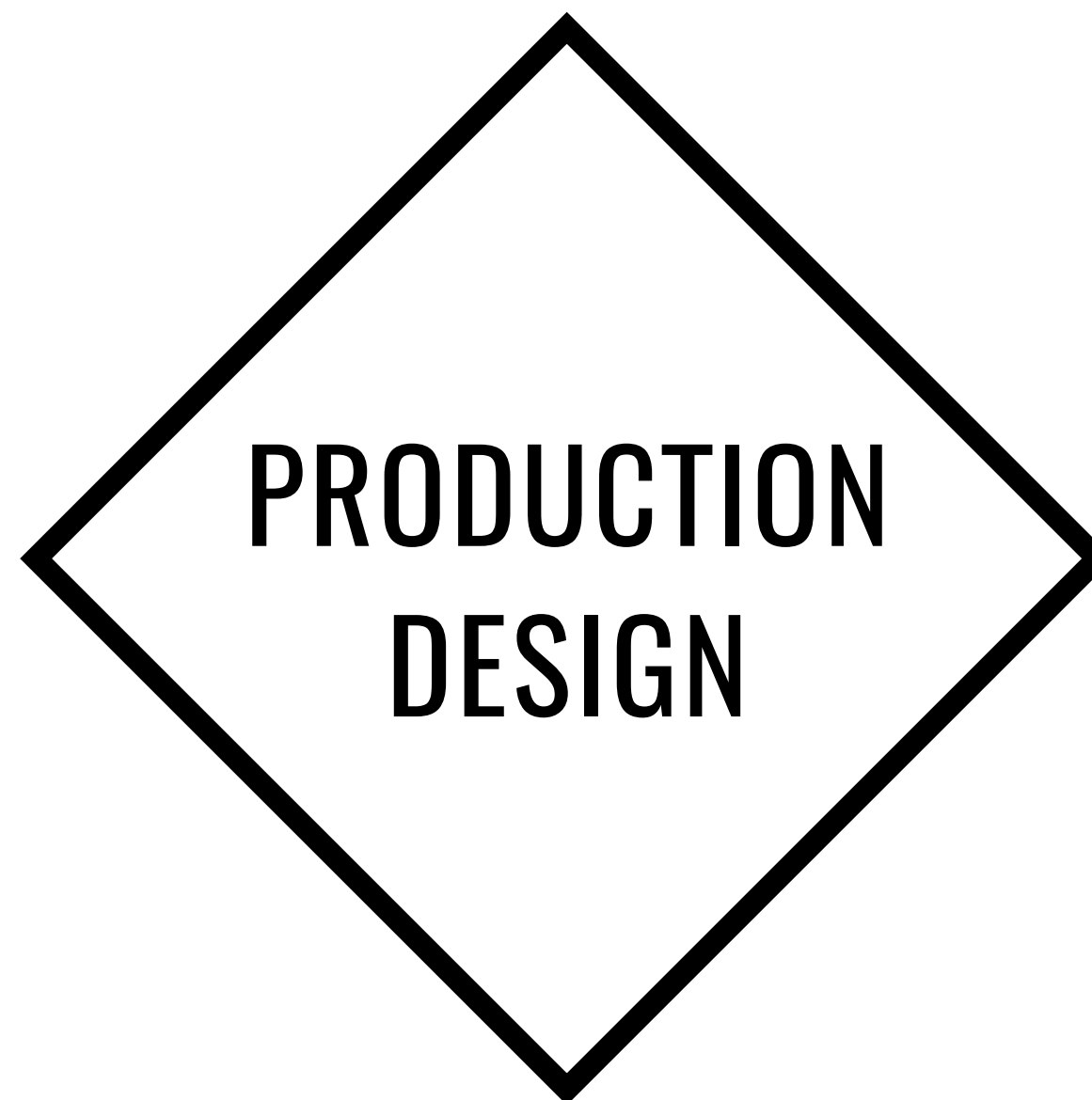


PROJECT / SCENE:

MOOD

Does the design reflect the mood of the scene?

CHARACTER
Does the set design reveal the character?



THEME
Is the theme communicated through the design?

 **MOOD**

UPLIFTING
Bright, airy, cheerful, etc.

MELONCHOLIC
Empty, cold, forlorn, etc.

DREAMY
Ethereal, bright, etc.

NOTES:

 **CHARACTER**

Express the character: *What can I do to express character in this setting? For example, if a character is emotionally unavailable can I put up more walls?*

NOTES:

 **THEME**

Visualize the theme: *Is there an opportunity to visualize theme here? For example, if the theme is repetition of history, are there colors and designs I can repeat throughout?*

NOTES:

