“Haunt” Design Project

**Objective:** Create a design for a passage in Thurston High School’s Haunted House, complete with materials list and concept.

Students will choose one area of the theater and create a cohesive design for that space. In this project, students will be graded on creative process, readability, and feasibility.

Choose one space from the following:

 -Theater Lobby (Entrance)

 - House

 - Hallway Passage

 -Black Box

 - Colt Lounge Lobby (Exit)

Students will create a basic **floor plan diagram** for their space with labels.

Students will create a **3D scenic design** for their space.

Students will create a **materials list** for their space including any materials they may need for construction.

Students will create an **attraction description** of any animated movement in their space. This will include at least one paragraph describing what the action is. Descriptions are KEY.

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|  | A/B | C/D | F |
| Creative Process | Student has created a clear and concise story in the attraction. There is clear artistic vision. | Student has created a sporadic storyline in the attraction, but some artistic vision exists. | Student has not attempted cohesion in their story. Very little thought into creation is evident.  |
| Readability | Student has very clear labels and diagrams. The plans are clear and readable.  | Student has created a somewhat readable plan. There are some inconsistencies and confusion in labeling. | Student has created a confusing plan that may not be interpreted easily. There are many confusions or conflicts with their plan. |
| Feasibility | Student has considered building materials and compliments their design with thrift, mechanism, and detail.  | Student has somewhat considered how the attraction may be executed but has not considered the realistic materials. | Student has not considered building materials, cost, or the space in which to build.  |