



**CAPE
TOWN**

CARNIVAL

CAPE TOWN CARNIVAL DESIGN GUIDELINES

Glossary and examples of types of costumes and artworks

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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 would wear a lead costume per group) Lead costumes can be complex in structure, but must be practical, easy to wear and strong. Lighting adds extra effect but is not essential.



1.2 Group costumes (or 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 Backpacks

Backpacks are large, light spectacular structures built onto backpacks 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.



2.1 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 a three wheeled tripod chassis, but innovations are welcomed.

The defining features of a Float is a large, light, strong and spectacular sculpture that can move easily down the Carnival corridor.

Optimally a sculpture incorporates one or more lead performer.

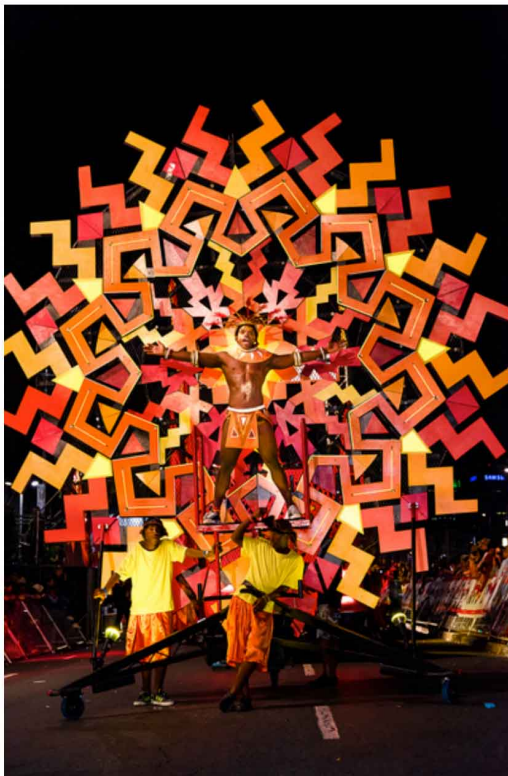
(Examples below.)

The Carnival is held at night so lighting is of paramount importance in a Float.

People propel most structures used in the Cape Town Carnival parade, A motorised vehicle is also an option, but the vehicle needs to be able to sustain the slow pace of the parade

Remember structures need to withstand Cape Town winds but in Gale force winds the event will be cancelled.

2.1.1 Tripod Trolley Bases



2.1.2 Rectangular chassis base



2.2 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.





2.3 Existing vehicles

Unusual and Mutant vehicles add vooma to the parade.
Mechanised vehicles need to be able to drive at 4km/hour.



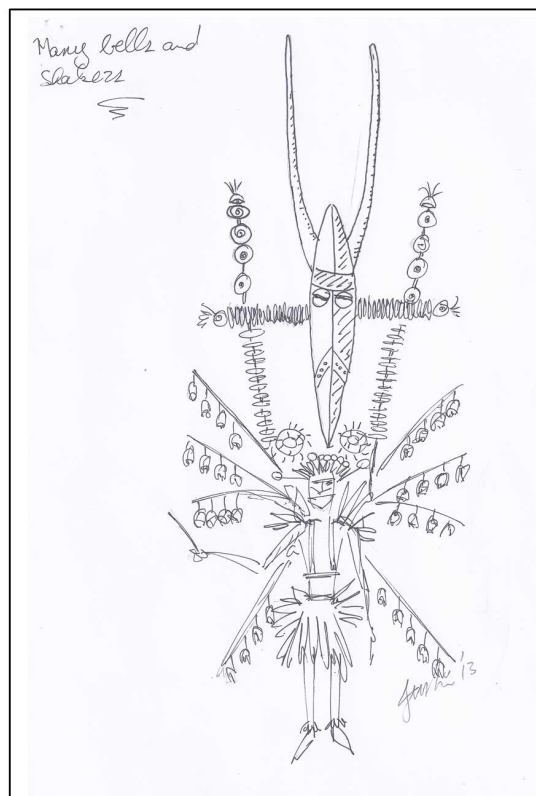
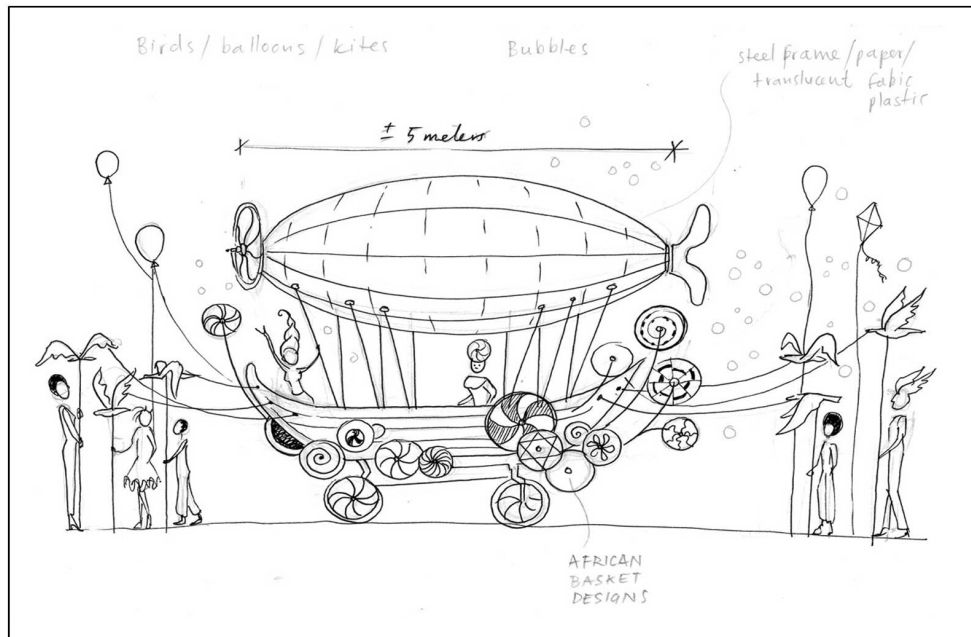
2.4 Gadgets

