

Design Critique Policies

1. **Respect and Constructive Feedback:** All participants are expected to provide feedback that is respectful, specific, and aimed at supporting growth. Critiques should focus on the work, not the individual, fostering a safe and inclusive environment for open dialogue.
2. **Active Listening and Engagement:** Attendees should listen attentively and consider each peer's ideas thoughtfully. Responses should be considerate, and students are encouraged to ask clarifying questions to deepen understanding.
3. **Community Agreements:** Prior to each critique, the class will collaboratively establish community agreements that outline expectations for respectful communication, confidentiality, and constructive engagement. These agreements serve as a shared framework to ensure a positive and productive critique space.
4. **Confidentiality and Trust:** What is shared in critique sessions remains confidential, fostering trust and openness. Participants should feel safe to present their work honestly without fear of judgment or inappropriate disclosure.
5. **Openness to Diverse Perspectives:** Recognize and value diverse viewpoints and creative approaches. All feedback should be delivered with an understanding that multiple interpretations and styles are valid.
6. **Personal Responsibility and Growth:** While feedback is encouraged, it is ultimately the artist's choice how to implement suggestions. Critiques are meant to serve as opportunities for reflection and professional development.
7. **Participation and Punctuality:** All students are expected to actively participate in critiques, arriving prepared with their work and engaged in the process. Punctuality respects everyone's time and maintains the flow of the session.
8. **Reflection and Follow-up:** Participants are encouraged to reflect on critique feedback and document their responses or plans for revision. This ongoing reflection supports continuous improvement and learning.

Reminder: Elements and Principles of Design

Elements of Design Evaluate the work based on the fundamental elements:

- **Line:** Is the use of line intentional and effective? How does it guide the viewer's eye?
- **Shape and Form:** Are the shapes and forms appropriate for the concept? Do they create visual interest or harmony?
- **Color:** Is the color palette suitable? Does it support the mood, period, or message?
- **Texture:** Are textures used effectively to evoke tactile or visual sensation?
- **Space:** How is space managed? Does it create balance, depth, or emphasis?
- **Value:** Is contrast used effectively to highlight key areas and create visual hierarchy?

Principles of Design Assess how well the work employs core principles:

- **Balance:** Is the composition stable, symmetrical, asymmetrical, or dynamic?
- **Contrast:** Are there effective contrasts in color, value, or texture to create focal points?
- **Emphasis:** What elements draw attention? Is the focal point clearly established?
- **Unity and Harmony:** Do all elements work together cohesively? Is there a sense of completeness?
- **Rhythm:** Is there a visual flow that guides the viewer through the design?
- **Scale and Proportion:** Are the sizes of elements appropriate and effective for the overall composition?

Overall Effectiveness

- How does the design's use of elements and principles support its conceptual goals?
- What strengths are evident, and what areas could be improved?
- Provide specific suggestions for refinement and further development

Integrated Design Critique: Scenic, Lighting, and Costume Design

1. How the Elements Work Together to Build a Cohesive World

- **Integration and Cohesion:** Assess how scenic, lighting, and costume design combine to create a unified environment.
 - Do the scenic backdrop, lighting, and costumes support a consistent aesthetic and narrative tone?
 - How do these elements interact to reinforce the setting's atmosphere and emotional impact?
- **Functionality and Storytelling:** Evaluate whether the combined design supports storytelling, actor movement, and scene transitions.
- **Visual Hierarchy:** Consider how the design elements direct audience focus and support key moments or characters.

2. Overall Effectiveness and Recommendations

- Summarize strengths in creating an immersive, believable world.
- Identify areas where integration could be improved for greater coherence.
- Offer specific suggestions for refining how scenic, lighting, and costume elements work together to enhance storytelling and aesthetics.

Scenic Design Evaluation

- **Support for Narrative:** How well does the scenery reinforce themes, motifs, or emotional beats of the play?
- **Practicality:** Did the scenic design facilitate performer the action of the play?
- **Innovation:** Were there unique or inventive uses of materials and design choices that advanced the production's aesthetic or storytelling?
- **Strengths and Areas for Growth:** What worked exceptionally well in achieving the design's goals? What could be refined in future projects?
- **Adaptability:** How did the designer respond to changes in design meeting, rehearsal, tech, or performance conditions?

Lighting Design Evaluation

- **Support for Narrative:** How well does the lighting reinforce themes, motifs, or emotional beats of the play?
- **Practicality:** Did the lighting design facilitate performer movement, visibility, and safety without distraction?
- **Use of Equipment:** Were the chosen fixtures, positions, and technologies (e.g., moving lights, projections, practicals) appropriate and effective?
- **Consistency and Reliability:** Did the design and programming execute consistently across performances?

- **Innovation:** Were there unique or inventive uses of lighting that advanced the production's aesthetic or storytelling?
- **Strengths and Areas for Growth:** What worked exceptionally well in achieving the design's goals? What could be refined in future projects?
- **Adaptability:** How did the designer respond to changes in design meeting, rehearsal, tech, or performance conditions?

Costume Design Evaluation

- **Support for Narrative:** How well do the costume choices reinforce themes, motifs, or emotions of each character?
- **Practicality:** Did the costume design facilitate performer movement, visibility, and safety without distraction?
- **Use of Equipment:** Were the chosen fabrics, trims, and garments appropriate and effective?
- **Innovation:** Were there unique or inventive uses choices that advanced the production's aesthetic or storytelling?
- **Strengths and Areas for Growth:** What worked exceptionally well in achieving the design's goals? What could be refined in future projects?
- **Adaptability:** How did the designer respond to changes in design meeting, rehearsal, tech, or performance conditions?