|  |  |
| --- | --- |
| NYC College of Technology, CUNY  **THE 1280, History of Physical Theatre** | Prof. Christopher Swift  **Classroom Assignment** |

**Create a theater structure**

In groups of 5, create a new design of a theatre that would meet the basic needs of either

a) an autocratic ruler producing spectacles that express his power to the maximum number of citizens;

b) a democratic space that combines ritual and theatre; or

c) a stage design that allows itinerant players to mount comic dramas in different public outdoor spaces on different days.

You do not have carbon fuel powered engines or computer technology to help produce the spectacle. Nor do you have artificial lighting, so the spaces need to be at least partially out of doors to take advantage of sunlight.

Although the three examples infer ancient Roman and Greek examples, I would like you to avoid copying outright any of the architectural design elements we have learned so far – although you can certainly let those examples help you think of your original versions. Your rituals and performance traditions should be unique. It might help to imagine your theatre existing in a specific society and/or geography (other than Greek or Roman empires).

This project works best when all the members of each group are able to contribute, cooperate, and listen to each other. You have 40 minutes to create your idea of a theatre structure and we will spend the final 30 minutes of class presenting your ideas to the class. You may use the blackboard to draw diagrams and sketches. Most importantly, be able to explain to the class how very specific elements of the theatre designs serve the needs of your audiences and performers.

Evaluation will be based on effort, creativity, fulfillment of the requirements, and willing participation.