

Scene Design I TPA 5067

Fall 2017

The University of Florida – College of Fine Arts

School of Theatre & Dance

Instructor: Professor Mihai Ciupe

Course Meets: Monday and Wednesday- 4nd and 5th period

Office Hours: Wednesday period 6 -7 or by appointment

Office: Room 206

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OBJECTIVES: The purpose of this class is to develop a thorough understanding of the design process and its functions within the theatre production as well as within any other form of life performance event. We will focus on developing conceptual thinking, creativity, ability to recognize and solve practical problems in designing for a particular space, and the collaborative design process.

The class also prepares students to present and discuss their work, as they will do in a professional situation.

The class also begins to develop materials that the designer will use to establish and promote a career opportunity.

Class time will be used also to identify strengths as well as areas for improvement in order to broaden and refine individual abilities.

PROGRAM OUTCOMES: This course addresses the following program outcomes:

1. Giving students background and developing skills necessary to design project work in the departmental curriculum.
2. Providing students with training and information required to complete design work in the practical production program.
3. Teaching students how to develop and apply research and creative skills during the design process as an essential component of assignments and production work.

LEARNING OUTCOMES: After completing this course, students should be able to:

1. Understand and use appropriate research for their design projects.
2. Organize and translate conceptual work into practical design applications.
3. Communicate ideas through sketches, renderings, 3D models and technical drawings.
4. Collaborate and communicate with the other members of a design team..

5. Present their preliminary and finished work in a clear, professional manner.
6. Manage their time efficiently.

REQUIRED MATERIALS:

drafting instruments, -#11 X-acto knife and blades, SOBO glue, metal straight edge , water color set, 14/17 water color paper, large mixing palette, paintbrushes: #0, 2, 4, 6, 7, 10 and a 1-1/2” to 2” regular paintbrush

ATTENDANCE REQUIREMENTS:

This class consists of material presented during lectures and presentations; students will also present project work at various stages of completion for discussion and review, which will include the entire class. Attendance is required. Absences will affect your final grade, which will be lowered one-half of a letter grade per unexcused absence. Three tardy arrivals will equal one absence. An excused absence requires documentation of circumstances defined as excused by the university, or instructor approval.

Four unexcused absences will result in a failing grade in this class.

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at: <https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx>

GRADING: The projects will be evaluated and critiqued in stages, with the project grade based on these stages of work, including artistic/conceptual work application of feedback, presentation, and **adherence to deadlines**

The grading scale will be as follows:

A	94-100 %	A-	90-93%	B+	87-89%
B	83-86%	B-	80-82%	C+	77-79%
C	73-76%	C-	70-72%	D	68-69%
		E	0-67%		

The university grading policies for assigning grade points may be found at <https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx>

The final grade for the semester will be weighted as follows:

Project # 1	25 %
Project # 2	25%
Project # 3	20 %
Project # 4	20 %
Class Participation	10 %

Late work will be reduced by one letter grade per day.

NOTE: Any project for which **no work is submitted** will be deducted from the final grade at a rate of four times the assigned percentage value above, e.g., a project weighted as 10% of the grade will result in a deduction of 40% of the final grade, 15% at 60%, 20% at 80%.

It is not possible to pass this class without submitting work for each assignment.

ATTENDANCE AT PERFORMANCES: Since production is the laboratory for all theatre courses, attendance at all main stage Department of Theatre and Dance productions is required of students enrolled in classes with the following prefix designations: THE, TPA, TPP, ORI. Critiques of and/or responses to these productions may be required.

Attendance at all related events is encouraged. You should also attempt to see the following productions at the Phillips Center: *Camelot*, Les Ballets Jazz de Montreal, and Keigwin & Company.

USE OF ELECTRONIC DEVICES: The use of cell phones or other mobile devices is disruptive, and therefore is prohibited during class. Except in emergencies, those using such devices must leave the classroom for the remainder of the class period.

Students are not permitted to use computers during class without specific permission from the instructor, and in that case, students using the computer for work not related to the class must leave the classroom for the remainder of the class period. Classes may not be recorded without express permission from the instructor.

ONLINE COURSE EVALUATIONS: Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at <https://evaluations.ufl.edu>. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at <https://evaluations.ufl.edu/results/>

HONESTY POLICY: UF students are bound by The Honor Pledge which states, "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: "On my honor, I have neither given nor received unauthorized aid in doing this

assignment.” The Honor Code (<http://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/>) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor.

STUDENTS WITH DISABILITIES: Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, www.dso.ufl.edu/drc/) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

COUNSELING AND WELLNESS CENTER:
<http://www.counseling.ufl.edu/cwc/Default.aspx>, 392-1575

UNIVERSITY POLICE: 392-1111 or 911 for emergencies

DUE DATES:

Projects are due at the start of class time and will be critique during the session. Failure to have a project ready on time reduces the effectiveness of the class meeting and it will effect its grading. If you foresee a need for extra time on a project, bring it to my attention and a possible extension will be considered. Students who do not gain approval for time extensions will have their projects graded as late and are subject to reduction of one letter grade for each session that is late. If a project is more than two session late without approval it will be regarded as a failure.

