TPA 4066  SCENE DESIGN I

INSTRUCTOR:  NICOLE BIANCO
Graduate Assistant
McGuire Pavilion Room 216 (Grad Office)
407.738.2322
Nicole.bianco@ufl.edu
Office Hours: MW 6:00p-8:00p (or by Appointment)

MEETING TIME:  TUESDAY & THURSDAY PERIODS 2-3
8:30a-10:25a McGuire Pavilion Rm 217

TEXTBOOKS:  Scene Design & Stage Lighting (10th Edition, Wolf & Block) - Required
Backstage Handbook - Required
Model Making for the Stage: A Practical Guide (Orton) - Optional
Drafting for the Theatre (Dorn & Shanda) – Optional
Steal Like An Artist (Kleon) – Optional
Backwards and Forwards (David Ball) - Optional

REQ’D SUPPLIES  YOU MAY ALREADY HAVE MANY OF THESE TOOLS
*I will let you know when to bring these supplies to class

<table>
<thead>
<tr>
<th>Sketchbook (11”x14” min)</th>
<th>T-Square</th>
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</thead>
<tbody>
<tr>
<td>Drafting Pencils (4B, 3B, B, H, 2H, 4H)</td>
<td>Two Triangles (30/60/90 &amp; 45)</td>
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<tr>
<td>Pencil sharpener</td>
<td>Compass</td>
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<tr>
<td>Erasers and Erasing Shield</td>
<td>Scale Rule (Architect)</td>
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<tr>
<td>Black Foam-core (1/4” thickness)</td>
<td>Circle Template</td>
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<tr>
<td>X-acto Knife + Blades</td>
<td>Drafting Tape/Dots</td>
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<tr>
<td>Self-Healing Cutting Mat</td>
<td>Sheets of White Paper</td>
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<tr>
<td>Colored Pencils, Markers, Pastels</td>
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<tr>
<td>Watercolors</td>
<td>Suggested Software:</td>
</tr>
<tr>
<td>SOBO Quick Dry Glue (Tacky Glue)</td>
<td>Adobe Photoshop</td>
</tr>
<tr>
<td>Modeling Supplies</td>
<td>Vectorworks – Available Free Student. Myvectorworks.net</td>
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COURSE OBJECTIVES AND GOALS:

This course is a mixture of lecture/discussion and studio work where students will gain a full understanding of scenic design as it pertains to Theater, Entertainment and Business. Students will be given individualized attention throughout the semester to develop their own persona; style and design aesthetic.

While exploring the elements and principals of design, students will gain important insight into the value of the design process. The academic portion of this course will be focused on the ability to recognize exceptional design techniques, script analysis and the process of pre-production development of artistic concepts. The final portion of this course will be a hands-on application of the design process that will culminate in a series of drawings and three-dimensional models.

By the end of this course, students should be able to analyze scripts and communicate their own artistic concepts through visual mediums, which include drawings, plans, and models.

COMMUNICATION:

University policy maintains that the proper exchange of digital communication is through your ufl.edu email or through the E-Learning Canvas website https://lss.at.ufl.edu.

If you have any questions or concerns, please contact me at Nicole.bianco@ufl.edu or by calling me on my phone listed above. If you are unable to attend class or have difficulty with an assignment, please contact me as soon as possible. I am always here to help with your academic pursuits as much as possible. In addition, there are other campus resources below that are available to all students should you need help.

CLASS DECORUM:

Cell phones, laptops, and tablets are prohibited during class. These distractions affect the learning experience of others. Use of these devices, when not required, will result in that student’s dismissal from class for the day. The use of electronic recording devices is not allowed while in class. Please respect your fellow students and instructor by engaging fully in class discussions.

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 the students at the University of Florida, the following pledges is either requires or implied: “On my honor, I have neither given nor received unauthorized aid in doing this assignment.” The Honor Code (www.dso.ufl.edu/scr/process/student-conduct-honor-code) specifies a number of behaviors that are in violation of this code. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel.

**CAMPUS SUPPORT SERVICES:**

All students’ physical and mental health is important to their academic success. Do not be afraid to ask for help. Counseling and Wellness Center can be reached by phone at 352-392-1575 or www.counseling.ufl.edu/cwc/Default.aspx.

In addition, the University Police Department can be reached by calling 352-392-1111 or 911 for emergencies.

**STUDENT WITH DISABILITIES:**

Students requesting classroom accommodation must 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 accommodations. Students with disabilities should follow this procedure as early as possible in the semester.

**ATTENDANCE:**

Attendance is mandatory for this course. A student’s grade will not fully be determined by their attendance. Yet, if a student fails to attend class, he/she will not gain the information to complete assignments correctly. It is the student’s responsibility to arrange with the instructor for make-up assignments. Please contact the instructor prior to a missed class to arrange make-up work.

