

KCACTF Region III

Regional Design Projects Competition 2008

Design Expo on-site Registration will be Tuesday, January 8, 2008 from 5:00-10:00 PM in Bonaventure Hall at Cardinal Stritch University.

Participants must check in and mount their work by 10:00 PM.

You must pre-register to participate in ALL design, technology and stage management events by November 26, 2007 by completing the ONLINE REGISTRATION FORM.

Regulations and Procedures for the Regional Design Projects Competition

1. Regional Design Projects are intended to serve Region III student designers with the opportunity to showcase their work for non-realized design projects.
2. There are two entry divisions: Undergraduate and Graduate. All entrants must be currently enrolled students of colleges and universities in Region III at the time of the festival.
3. Judging will occur in the categories of Scene Design, Costume Design, Lighting Design, Makeup Design and Sound Design.
4. All entries must be original designs conceived and rendered by the entrant for one of the following plays...

2008 Design Projects

Medea By Euripides, 431 B.C.

Titus Andronicus

By William Shakespeare, ca. 1589

A Flea in Her Ear

By Georges Feydeau, 1907

Hair

Book by James Rado and Gerome Ragni

Music by Galt MacDermot, 1967

Boy Gets Girl

By Rebecca Gilman, 2000

Seussical

Book by Lynn Ahrens and Stephen Flaherty

Lyrics by Lynn Ahrens

Music by Stephen Flaherty

5. Students **may** enter more than one design and/or design category.
6. In order for student designers to be eligible for the Regional Design Projects Competition, an entry form must be filed online with the Regional Design and Technology Chair. An entry fee of \$25.00 must be submitted with each design. Please follow the directions on the form, and submit your fees online. You must have Adobe Acrobat 7.0 to use the interactive form, please use the link to the left to

download the software. (Fees help to cover costs of administrative supplies, exhibit materials and mailings.)

7. Designs may not have been entered in any other competition.
8. Student designers should consider the following in planning their display:
 - A) Students will be assigned a 4' x 8' foam panel at the time of on-site registration. All panels will be in VERTICAL position and will have been painted white. Be aware that because of the way panels are arranged, some panels will have only 3'-10" x 8' of useable space
 - B) Students should have their work pre-mounted on mat boards (24" x 40" MAXIMUM) before arrival at the festival. Mat boards should be a rigid material (i.e. Crescent mat board, illustration board, foam-core, etc.). Upon arrival, students will then mount these boards to their assigned panel. Students should bring T-Pins of an appropriate length to secure their boards into 2" thick extruded styrofoam (blue board).
 - C) Maximum of 4 mats per entry. Arrangement of materials within the mats is at the discretion of the student designer but must include the following on the face of **one** panel:
 - 1) Name of student designer 2) Title of play 3) Entry category (i.e. Undergraduate Scenery, Graduate Costume, etc.) Additional matts should carry information appropriate to the design (i.e. Act/Scene, character names, etc.) SPECIAL NOTE: DO NOT INCLUDE THE SCHOOL NAME OF THE STUDENT DESIGNER ON THE FRONT OF ANY MATS.
 - D) A clearly worded and typed statement of the design approach should be mounted on the panel. Typically, the approach statement is 100-500 words discussing the approach and the reasoning behind major choices (such as period, color, color, style, etc.) as they relate to the themes and ideas of the play. An outline format is advised. (See sample.)
 - E) Emphasis should be placed upon the design process. There should be at least three drawings showing progression from the initial sketch (in visual design categories).
 - F) The designer's return address should be on the back of each board.
9. Student designers are encouraged to bring their materials with them to the Festival. If this is not possible, materials **may** be sent to the host of the Regional Festival at least two weeks prior to the Festival. Deviations from this timeline must be cleared with the Regional Design & Technology Chair.

Materials Required by Category of Entry

Scene Design

- 1) Clearly drafted ground plan, including the relationship of the setting to the performing area when applicable.
- 2) Graphic presentation of the design that indicates the following: color, texture, value, atmosphere, scale and research. This may be in the form of renderings, sketches, model, photography or a combination thereof. Entries may include a scenic model, preferably in 1/4" Å scale.

Please refer to Format for All Design Exhibits

Costume Design

- 1) Six to twelve representative renderings or color plates with costume fabric swatches attached.
- 2) Color chart or color board to give an overview of the designer's approach to the play as a whole.
- 3) Presentation of the design that indicates the following: color, texture, value, scale and research. This may be in the form of renderings, sketches, armatures, photography or a combination thereof.

Please refer to [Format for All Design Exhibits](#)

Lighting Design

- 1) Clearly drafted light plot and section for the entire play.
- 2) Full presentation of a significant moment in the play to include:
 - A) Description of effect of light on stage (i.e. color, distribution, direction, intensity and mood through visually descriptive means such as color charts, magic sheets, sketches, etc.)
 - B) Support materials such as research or visual representation from other media (paintings, photographs, collage, etc.) as well as other descriptive material, which might help clarify the design idea.
- 3) Designers are encouraged to deal exclusively with light and space. Type of space, setting or other restrictions are at the discretion of the student designer but must be clearly indicated in the presentation.

Please refer to [Format for All Design Exhibits](#)

Makeup Design

- 1) One or two representative renderings of each character, with the colors listed for each area (i.e. base, cheeks, eye shadow, lips, hair color, etc.). Makeup character worksheets may be used for renderings.
- 2) Support materials such as research or visual representation from other media (paintings, photographs, collage, etc.) as well as other descriptive material that might help clarify the design idea.

Please refer to [Format for All Design Exhibits](#)

Sound Design

- 1) Visual materials which serve to show research and any other sources of inspiration that demonstrate the designer's process and evolution.
- 2) Paperwork, such as sound plot, board hook-up, speaker placement, etc., illustrating how the design should be implemented.
- 3) Five or six cues recorded for the play. Playback suggestions for display purposes include

Discman type (CD); portable minidisc; or small boom box players (CD or cassette tape) via headphones, or with no more than two small external speakers (these speakers must be driven by the headphone jack). **No racks will be permitted for display.**
Please refer to [Format for All Design Exhibits](#)

RESPONSE AND ADJUDICATION

When the student designer checks in and is assigned a panel, he or she will also be given an assigned time at which the preliminary design response will take place. Designers will be asked to present their designs to a panel of Design Respondents. Each designer will give a two-minute oral presentation of their design, followed by a three-minute question and answer session with the Respondents. The two-minute presentation will be timed and the designer may not exceed the time limit. Please plan your presentation accordingly. This presentation and response will be open to all Festival participants.

The Design Respondents will select a group of designers in each category to advance to a final round. During the final round, each designer will again be asked to present their design, and will be given a longer period with the Respondents for critique of their work.

Based on the designers' displays and oral presentations, Awards of Merit and a cash honorarium will be awarded in each category at the discretion of the Design Respondents and members of the Design & Technology Committee. (NOTE: In recent years it has not been uncommon for the respondents to select winners without regard to the designers classification as a graduate or undergraduate student.)

It is to the designer's great advantage to be present for both rounds of responses. The Respondents will have a better feel for the process if the designers can discuss their ideas with them. Designs may, however, be displayed and adjudicated at the Regional Festival regardless of whether or not the student designer attends the Festival. It is the student designer's responsibility to indicate their intention to exhibit their Design Project at the Festival by completing and submitting an Entry Form and paying the entry fee.

Each student designer participating in Design Projects, regardless of whether they advance to the final round, will receive a written evaluation from at least two regional respondents other than the Design Respondents.

Announcement of the selected design winners will be made at the Awards Ceremony following the final Festival Production on Saturday, January 12, 2008.