Design Guidelines

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1.1 Lead Costumes

Lead costumes are large spectacular costumes that are worn by a few lead performers (between 1 and 6 performers per group). Lead costumes can be complex in structure, but must be practical and strong. Lighting adds extra effect but is not essential.

1.2 Group costumes (academy costumes)

Group costumes are simple, showy costumes, inexpensive to make and comfortable for dancing. A dance group wearing group costumes can consist of between 20 and 100 dancers.

1.3 Head Dresses

A spectacular headdress or large headpiece could also be proposed without a costume design included, if you feel your headdress stands alone.
This could take the form of a figurative head eg animal or an abstract showpiece.

1.4 Backpacks

Backpacks are large, light spectacular structures built onto a harness and worn by performers. Backpacks need to be light and strong and not resist wind. Performers must be able to move, dance and be comfortable while wearing them.

1.5 Sculptures (or Floats)

Moving Sculptures or Floats come in many types, shapes and sizes. Various kinds of chassis bases can be used. We usually use either a four wheeled rectangular or three wheeled tripod chassis, but innovations are welcomed.
The defining features of a Float are large, light, strong and spectacular sculptures that can move easily down the Carnival corridor. Optimally a sculpture incorporates one or more lead performer - examples below. The Carnival is held at night so lighting is of paramount importance. People propel most structures used in the Cape Town Carnival parade. The slow pace of the parade is difficult for motorised vehicles to sustain. Keep in mind that structures need to withstand Cape Town winds. In case of gale force winds the event will be postponed or cancelled.

1.6 Puppets

Articulated or animated puppets operated by one or more people are a Cape Town Carnival favourite. Puppets vary hugely in size and complexity. Puppets must be light and strong and be easily carried and handled by the puppeteers for the entire parade which is 1.2 km long and takes roughly 45 minutes to walk. The Carnival is at night and lighting should be considered, but is not essential.

1.7 Props

Anything that is designed to be carried or used by performers on the Carnival parade (but not worn or operated) is for Carnival purposes called a prop. A prop can be a any number of things; e.g. A theatrical object, a fan, a sign or a totem pole.

1.8 Existing vehicles

Unusual and mutant vehicles are wel the parade. Mechanised vehicles need to be able to drive at 4km/hour.

1.9 Gadgets

Gadgets can take many forms, Here are a few examples of some of the gadgets that have participated in the Cape Town Carnival

The Super Cycle by Flywheel cycles

Flower spider by James Clayton

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2. Examples of Artwork Proposal description

2.1 Concept drawing

Your concept does not need to be fully designed at the proposal stage, but needs to be clearly described with a drawing and preferably a reference picture.

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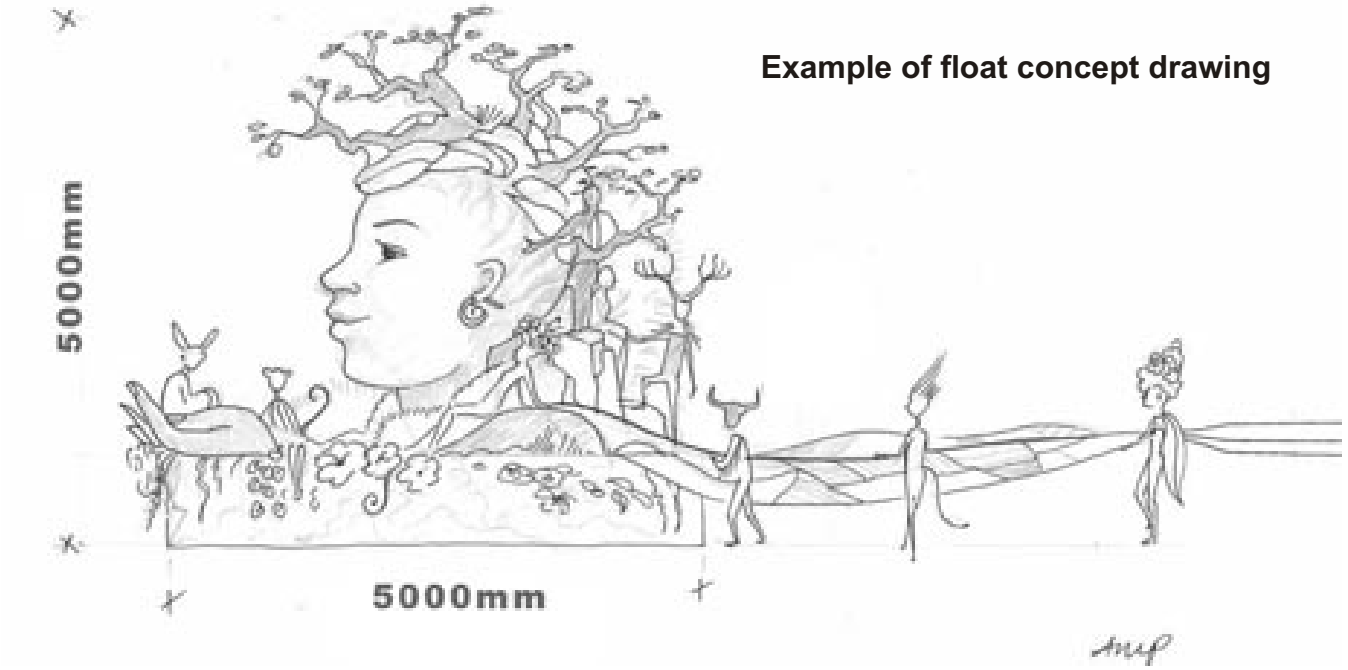