If the student will be gone for authorized university events or religious holidays, please inform the instructor by the add/drop date. Requirements for class attendance and make-up exams, assignments and other work are with the universities policies which can be found at: https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx.

**LATE WORK & DUE DATES:**

All assignments are due at the beginning of the class unless otherwise specified. Late work is NOT ACCEPTED, unless arranged with the instructor prior to the due date. If you fail to turn in an assignment, there are several opportunities to make up the grade, which include
extra credit assignments throughout the semester. Please speak with the instructor prior to the due date of an assignment if it will be late or incomplete. In emergency situations, special circumstances can be arranged.

**FINAL EXAM:**

There will be a comprehensive final exam on the scheduled final exam date. For the scheduled final exam time, please look to [http://www.registrar.ufl.edu](http://www.registrar.ufl.edu). This exam is mandatory for all students. Failure to attend will result in an automatic failure of the course. In this class, the final exam will account for 10% of your final grade.

**GRADING:**

All students are graded individually based on performance and improvement throughout the semester. While you are not competing for a better grade in this class, there should be a friendly and supportive environment between peers that invited progress through positive criticism and feedback.

Before the final add/drop date without a failing grade, the instructor will have individual conferences with each student to discuss their progress in the course. At that time, if the student is failing, or not meeting the demands of the course, the instructor will suggest the student to drop the course to avoid receiving a failing grade.

Each assignment/project will be graded on a 0 to 3 scale. Excellent work will receive 3 points. Work that is complete but not thorough and/or presentable in a professional format will receive 2 points. Work that is incomplete and not prepared for presentation will receive 1 point. Assignments not turned in receive 0 points.

All assignments that receive a point value will be categorized into 1 of 3 areas – Class Assignments, Design Projects, and Project Progression. Each category will be valued at 30% of the final grade. Your final exam will make up 10% of your final grade.

Extra Credit is Available Via Additional Assignments. Contact the instructor if you would like more information on these opportunities. Do not procrastinate.

The instructor will keep all assignments turned in until the end of the semester. Once an assignment/project is grade, students will receive a graded rubric in class, as well as, posted in the e-learning drop box in a reasonable amount of time.

**GRADING SCALE:**

- 94-100% = A
- 77-79% = C+
- 90-93% = A-
- 73-76% = C
87-89% = B+  70-72% = C-
83-86% = B  60-69% = D
80-82% = B-  <60% = E

BREAKDOWN OF FINAL GRADE:

Class Assignments: 30%
Design Projects: 30%
Project Progression: 30%
Final Exam: 10%

E-LEARNING THROUGH CANVAS:

Course content and information will be available online through the E-learning site. Please make yourself familiar with the layout of this site. No assignments will ever be submitted through E-learning. Your grades will be made available under the “Grades” tab of E-learning. E-Learning can be accessed through https://lss.at.ufl.edu.

PRESENTATIONS AND COMPLETED ASSIGNMENTS:

Ensure that your name is on the back of every artistic project that you turn in. For papers and essays, please use the MLA standard format – MLA resources available at http://owl.english.purdue.edu. Please use your full name that you registered with the university. Include the date, course name and the instructors name under your name.

Students will be allowed to use the Internet for no more than one-third of their research images. The Art and Architecture library has extensive visual research, art and technical resources. Exceptions would be sources like the Library of Congress website as much as possible. They are free resources. Visit any campus library to learn more about these resources.

Students will often be presenting their work in class. Please have your materials ready by the beginning of the class and present as though to a professional group. All research images you present need to be at least 8.5” by 11” without white borders in full color (unless the photo is Black and White). Have images in a presentable fashion with labels. Electronic presentations will not be accepted unless it is a video or Internet content that cannot be copied. When using images, always give the original author credit. When in doubt, cite your sources.

COURSE EVALUATION:

All students are expected to provide feedback of this course via the online evaluation called “Gatorrater” located at evaluations.ufl.edu/evals. About three weeks before the end
of the semester, instruction will be shortened so that students may participate in the evaluations.

SKETCHBOOK ASSIGNMENTS: (CLASS ASSIGNMENTS):

Each week, you are responsible for sketching an object, element or furniture piece from an individual in history. This is to help you learn to balance research time with getting a design down on paper quickly. Your Sketchbook Will Be Collected At the End of Each Week. Turn Them Into My Mailbox On the Top Floor of the Atrium in the Nadine McGuire Pavilion by 5 pm of the assigned week. You should not spend more than 90 minutes doing these assignments.

*Keep this sketchbook with you at all times. When you see something you like, write it down. Doodle while you are waiting for the bus or write down a funny conversation. If you get used to recording what you see in this sketchbook, your drawing skills can only improve.

For Each Sketch:
- Use minimum 11x14” Drawing Paper (Whole Sketchbook Must Be Turned In Each Week)
- Research the person, period and object (Use a library!) Must include one inspiring research image taped in sketchbook.
- Sketch an actual object or create one from your understanding of the research
- Use call outs or written notes to explain details you cannot in your sketch (Does it move/spin?)
- Do not obsess over the quality of the sketch. Be quick but precise with what you are trying to communicate.
- Include all pieces of information you deem necessary to illustrate your design.

