Final Exam: *Waiting for Godot*

All written analyses need not be more than a couple of pages long.   Bullet points work if well organized. We can talk about this more in class.

Set Design

Instead of creating the 'set' (mound, tree...) you create a visual narrative for the piece. Tell the story in pictures - but you must generate at least 50% of the images, either through your own photographs or through drawing and painting or Photoshopping. (You can use 50% from the internet, but no more.) Or you can write an algorithm that generates a series of images if that's what works for you!

You will be "story boarding" the essential events of the play as you understand them.   Here I use story board non-literally: telling the story in action through visuals.

How the class experiences the piece should be considered (computer slide show, graphic novel, comic book, paged through in a book, one continuous line of images, view finder, puppet show, filmic story board - whatever). It can be as abstracted or literal as you want to make it, but it should have a recognizable connection to the arc of the play. If it is a book, what kind of book is it? Is it grungy and old, a child's hard cover fairy tale, a.... So that even the object should be evocative of the play for you.

Costume Design

Write a character analysis of the four characters in *Waiting for Godot*. Who are they? Where and when are they? Who are they to each other? How to they change throughout the play? The success of the costume designs you come up with will be based on the analysis: did you realize your goal in an interesting and compelling way?

You will develop 2 costume plates for each character -- one for Act I and one for a specific point in Act II that represents a change in the characters and therefore (if true) a change in the costumes. So 4 characters x 2 plates each. You will be making a translation of the concept of the characters from the emotional and psychological or situational, to the visual -- and the visuals you will use are line, mass, texture -- you know the drill!

You will be given info on how to draw the human figure (trace? print?) and then you will design the costumes using line, color, texture, mass, etc. You must swatch the costumes, and we will have the costumes shop open at particular hours so you can get there if you want to snag fabric. But you can also "swatch" by Photoshopping, cutting collage materials from magazines, etc.

Acting

Please pick an 8-10 minute maximum scene from the play.

You must write an analysis (each on your own, please, even when working with a scene partner) of the action of the scene and the place of the scene in the arc of the play.   Include a detailed description of your character: what he says of himself, what others say of him, what he does, and what his arc through the play is. Please "beat the scene out," by giving me a copy of the text with marginalia written in about objectives and action.

If you are doing a foursome scene you may extend the time to 15 minutes...which is a lot!!!

When we know the shop hours, we can get you in to grab some hats, etc.

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