

Question 1b)

When I created this set, I wanted it to be two things, useful for the actors and easy to see for the audience. The original performance area that was given is a rectangle that is 11 meters wide and 5 meters deep. Which is too big for a HDB master bedroom. So I had to shrink the area down to fit the requirements better, the reason why I had the walls a little bit angled is because I had to take into consideration on the audiences point of view, if the walls had continued to be straight, the audience on the extreme far left and far right would not be able to see the actors and furniture clearly if they were standing by those areas, hence the decision to slant the walls. I also shifted the back wall forward a bit because I wanted space for the actors to walk if they were to traverse from one side to another. Since what I have to design is a master bedroom, a bathroom door is necessary due to the fact that is what differentiates a master bedroom from a normal bedroom. So in total there are two doors, one for the main bedroom and one for the bathroom, the bathroom door leads opens outwards to the backstage area, where actors can go out quickly change their clothes, mimicking how actual people do in bathrooms and putting it close to the wardrobe makes sense because the actors can just pull out clothes from there and walk to the bathroom to "change". Next, the bedroom is placed right in the middle because I imagined it would be the main focus of the set, especially if the actors were to sit or lie on it and speak their lines, it is also easy to see from every seat in the audience. The wardrobe and study table were placed near each corner as they are less of a focal point compared to the bed, for the wardrobe actors would spend really less time there as they would only put in or take out some clothing from it and for the study table, I placed it on the right because I wanted it to look symmetrical, because if I were to place it on the left with the wardrobe it would look too clustered over there and the right side would look awfully empty. This setup lets the audience easily focus on different parts as things happen. I made sure that no big furniture blocks where the actor can perform. I also considered how the actors move and how the scenes connect, making sure there are clear paths between the bed, closet, and study area. Borders and legs were also added to cover up the behind-the-scenes areas and equipment so that it looks aesthetically pleasing and the audience can focus on the characters and story without getting distracted by any of the technical equipment by the sides.

Question 2b)

Commands:

Line to align the ground plan furnitures to elevation ones, draw the height of legs, doors, centreline, bed frame, headboard, chair, nightstand and table legs

Rectangle to shape the size of the elevation space 11m x 6.8m, border, wardrobe, shelf, nightstand, bed, study table and chair.

Arc to create arcs for headboard and door swing

Copy and paste and **Mirror** to duplicate legs, door, nightstand

Rotate to angle the doors the same as the wall

Move to move objects to their spot

Trim to remove lines on the study table that is supposed to be covered by the chair

Dimension to add the measurements of the objects

Text to label and name the items

Layer Properties to change the color of text and dimensions, assign objects to specific layers to make workplace more neat

Question 3b)

For my viewports, I chose the ground plan, front view, and a slanted view because I felt that they would be able to help give whoever is reading them a clear understanding of my set design. I wanted to make sure that whoever is looking at my drafts can easily understand how the set's layout and what is inside it, like the size of the acting area, how big the furniture are, without any confusion. I used the ground plan as the main reference because it shows the whole set view from above. Inside the ground plan includes where the furniture's will be, like the bed, wardrobe, and study area, as well as the locations of walls, legs, and doors. This plan is important to include in the viewports as it makes sure that everything is built correctly and that the width and depth are correct for the space where they will be used. The front elevation view shows the ground layout on how it will look like from the front view, it shows how tall things are, how they relate in size, and how the important features line up with what the audience can see. This view also makes sure that no important sights will block the audience's view from where they're seating. This is

important because my setup has slanted legs to help everyone see better, even from the side seats. Lastly, I added the slanted view to connect the technical details with the visual aspects. This view helps whoever is looking at the viewports to be able to see what the set will look like in 3D rather than just the 2D, making it easier for them to imagine and understand the size, shape, and overall look of the furniture's and walls.