

Only one (1) team of four (4) students per school may compete. During a 2-hour time slot, teams of four (4) students produce and bring to life a theatrically-based design for hair and makeup based on a show-specific prompt.

Schools MUST bring makeup morgues as references.

Students will need to provide their own materials, ranging from sequins, pearls, feathers, lashes, creme makeup, leaves, mustaches, hair extensions, and ANYTHING else you can think of to create a makeup and hair design!

DO NOT TELL THE PLAY TITLE SELECTION TO OTHERS.

Other troupes may be designing at a later time - don't give them an advantage over you!

You will have 2 hours to complete four (4) make-up designs and apply the makeup. At the end of 2 hours your area must be completely clean.

- The Renderings (make-up design sheet), Concept Statement, this Handout, and your Make-up Design Score Sheet must be placed in the designated judging area.
- Make sure your Troupe Number, your School Name, and the Name of your Four Contestants are legibly written on your Make-up Design Scoring Sheet.
- Write your Troupe Number and School Name in the lower right corner on the BACK of all your paperwork.
- You may not use spray paint in your designs.
- You may not use spray adhesives in your designs.
- You may not glue, staple, or do any construction work that could damage the actor.
- You will receive a summary and a list of character descriptions from the play, as well as the design rubric. The materials are for reference use only. Please only write on the papers where instructed.
- You are encouraged to come up with your own original design. **Electronic devices are not to be used for research and should be avoided at all times during competition.**

IMPORTANT: PLEASE MAKE SURE TO WRITE YOUR CONCEPT STATEMENT ON THE BACK OF YOUR MAKE-UP RENDERINGS.

Designs are judged on the following criteria:

CONCEPT: Does the concept statement for the designs of the 2 characters have a cohesive, meaningful design explanation that is motivated by the play?

CREATIVITY: Does the design show imagination, originality and innovation that is appropriate for the play?

DESIGN: Does the design of the make-up show an understanding of social class, age, and historical time period?

DESIGN ELEMENTS: Are the elements of design utilized to create a complete cohesive make-up?

MAKE-UP APPLICATION: Was there a complete make-up constructed on the armature that displayed knowledge of how make-up is applied?

COMPONENTS OF DESIGN PROCESS: Was there a concept statement for the designs, renderings (2) and a make-up present on the armature at the end of the preparation time?

OVERALL IMPRESSION: Does the design and constructed make-up meet the needs of the play and the vision described in the concept?

Make up and Hair