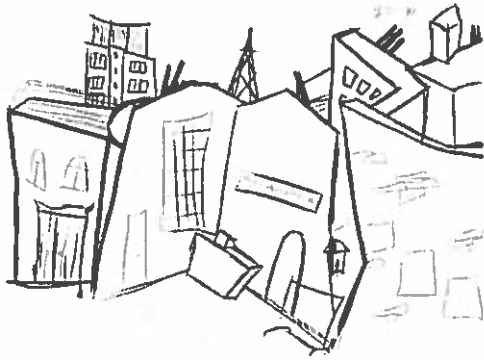




Robot Theater: Where  
Opera is Explored  
Planning Document  
Group: \_\_\_\_\_  
Fall 2016



### Plan your Arts & Bots Opera Theater

What time period will your Arts & Bots Theater reflect?

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Whether you draw or find images online, the clothing of your characters should reflect the time period and the fact that they are poor. (Exception---Alcindoro and Musetta when she is with Alcindoro)

Possible resource - <http://vintagefashionguild.org/fashion-timeline/>

What resource did you use to plan the clothing on your "opera stars?"

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How will you depict poor for your chosen time period? Would you use furnishings from an earlier time period because older pieces could be found in second hand stores?

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What will you do for any furnishing for your set?

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What is your resource for determining furnishings?

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What is the location for your set? Are you in Europe? The U.S.? Puccini's *La Boheme* premiered in 1896 in Italy. The U.S. premier was the following year in Los Angeles. Tell us where your "set" will be?

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Read "SET DESIGNER Part 1"

Explain your plan for the following elements:

Line: \_\_\_\_\_

\_\_\_\_\_

Mass: \_\_\_\_\_

\_\_\_\_\_

Composition: \_\_\_\_\_

\_\_\_\_\_

Space: \_\_\_\_\_

\_\_\_\_\_

Texture: \_\_\_\_\_

\_\_\_\_\_

Color: \_\_\_\_\_

\_\_\_\_\_

Pick two of the practical tools and explain how you will use them in your set.

One: \_\_\_\_\_

\_\_\_\_\_

Two: \_\_\_\_\_

\_\_\_\_\_

Draw your set below:

**ACT - SCENE**

Which Act/scene will you be recreating?

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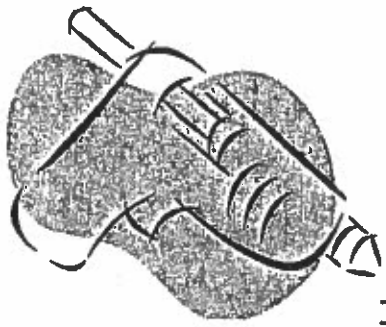
What specific music will you use?

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What characters will you be representing?

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Paste your photo copy of the liberatto here.



THINGS TO BUILD OR CRAFT

What _____	Who _____
What _____	Who _____
What _____	Who _____
What _____	Who _____

Date: \_\_\_\_\_



## STEP 2: IDENTIFY CRITERIA AND CONSTRAINTS

What are your criteria for success? How will you decide if the robot meets your goals?

What constraints limit your design?

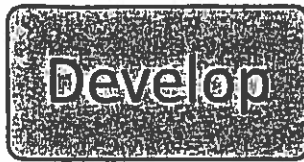
Assignment Requirements:

Materials:

Time:

Other:

Date: \_\_\_\_\_



## STEP 4: DEVELOP DESIGN-PROGRAM STORYBOARD

Expression # \_\_\_\_\_

Expression # \_\_\_\_\_

Expression # \_\_\_\_\_

Expression # \_\_\_\_\_

Expression # \_\_\_\_\_

Expression # \_\_\_\_\_