

For the final problem 4, our task was to find a solution to a more elaborate set for the Powerhouse theatre. We were assigned a play to reference off and had to analyze the play to identify key scenes and concepts for the production. As part of the assignment we were to give two bid passes in order to be approved for and work off a said budget. The first round of our budget didn't include much planning because it was a rough analysis of what materials the show needed and the labor for the show itself. The strains for this project were to really breakdown hours with pay and stay on budget. There existed several options to one solution in all aspects of the project thus resulting with the \$50 option, \$500 option and \$1000 option. Different versions needed to be plugged into our equations to see if they were practical for the set and for the budget. Some things that were difficult in the process were identifying yourself as the deliverer and not the designer. There were many aspects of the set that after reading the play made me question whether some things were just that necessary to tell the story or if some things could be completely changed to fit the budget. As a TD our only job is to bring the designers vision to life and doing that so by finding an adequate solution. This assignment required a lot of research in several different areas as opposed to problem 3 that only really required research for a hand full of components.

Working in a group certainly was useful in breaking down responsibilities but the difficulty in that was trying to not take so much on individually. We often encountered instances where either my group member or I tried to contribute to each others area of expertise and ended up taking up more responsibility for something that wasn't assigned to us individually. For example, my task was to come up with a wall breakout and supply a rough outline of how things are going to be build and my colleague would then create drawings for those items. The result of him attempting to give input resulted in him creating his own breakout thus giving him double tasks within the project and leaving no room for discussion. Our fault in this as a group was that we didn't really communicate those differences and I ended up working off of my sketches when he was working off of his. We did not have one individual idea set in stone as a single entity. The upside was as we finally came across the mishap we merged our ideas to create what would be the finalized set. This project was evident off of many trial and error ideas. Several components changed weekly throughout the project ranging from the structure of flats to the type of materials being used and so forth.

Many sections of the project had their own strains. Some of those strains include having an economic floor to match designer needs, using less costly material to allow for increased labor, using shop time efficiently to build bigger set pieces, and trying to do the least amount of work during load in. This problem was reflective of a culmination of all previous problems because something was added to the problems from each prior. All of these include communication skills, research skills, test planning, and organization. It all came together to show what a TD focuses on and how things change with every given solution. The main concept I took away from problem 3 and 4 were that the way in which you present information is vital. It is always the best idea to gather your intonation in a way that it understood to a bigger audience and not solely to

yourself. Lastly to reinstate the idea that we are only to deliver and not give creative input on a designer idea was very important and difficult with this assignment.