

“I’m a Dog” Master Sheet

The play is called “I’m a Dog, and Here’s my Home”. It is about a person who is playing a dog (looks like a real person, treated like/ acts like a dog to others on stage). It is a look at Animal Theory through performance.

Location Notes:

Performance in a cafeteria (50’ wide by 40’ deep, walls are 18’ high)
Audience will need a space approx 40’ x 20’

There is a ground plan that was provided by the venue (sorry,. That’s it)

Director’s Notes:

Want the feel of an average entry way/ mud room (*if you’ve never heard this term, google it!*)/ common space in home

There are 5 members of the family
2 parents, 2 kids, 1 dog

Director and Scenic Designer notes on scenery:

Clock on wall: needs to be large enough to read at all times

Coat rack: needs to hold 5 coats (need to see them all/ no double/ hanging)

Chairs: 2 have backs and arm rests, 2 have backs and no arm rests. They are the chairs or the table)

Bench: no back, but long enough for 3 people to sit

Dog bowls: need 2 (large but standard dog-bowl size)

Counter: needs to be a multipurpose piece where people set keys, hats, bookbags etc
Please design so that a person can stand on it

Table: want this to be as if we see part of the kitchen (but not the appliances etc) The chairs will move around the space, but need to fit under the table

Dog crate: Needs to be large enough for person to kneel in it (so, larger than a regular dog crate, but wants to look and function the way a classic wire crate functions

Extras: would love to get input on any extras that you think would make this space look more like a common entry/ part kitchen area. Please, no kitchen appliances.....

Costume/Props designer notes:

Jackets: jackets will all be able to be hung by hoods (no need for tiny hooks)

Dog collar/ leash: would love a place to put these that is intentional

Hats/ gloves: would love a place to put these that is intentional

Lighting designer notes:

None- it’s in a cafeteria

Sound designer notes:

Mic and Mic Stand: will be using wireless mic, but need the stand and mic to be DSR at top of show, then DSC at end of show.

“I’m a Dog, And Here’s My Home” TEAM PROJECT

Instructions

Instructions:

1. Divide furniture elements evenly between team mates
2. Decide on a “project manager”
3. Each person will design/ draft their assigned furniture elements in 2D and 3D following the descriptions given in the handout.
4. The project manager will be responsible for creating the performance space (the cafeteria)
5. As furniture pieces are completed, they will be emailed to the project manager in ¼” scale
6. Any questions can be directed to Tyler or me

PART 1: FOR THE GROUP:

Design and draft each element for the show in 2D and 3D (like in our apartment project exercise)

Make sure you do research about the specific elements for the show so that all of the elements work together for the show

- Ex: the chairs fit under/ with the table
The coat rack isn’t the largest thing in the room
The counter isn’t confused as the bench or the table
We don’t have a 60’s style table with ikea chairs (unless that’s where you’re going)

PART 2: FINAL PROJECT REQUIREMENTS:

1. ¼” scale ground plan of the performance space with all of the asked-for elements included
 - a. include any notes/ notations that will be helpful for the director/ actors
2. ¼” scale 3D rendering of the space including all of the asked-for elements.

Please make the 2D ground plan in a layer labeled “2D ground”