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<thead>
<tr>
<th>Week</th>
<th>Period</th>
<th>Person/Object</th>
<th>Due (5pm)</th>
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<tbody>
<tr>
<td>1</td>
<td>Egypt</td>
<td>Cleopatra’s Throne</td>
<td>Sept. 4</td>
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<tr>
<td>2</td>
<td>Ancient Greece</td>
<td>The Parthenon’s Floor</td>
<td>Sept. 11</td>
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<tr>
<td>3</td>
<td>Ancient Rome</td>
<td>Julius Caesar’s Chariot</td>
<td>Sept. 18</td>
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<tr>
<td>4</td>
<td>Medieval</td>
<td>Merchant’s Street Cart</td>
<td>Sept. 25</td>
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<tr>
<td>5</td>
<td>Renaissance</td>
<td>Michelangelo’s Door</td>
<td>Oct. 2</td>
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<tr>
<td>6</td>
<td>Baroque</td>
<td>Bach’s Favorite Piano</td>
<td>Oct. 9</td>
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<tr>
<td>7</td>
<td>Romantic</td>
<td>Mary Shelley’s Desk</td>
<td>Oct. 16</td>
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<tr>
<td>8</td>
<td>Victorian</td>
<td>Queen Victoria’s Window</td>
<td>Oct. 23</td>
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<tr>
<td>9</td>
<td>Art Nouveau</td>
<td>A Designer’s Door (Your Choice)</td>
<td>Oct. 30</td>
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<tr>
<td>10</td>
<td>Art Deco</td>
<td>Superhero’s Chair (Your Choice)</td>
<td>Nov. 6</td>
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<tr>
<td>11</td>
<td>Contemporary</td>
<td>Sia’s Chandelier</td>
<td>Nov. 13</td>
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COURSE CONTENT/OUTLINE:

WEEK 1   INTRODUCTION/PLAYSCRIPT ANALYSIS  
WEEK 2   ACTION CHARTS AND THE BUSINESS OF THEATER  
WEEK 3   ELEMENTS OF DESIGN  
WEEK 4   RESEARCH AND UTILIZING SCENE BREAKDOWNS (PROGRESS REPORTS GIVEN THIS WEEK)  
WEEK 5   CONCEPTUAL STATEMENTS AND STORYBOARDING  
WEEK 6   THUMBNAIL SKETCHES  
WEEK 7   RENDERINGS AND BEGINNING DRAFTING  
WEEK 8   CONTINUE DRAFTING AND INTRODUCTION TO GROUND PLANS/PAINT ELEVATIONS  
WEEK 9   BUILDING A MODEL BOX  
WEEK 10  DESIGN PROJECTS AND HOW TO INCORPORATE NEW TECHNOLOGIES  
WEEK 11  DESIGN CONCEPTS AND APPLYING THUMBNAILS TO FULL PRODUCTION  
WEEK 12  FINALIZING A DESIGN PACKAGE  
WEEK 13  CONTINUED WORK ON TEMPEST GROUND PLANS AND PAINT ELEVATIONS  
WEEK 14  FINALIZING PAINT ELEVATIONS  
WEEK 15  PHOTOGRAPHING MODELS FOR PRESENTATIONS  
WEEK 16  FINAL REVIEW FOR EXAM  

DESIGN STUDIO:

As a primarily studio course, many of the assignments are an opportunity to develop and discover a student’s artistic approach, opinion, and process. In order to facilitate these studio opportunities, the instructor will hold open studio sessions in the Design Studio Mondays and Wednesdays from 6 pm to 8 pm (when requested), the evening before many design and class assignments are due. These studio hours are for you to use the space, get additional one-on-one mentoring, and meet with the instructor for additional training in areas as students need that relate to the scene design area. 

Please take advantage of this opportunity, especially BFA students. The Design Studio is a shared space, so please keep it clean so others can take advantage of the space. The building may be closed or locked during these hours, but you may call the instructor to open the exterior doors for you. These studio hours will also operate as office hours, but other appointments can be made for those whose schedules do not allow studio visits.

IMPORTANT DATES:

August 29   Withdrawal With No Fee Liability  
September 7  Labor Day (Holiday)  
September 19  Withdraw All Courses, 25% Refund (W Assigned)
October 6/7   Homecoming (No Classes)
November 11  Veteran’s Day (No Classes)
November 24  Withdraw From UF Without Failing Grades (W Assigned)
November 25-29 Thanksgiving (No Classes)
December 10/11 Reading Days (No Classes)

Please Note: Information contained in this syllabus, other than the grade and absence policy, is subject to change with advance notice, as deemed appropriate by the instructor to enhance learning opportunities. Any and all changes will be clearly communicated.