**Georgia Thespian Conference Team Design Challenge**

**General Guidelines**

Students will work together to create an original cohesive design within the following areas:

* Scenic Design – design, construction, and presentation of a set model.
* Costume Design – design, construction, and presentation of one miniature costume (male or female) to fit a 12” tall person.
* Hair/Make-Up Design – design, application, and presentation of one hair/makeup designs realized on cosmetology head or live model.
* Properties Design –design, construction, and presentation of a stage property.

A complete design package of ALL design elements (Scenic, Costume, Hair/Make-Up, Property) must be presented in order to be adjudicated. Work must be original and not copied from other shows.

The entire team will be responsible for collaborating together to create a complete cohesive design concept statement that unifies all four design elements. Please follow safety guidelines for all materials and tools.

Each team will submit a slide show presenting a pictorial reference of their work. You may use either PowerPoint or Google Slides.

The team will be adjudicated as a whole, with each design and presentation receiving a certain score and their overall collaboration towards a unified design concept will receive a score.

Rendering Guidelines

The design teams may choose to do their renderings digitally or use other forms of media (i.e. watercolor on watercolor paper, pastel or chalk on artist paper, etc.), but they must follow the following guidelines:

* The Scene Design Rendering must be from the front perspective and at least be 6”x8” in actual size.
* The Costume Design Rendering must provide a front and back rendering of the costume design and the bodies must at least be 5”x2” in size.
* The Hair/Make-Up Design Rendering must provide a full front and profile view of the design and the heads must be at least 4”x3” in size.
* The Property Design Rendering should be from a view that best presents the prop and should be at least 6”x8”.

**Construction Guidelines**

**Scenic Model**

* The model must fit on a base no larger than 11”x17”.
* The model should be in ¼” = 1’-0” scale. Stage dimensions will be provided.
* No limit to types of materials used. Get creative!

**Costume Design**

* Needs to fit a 12” tall person. Can use a 12” mannequin/doll or get inventive and create one.
* Should be to scale for the “model.”
* No limit to types of items used. Think outside of the box!

**Hair/Make-Up Design**

* Actual application can be on a cosmetology head or a live model.
* Pictures of the actual design may be submitted if the model is not available for the presentation or time does not permit in-person application.

**Properties Design**

* Prop should be actual size; if the prop chosen is a large set prop a scale of ¼ or ½ =1’-0” should be used.
* Try to be as detail oriented as possible.
* No limit to types of items used. Make magic!

**Presentation Guidelines**

* Slide 1 – Titled “[Group Name] Design Challenge”
	+ Include the play title and author, Team Member Names/Area of Design
* Slide 2 - Titled “Concept Statement” w/play title.
	+ Be sure to communicate the team’s vision and consider the design’s overall meaning, purpose, direction, and depth.
	+ This is NOT a synopsis of the play.
* Slide 3 - Titled “Scenic Design” w/play title
	+ Include Designer’s Name(s), chosen scene, and at least 4 images used for design inspiration.
* Slide 4 - Titled “Scenic Rendering” w/play title
	+ Photo of final Scenic Design Rendering. Include any images of preliminary renderings.
* *(Optional) Slide 5 - Titled “Construction Process” w/play title; At least 4 images throughout different stages of the creation process.*
* *(Optional) Slide 6 - Titled “Completed Model” w/play title; At least 2 photos of completed model from different angles (must include a clear full front image)*
* Slide 7 - Titled “Costume Design” w/play title
	+ Include Designer’s Name, chosen character, and at least 4 images used for design inspiration.
* Slide 8 - Titled ‘Costume Rendering” w/play title
	+ Photo of final Costume Design Rendering (front and back). Include any images of preliminary renderings.
* *(Optional) Slide 9 - Titled “Construction Process” w/play title; At least 4 images throughout different stages of the creation process.*
* *(Optional) Slide 10 - Titled “Completed Model” w/play title; At least 2 photos of the miniature costume from different angles (must include a clear full front and a back image).*
* Slide 11 - Titled “Hair/Make-Up Design” w/play title
	+ Include Designer’s Name, chosen character, and at least 4 images used for design inspiration.
* Slide 12 - Titled “Hair/Make Up Rendering” w/play title
	+ Photo of final Hair/Make-Up Design Rendering. Include any images of preliminary renderings.
* *(Optional) Slide 13 - Titled “Construction Process” w/play title; At least 4 images throughout different stages of the creation process.*
* *(Optional) Slide 14 - “Completed Model” w/play title; At least 2 photos from different angles of the Hair/Makeup design application (must include a clear full front and a profile image).*
* Slide 15 - Titled “Property Design” w/play title
	+ Include Designer’s Name, chosen prop, and at least 4 images used for design inspiration.
* Slide 16 - Titled “Property Design Rendering” w/play title
	+ Photo of the final Property Design Rendering. Include any images of preliminary renderings.
* *(Optional) Slide 17 - Titled “Construction Process” w/play title*
	+ *At least 4 images throughout different stages of the creation process.*
* *(Optional) Slide 18 - “Completed Model” w/play title*
	+ *At least 2 photos from different angles of the Prop (must include a clear front and back image).*