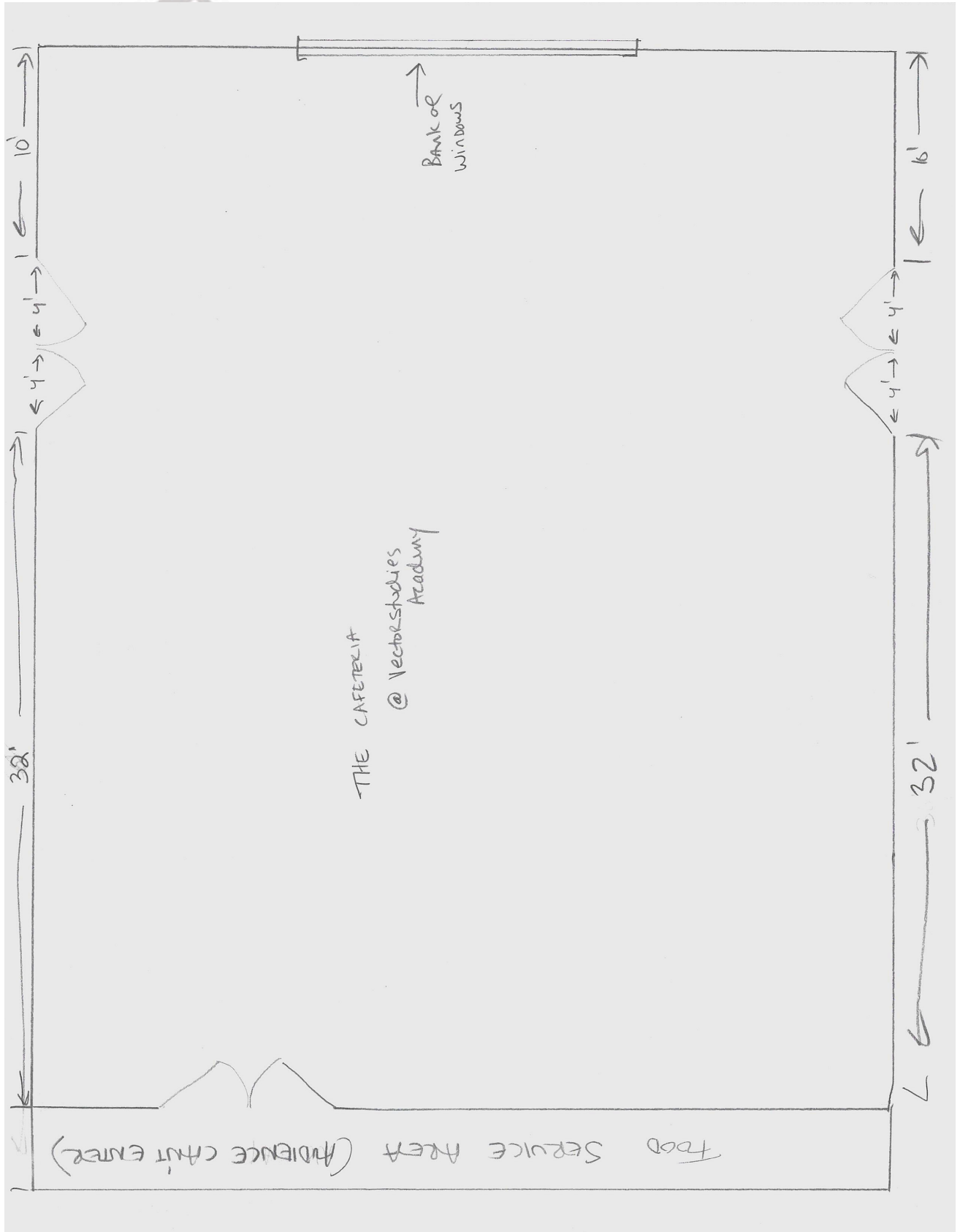
Please make the 3D rendering in a layer labeled “3D render”

PART 3: GETTING IT TO YOUR PROFESSOR

1. Save 8 views (remember picture of mountain top).
 - a. One view of completed “2D ground”.
 - b. One view of completed “3D ground”.
 - c. Six of your choice- a specific view, a specific element, a unique structural section (choose 6 that show off what you’re group has done!)
2. Export each of these views as PDF’s
 - a. **Include your group name and view name in each PDF file name**
3. Email them to yourself and the class email: gcsucad2014@gmail.com
4. Subject of email: “*your last name* apartment project”
5. **SAVE ENTIRE VECTORWORKS FILE TO FLASH DRIVE/ EXTERNAL**

(or thumb drive if you are from the north)

GROUND PLAN PROVIDED BY VENUE:



“I’m a Dog, And Here’s My Home” TEAM PROJECT

Team Name: _____

Members on Team: _____

1. Divide furniture elements evenly between team mates
2. Decide on a “project manager”
3. Each person will design/ draft their assigned furniture elements in 2D and 3D following the descriptions given in the handout.
4. As furniture pieces are completed, they will be emailed to the project manager in 1/4” scale

FOR THE PROJECT MANAGER:

The project manager is to compile all of the furniture pieces sent by their teammates into a 1/4 scale drawing of the cafeteria space (color of walls, floor etc to be decided by the team). The actual cafeteria space will be created by the project manager.

Elements that must be created

Name of Team mate

Coat Rack

Clock on wall

4 chairs

Dog Crate

Bench

Dog bowls

Mic and mic stand

Counter

Table

Extras (if created)

Description of extra

Name of Team Mate