**Plan for Costume Design and Scenography Development**

**October 2025 – April 2026**

1. **Formation of students` working groups in all participating countries**  
   (by **November 1**)
2. **Online meeting with all working groups** – **November 4 at 19:00 (Latvian time)**  
   • Shared vision for all parts of the project’s artistic section (scenography, lighting, projections, drawing competition, costumes and costume sketch competition, other accessories and props, homemade musical instruments, online workshops).  
   • **Task / Competition:** Costume design.  
   The rules will be explained during the meeting and sent in writing afterwards.  
   Each country’s working group must create **sketches** of their country’s **main character’s costume** by **December 1**.
3. **Online meeting with all working groups** – **December 2 at 19:00 (Latvian time)**  
   • Review of the created costume sketches and discussion of next steps.  
   • **Task / Competition:** Background images for projections.  
   The rules will be explained during the meeting and sent in writing afterwards.  
   Each country’s working group will draw **colorful graphic illustrations** of:  
   – The most recognizable, popular, or beautiful view of their country/city;  
   – Another scene that appears in the musical’s libretto.  
   The specific scene can be chosen during the online meeting.  
   Background drawings should be sent to [**ilze.cabe@ogresnovds.lv**](mailto:ilze.cabe@ogresnovds.lv) by **February 1, 2026**.
4. **Sending costume sketches to Escuela Universitaria de Osuna**  
   All costume sketches and main design guidelines created by the national working groups will be sent to *Escuela Universitaria de Osuna*, where students will develop a **shared costume concept** and **main character costume sketches**, inspired by the submitted ideas.  
   The sketches should be created and sent to [**ilze.cabe@ogresnovds.lv**](mailto:ilze.cabe@ogresnovds.lv) by **January 16, 2026**.

***This is our ideal vision - we really hope that the cooperation with Escuela Universitaria de Osuna will be successful😊***

1. **Online meeting with all working groups** – **January 20 at 19:00 (Latvian time)**  
   • Review and evaluation of costume sketches.  
   • Discussion about costume production possibilities, materials, work order, and deadlines.
2. **Online meeting with all working groups** – **February 3 at 19:00 (Latvian time)**  
   • Review and summary of submitted background drawings.  
   • Discussion on costume production progress – questions, suggestions, support.  
   • Presentation of the Latvian working group’s ideas for other costumes – visual materials.  
   • Discussion on costumes, accessories, and makeup.  
   • **Workshop:** Making musical instruments from recycled materials.  
   These instruments will be used at the **end of Act I**, during the scene of natural chaos, to create magical sounds and noises.  
   The Latvian team will show a short video about instrument making, materials, and the process.  
   Each country’s working group should make their instruments by **March 9, 2026**.
3. **Online meeting with all working groups** – **March 10 at 19:00 (Latvian time)**  
   • Presentation and demonstration of the handmade musical instruments.  
   These instruments must be **kept and brought** to the performances in **Belgium and Spain**.  
   • Discussion on costume preparation progress – questions, suggestions, and assistance.  
   • **Workshop:** Creating slogans and posters.  
   These posters will be used at the **beginning and the end of the performance**.  
   Together we will come up with slogans and texts for the posters.  
   The following online meeting will be held **only with the Belgian working group**, since the **first performance with scenography and props will take place in Belgium**.  
   To avoid transporting large posters, the Belgian group will **prepare and keep** them.  
   The Latvian working group will show a short video about making posters and slogans – materials and process.  
   The Belgian working group should complete the posters/slogans by **April 13, 2026**.
4. **Online meeting with all working groups** – **April 14 at 19:00 (Latvian time)**  
   • Review of posters and slogans – final adjustments and corrections.  
   • Final discussion of all parts: costumes, background projections, handmade musical instruments, and posters/slogans.

### ****Schedule of Activities****

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|  | **Time Period** | **Activity** | **Participants** |
|  | By **01.11.2025** | Formation of working groups | All countries |
|  | ***04.11.2025 at 19:00*** | *Online meeting with working groups* | *All working groups* |
|  | From **04.11.2025 to 01.12.2025** | Drawing costume sketches | All working groups |
|  | ***02.12.2025 at 19:00*** | *Online meeting with working groups* | *All working groups* |
|  | From **02.12.2025 to 01.02.2026** | Drawing background images (for stage projections) | All working groups |
|  | From **02.12.2025 to 16.01.2026** | Costume sketching and concept development | Students of Escuela Universitaria de Osuna |
|  | ***20.01.2026 at 19:00*** | *Online meeting with working groups* | *All working groups* |
|  | ***03.02.2026 at 19:00*** | *Online meeting with working groups* | *All working groups* |
|  | From **03.02.2026 to 09.03.2026** | Making musical instruments from recycled materials | All working groups |
|  | ***10.03.2026 at 19:00*** | *Online meeting with working groups* | *All working groups* |
|  | From **10.03.2026 to 13.04.2026** | Creating posters and slogans | Belgian working group |
|  | ***14.04.2026 at 19:00*** | *Online meeting with working groups* | *All working groups* |

Our team would really like to meet with the stage director to discuss the set design ideas. Many of the lighting/set design ideas have already been written down by the students in the libretto. We would need to understand how realistic they are to incorporate into the production and what the director's vision is.

Regarding the technical aspects - at the moment it is only clear that lights and a screen for the projections will be needed.