Example of float concept drawing

Example of costume concept drawing

2.1 Concept reference image example:

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2.3 Concept description example:

A Large scale African head of Mother Earth holding cupped hands outstretched in front of her, offering and protective.

Surrounded by rocks, plants, and animals.

She is a composite being, made up of many elements.

Performers dressed to appear part of her nestle in her folds and then reveal themselves.

Mother Earth will be made of recycled and natural materials.

Her eyelids will blink to give her life.

Large Float 5m x 5m x 2m structure on Rectangular chassis 5m x 2m.

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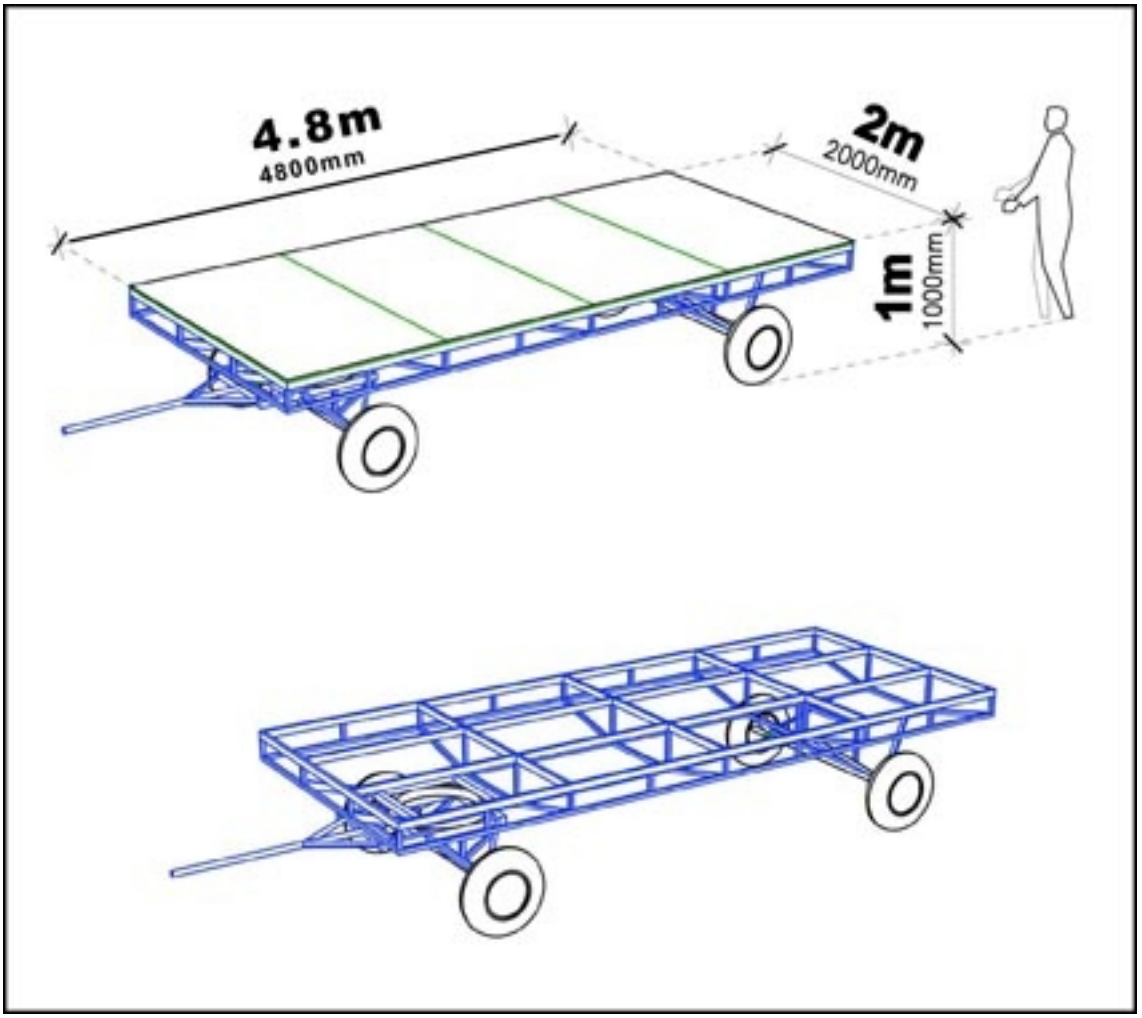
3. Sizes and Parameters

