



Medea

Henry Cruz Scenic Designer/Lighting Designer

Department of Entertainment Technology

Introduction

The premise of my culmination project would be to design a stage as well as a lighting design for the Greek tragedy Medea. What I tend to do is first draft up some scenic designs for the main play. After I focused on the scenic elements the main purpose would produce a lighting design to go with the play. The reason being is that while I do like stage design, I want to be more of a lighting designer. The main location that I will be working on would be the Vorhees theater as it is reminiscent of the Greek Amphitheater

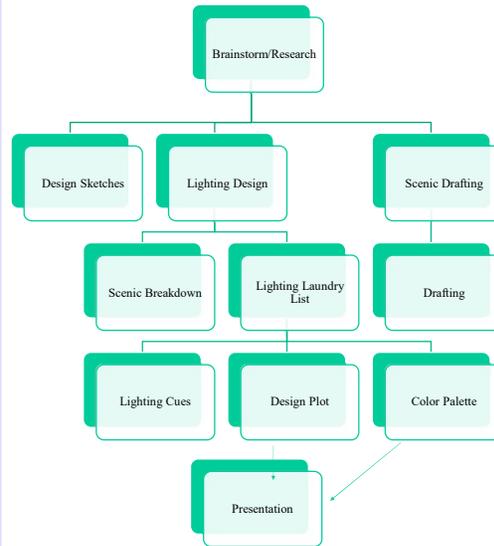
The skills include:

1. Drafting skills
2. Artistic Skills

The Process

The process includes by reading the Greek Tragedy Medea. Afterword's it involves brainstorming ideas based on the play setting , themes, and major plot points. Once the final settings are done it involves drafting of the various scenic elements and lighting elements would be needed. One of the main purpose is to have a better grasp of what goes into the lighting design as well.

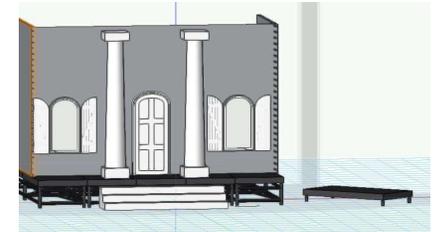
Work Break Down Structure



Henry Cruz Budget			
Items	Cost	Quantity	Total
Medea pdf	\$0.00	1	\$0.00
Vectorworks	\$0.00	1	\$0.00
AutoCad	\$0.00	1	\$0.00
Subtotal			\$0.00
NYC Tax 8.88%			\$0.00
Subtotal with tax			\$0.00
10% Contingency			\$0.00
Total Material Cost			\$0.00

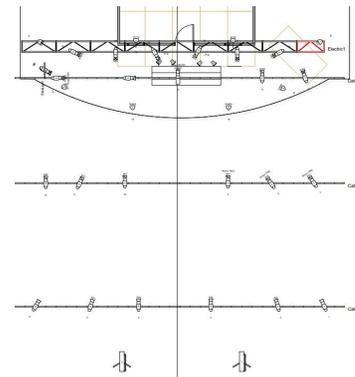
Conclusion

Throughout the entire semester from start to finish one of the main idea was to figure out what I wanted to focus more of my attention into. As I was in a crossroads of deciding what my main focuses will be such as whether I wanted to be a lighting designer or a scenic designer. As this project has reached its conclusion, I was able to find that I enjoyed more of the work that goes into the lighting aspect of theatrical shows.



Results

1. One of the main results that I was looking for was to get better understanding of what goes into the Scenic design process as well as having a better understanding of what goes into the lighting aspect as well.
2. I was able to find the results of what goes into the lighting aspect as it me to know the steps that most lighting designer take such as using photometrics, knowing the candela of a fixture depending on the range in which the fixture is hanged.
3. Not only that but for the Scenery aspect I was able to see what goes into the scenic design elements such as research and how it would be constructed.
4. Not only that but it allowed me to get a better understanding of the software that are being used in the industry such as AutoCAD, Vector Works, Light Wright to name a few.



Process:

1. Concept Art

1. One of the first objectives that needed to be completed was concept art so I can have some sort of base when it comes down to the drafting for the Scenery design. This also would allow me to have a better idea on how I would like to light the set for the lighting design portion.
2. This portion also required me to do some research regarding Greek architecture

2. Drafting

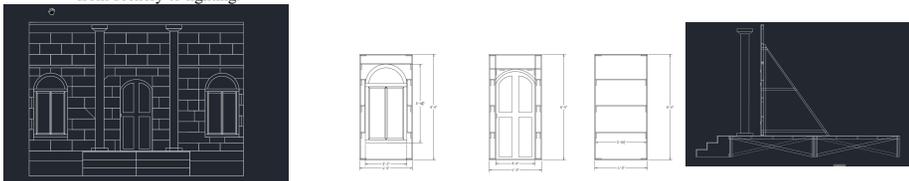
1. After the initial designs the next step was to draft how the set would be build for such method, I used Primary AutoCAD for the bulk of the drafting Portion. Vector Works was used to make a 3D model however a simple model so I can work with it for the Lighting portion.

3. Lighting Aspect

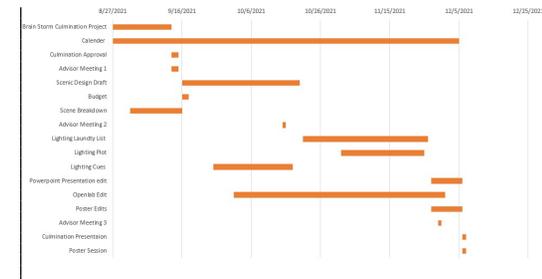
1. Now that the Scenic elements where designed the next portion to do was design a lighting element. As this was a secondary element to the culmination project.
2. This portion had me doing some scene breakdown as it required me to understand what is happening , Who was on stage as well as what sort of lighting element would be needed.
3. Not only but I also had to investigate what sort of lighting fixtures I would want to use such as any movers, any traditional and what would be needed in order to light the stage.
4. Another aspect of lighting that I had to learn was using photometrics in order to determine the size of the beam or even knowing how bright the fixture will be from a certain distance.

4. Presentation

1. The last aspect was to bring all the information that I gather into a presentation and being able to present everything from scenery to lighting.



Gantt Chart



Acknowledgements

1. Technical Advisor
1. Prof. Miguel Valderrama