

## QUESTIONS TO ASK YOURSELF AS A DESIGNER

- Who are you right now?
- What's interesting to you?
- Why do you want to work on this piece?
- What's keeping you up at night?
- If you could do anything at all with this piece, what would it be?
- If you had to reduce it to the smallest thing conceivable, what would be left?
- Where, generally is this being performed?
  - How does that space feel?
- Is the piece intimate or epic?
- Are there any pics or articles or artists or texts or sounds or memes, or colors, or smells or textures or videos, or tastes or moments that feel like this thing you want to help make?
- Do you want your work to be in conversation with the place and people where this is being performed or to exist separately?
  - Will it ever travel or grow or exist elsewhere?
    - Will that change anything?
- What do you want the audience leave with?
- Is it fast or slow?
- Is it loud?
- Is it dark?
- Is it simple?
- Is it funny?
- Is it mundane?
- Is it ancient?
- Is it hard?
- Is it ugly?
- Is it inward?
- Is it 2D?
- Whose it for?
- What has inspired this piece?
- Have you seen another person's work that feels like an inspiration?
  - *(be very careful of the derivative, and honoring everyone else's labor and life)*
- How has the piece evolved?
  - Where will it go next?
- What seems to you, fundamentally, the most important thing about the piece?
- Is there something that should be highlighted?

- Is there a specific type or quality or moment that stands out?
  - Curvaceous vs linear. Fluid vs. Staccato.
- Should the other elements of the performance complement or contrast with the bodies and people who make up the performance?
- How does time function in this piece?
- Can you picture or describe a space or moment that feels a moment in this piece in your mind?
- Should the space feel open or closed?
  - Does it shrink or expand at any point?
  - Accretion or decay?
- Are you all working with shapes at any moment?
  - Lines? Circles? Paths, Planes, Diagonals?
- Is there a moment that feels like a quality or color?
  - Warm? Cool? Sharp and barren? Soft and fuzzy?
- How important is the sound to the work?
  - The light? Video? Space?
    - If any of these elements were the opposite of what they've been, or what you've been thinking would the piece be the same?
- Where are the transitions in the work?
  - Should they be accented or blended?
- Is the piece a series of moments or one long thought?
- Are the movements repeated or accumulated?
  - Looped / layered?
    - Should the design reflect this?
- Should the lighting, sound, video, costumes or set make a strong statement or play a more subtle role?
  - Any more prominent than the other?
- Do you have any ideas for how light might work with or against the piece as a whole or within any moments specifically?
- Who are you working with?
  - What are they all about (what's important to them, how do they identify, etc)
  - How will your work fit in conversation with theirs?
  - How will that overall scenography transform from "yours" and become "ours" or a collective work
    - (i.e. what do you bring and offer of you, and then how do you share while being open and accepting of and from others)?