photos of your final products for your grade.

Or, make a proposal!

For ALL options, include a 2 page (double spaced) paper explaining the thought process behind your design. What influenced you? How do your costumes reveal/develop/speak to the characters you chose, or how does your scenic design reveal the world of your play? Address the questions above that guided our process.

On Friday, February 23rd you will informally present your project to the class. Be prepared to explain your choices, as you did in your paper. (Think 3-5 minutes.)