Week I

Aug. 21

- discussing the syllabi
- students will bring their own work portfolio and present their work in class
- assigning **Project #1:** Designing the space for *Hedda Gabler*

Aug. 23

- analyzing the script in class; concept ideas.
- visual composition and theatre design: line shape, color, volume, and texture
- analyzing realized set design work from the perspective of visual composition

Week II

Aug. 28

- class presentation and critique of: concept, rough sketches, visual research and rough ground plans
- discussion about how to present your work in progress in a professional manner
 - What are the goals?
 - communication and collaboration within the design team
 - communication and collaboration with the director
 - communication and collaboration with the technical director (Zak Herring will be invited to class for collaboration and feedback)

Aug.30

- written concept due.

- ground plans and sketches (work in progress): class presentation and critique how to efficiently use Autocad for 2D drafting
- demonstration in class: fast way to produce 1/8" working white models

Week III

Sept. 6

- Introduction to on campus available resources: Field trip to the FabLab
- how to use the laser cutting machine

Week IV

Sept. 11

-ground plan due

- how to use SketchUp to produce a more accurate color rendering
- working in class on the final color rendering
- discussion on color variations and how to use the computer to quickly achieve that

Sept. 13

1/4" model of the space (without the set) due

- working in class on the final color rendering
- discussion about the role of the color rendering as part of the final design package; analyzing color renderings produced in different type of media by professional set designers
- discussion and collaboration session with our TD, Zak Herring

Week V

Sept. 18

-Drafting package due: class presentation and critique (Zak Herring Invited)

- real and virtual 3D model: discussion
- the **3D MakerBot printer**

Sept. 20

-Final color rendering due

- working in class on the model

Week VI

Sept. 25

-Project #1 due: class presentation and critique

- photographing your model by using the Luxam Light System
- assigning **Project #2: Designing the space for *The Visit***

Sept. 27

- analyzing the script from a set designer point of view.
- class discussions about the play; concept ideas.
- building a professional Portfolio for the Set Designer: what to include and how to present it

Week VII

Oct. 2

- work in progress: class presentation and critique
- building a professional virtual portfolio: options and introduction for building a webpage

Oct. 4

- written concept due.

- class presentation and critique of rough sketches, visual research and rough ground plans
- professional Resume: examples and discussions

Week VIII

Oct. 9

- Work in progress: class presentation and critique
- functions of the set: discussion in class

Oct. 11

-ground plan due

- storyboarding: a great tool of communication.
- options on how to do it and why

Week IX

Oct. 16

¼" model of the space (without the set) due

- working in class on the final color rendering
- working in class on the story boards
- discussion and collaboration session with our TD, Zak Herring

Oct. 18

- working in class on the final color rendering
- working in class on the story boards

Week X

Oct. 23

-Drafting package due: class presentation and critique (Zak Herring Invited)

- imitation or essence: the creativity of the set designer within the frame of a period style
- class work on web designing your webpage

Oct. 25

- working in class on the final color rendering and story boards

Week XI

Oct. 30

-Final color rendering and storyboarding due: class presentation and critique

- paint elevations: how to produce a professional paint elevation for the shop
- working in class on paint elevations

Nov. 1

- working in class on the model

Week XII

Nov. 6

-paint elevations due

- working in class on the model

Nov. 8

-Project #2 due: class presentation and critique

Week XIII

Nov. 13

-Project #2 due: class presentation and critique

Nov. 15

-students will work on their virtual portfolios (webpages)

Project #3: fast conceptual exercises

-assigning 2 scripts that require multiple sets

Week XIV

Nov. 20

-concept approach, visual research, rough ground plans, sketches and working models on script 1 (class presentation and discussions)

-class work on script 1

Week XV

Nov. 27

Final Design presentation on script 1

-concept approach, visual research, rough ground plans, sketches and working models on script 2 (class presentation and discussions)

-class work on script 2

Week XVI

Nov. 29

-class work on script 2

Dec. 4

Final Design presentation on script 2

-class work on web designing your webpage

- working on your webpage and portfolio

Dec. 6

Final Design presentation on your webpage

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Fall 2015

-Project #1: designing the space for *Hedda Gabler* DUE DATE: Sept. 25
- Venue: Black Box Theatre, School of Theatre and Dance

-written concept	due date: Aug. 30
-visual research	
-ground plan	due date: Sept.11
-section and elevations	due date: Sept 18
-color rendering	due date: Sept 20
-1/4"color model	due date: Sept.25

Project #2: designing the space for *The Visit* DUE DATE: Nov. 8
Venue : Constans Theatre, School of Theatre and Dance

-written concept	due date: Oct. 4	-visual research
-ground plan	due date: Oct. 11	
-section and elevations	due date: Oct. 23	
-color rendering and story boarding	due date: Oct.30	
-1/4"color model	due date: Nov. 8	

Project # 3: fast conceptual exercises DUE DATE: Dec. 6
Venues: TBA

Two plays (TBA) For each one the student will turn in :
written concept, visual research, ground plan, rough sketches, white model

Project # 4: professional webpage DUE DATE: Dec. 6

PREPARING AND PRESENTING YOUR WORK:

Assignments should be prepared for presentation **prior to the beginning of class**. During presentations, you should be paying attention to your colleagues rather than setting up or completing your own work.

All work should be presented in a neat, organized manner, clearly and legibly labeled, including your name.