3.1 Corridor parameters.

The parade length is 1.2 km from start to finish. The parade is 6 meters wide with several pinch points along the route decreasing to 5 meters wide. The parade begins at the beginning of Somerset rd, Green Point and ends at the Green Point Stadium.

3.2 Exsisting chassis available for use

Existing re-usable Cape Town Carnival float bases are available for use. These bases are 4.8m x 2m flat wheeled, steel frame bases with a marine ply deck, 1m off the ground, with a 1.2m turning arm at the front (like a wagon). Chassis bases are not motorised, they are moved by people and easy to push.



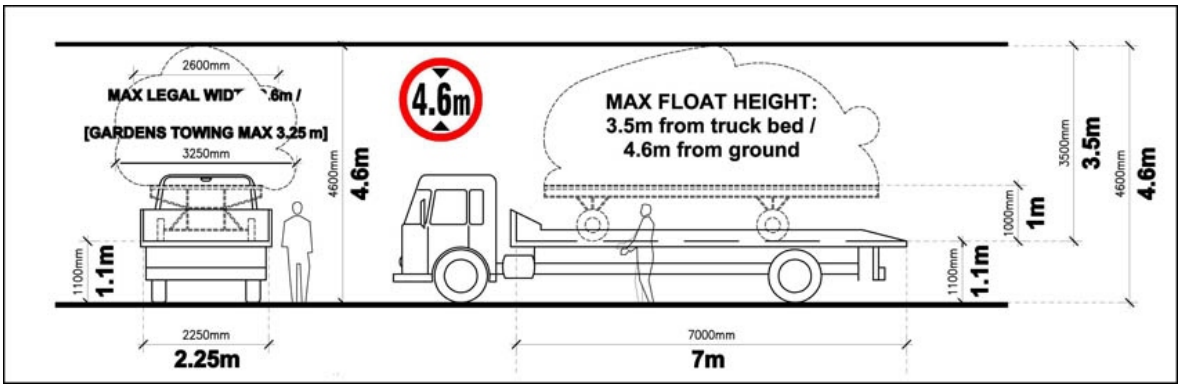
Most Cape Town Carnival floats and moving structures are People-Powered i.e. Pushed, pedaled or pulled

3.3 Assembled structure size parameters on the parade corridor

The size limits for large structures on the parade is 6m high, 7m long and 4m wide. The parade corridor is 6m wide but a 2m lane is needed for emergency vehicles to pass in emergency. Anything wider than 4m therefore needs to be soft to instantly make way for passage.

3.4 Transport Legal size limits to and from the event

Large structures can be transported to the parade start on a flatbed tow truck.



Once Floats/Sculptures have been transported to the beginning of the parade, they can be reassembled, attaching the dismantled parts. There is a schoolyard dedicated to the set-up of floats and sculptures. When you transport your structure, plan your route clearly and check for bridges and overhead wires. Do not change your route without checking the new route in advance.

4. Design and make Timelines

4.1 Design and Make Proposal deadlines

30 September 2015: Design and Make Applications close
30 September 2015: Creative Grant Applications close
30 September to 09 October 2015: A period of clarification will take place
31 October 2015: Bring Existing Artwork Applications close
09 October 2015: Short list will be announcement on the 9 October
16 October 2015: Announcement of successful Design/Make Applications

4.2 Design and build process timeline

31 August to 30 September 2015: Design and Make Applications window open
30 September to 9 October 2015: Review and selection
9 October 2015: Short list announced
16 October 2015: Successful applicants announced
16 October to 31 October 2015: Concept resolution, correspondence and negotiations
01 November to 30 November 2015: Design period
16 November 2015: Engineer consultation
30 November 2015: Build ready designs complete
01 December to 15 December 2015: Material Lists and design detailing
04 January to 29 February 2016: Build period
29 February 2016: Engineer sign off
13 February to 12 March 2016: Rehearsals and emergency