Gadgets can take many forms; here is one example of a gadget that have participated in the Cape Town Carnival.



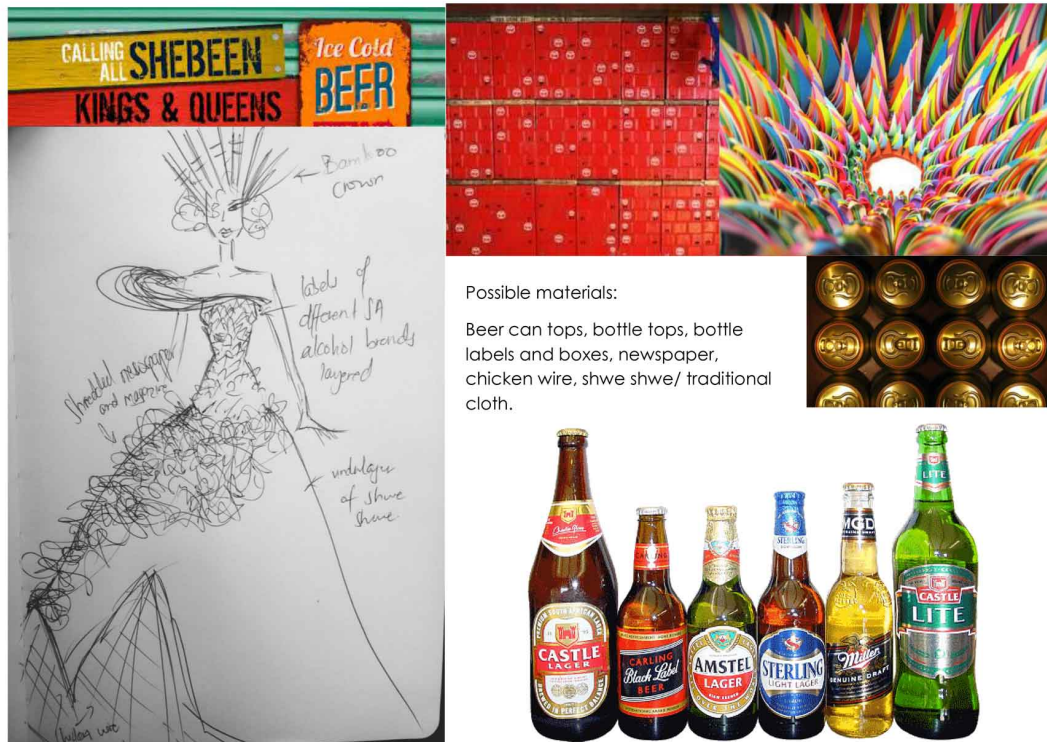
3.1 Concept drawing

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



3.2 Concept reference image

A reference image may be a photo of an existing artwork that has inspired your proposal, or may be a image that describes the colours, materials or mood of your proposed creation. If you are not very confident with your drawing, a reference picture or two, can help create a clearer description of your proposal.



3.3 Concept description

Describe your proposed costume or artwork in a simple clear way.
Tell us what the artwork is, what it will look like and what its
Character will be.

Example:

Mother Earth

Large scale African head of Mother Earth holding cupped hands out
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.