

TPA 6357

Programming and Presentation for the LD

Tuesday / Thursday Periods 5 + 6

Course Syllabus

Instructor: Matthew Taylor	Semester: Spring 2016
Office: McGuire 207	Phone: 352-294-3937
Office Hours: M/W from 10:00 AM – 12:00 PM	Email: mtaylor@arts.ufl.edu

Text

Vectorworks for Entertainment Design

Other Materials

- Computer or computer access with VWX and LW installed

Course Objectives

- Develop a more extensive understanding of how to use entertainment drafting software to your advantage
- Develop a more robust understanding of the operating principles and programming practices of ETC Eos family consoles
- Develop an understanding of the duties and expectations of a professional assistant or associate designer

Attendance and Class Participation

Attendance for this class is mandatory. The course is based in practical application. You will not be able to learn the information presented in this course from the textbook alone. You are allowed 2 unexcused absences. After the second absence, your grade will be reduced by one full letter grade for each absence.

Critiques

You are required to see all performances produced by the School of Theatre and Dance during the spring semester. I challenge you to focus specifically on how the design enhances the story being told by the creative team. What were the strengths and weaknesses of this particular design? Be prepared to discuss things that you may have done differently and defend your decisions. Please be prepared to discuss your critique in class immediately following the close of the production.

Exercises

There will be a series of 5 exercises assigned in class that are meant to develop the skills we've discussed in class. Due dates for each of these exercises are available on the attached course calendar.

Projects

There will be a total of four projects in the course. One project will be divided into two parts. Due dates for each assignment are listed in the calendar. Specific requirements will be discussed in class. No late projects will be accepted.

Final Exam

The final exam will consist of a project developed by each student with the guidance of the instructor. Each student should choose a topic relevant to the classwork to further explore and submit their idea to the instructor no later than February 23, 2015. This submission should include an assessment of why the topic is relevant, what the student stands to gain from exploring this topic, as well as a rough idea of what the experience might be.

Grading

Your final grades will be based on a 100 point scale. You will be awarded points based on the following:

Attendance and Class Participation	10
Exercises	30
Project 1	10
Project 2	10
Project 3	10
Project 4	10
Final Project / Final Exam	<u>20</u>
Total	100 pts

Final grades will be assigned in accordance with university policy which can be found at: <https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx#grades>

Academic Honesty

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-honorcode/>) 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 or TAs in this class.

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.

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/>."

****Please remember that this syllabus and the course schedule are subject to change at any time during the course of the semester. However, I will ensure adequate notice well in advance of any changes.****

DATE	READING	DISCUSSION	DUE
1/5/2015		Introduction / Discussion of objectives	
1/7/2015	VWX Ch 1 + 2	Basic drafting principles, VWX basics and intro	
1/12/2015	VWX Ch 3	Organizing your document and interfacing w/ VWX Lineweight Exercise	
1/14/2015	VWX Ch 4 + 5 + 6	Preparing your workspace	
1/19/2015	VWX Ch 8 + 9	Basic drawing principles in VWX	Organizational Structure Exercise
1/21/2015	VWX Ch 11	How to measure and recreate a space	
1/26/2015		VENUE RECREATION - WORK DAY	
1/28/2015	VWX Ch 10	Symbols	Venue Recreation Exercise
2/2/2015	VWX Ch 16	Creating the Light Plot	
2/4/2015	VWX Ch 19	Documentation and publication	
2/9/2015	VWX Ch 18	Working with LW	
2/11/2015	NO CLASS - MT AT KCACTF		VWX Template Project - Digital
2/16/2015		Template project discussion / redlines	VWX Template Project - Physical
2/18/2015		Lightwright Format and Manipulation	LW Exercise
2/23/2015		WORK DAY IN CLASS	
2/25/2015		Present recreation project for red lines	Plot Recreation Project
3/1/2015	SPRING BREAK		
3/3/2015	SPRING BREAK		
3/8/2015	ETC Videos TBD	Eos basic concepts	
3/10/2015	ETC Videos TBD	Eos basic concepts	
3/15/2015	ETC Videos TBD	Eos tracking / Basic ML concepts	
3/17/2015	ETC Videos TBD	Timing and cue manipulation	
3/22/2015	ETC Videos TBD	Effects and Pixel Mapping	
3/24/2015	ETC Videos TBD	Interfacing with other software (LW, ML Assist, etc Pixel Mapping / Effects Exercise	
3/29/2015		Live Magic Sheets	
3/31/2015		WORK DAY - PROGRAMMING	
4/5/2015		ALD - Negotiation > Contract Signing	Programming Project
4/7/2015		ALD - Contract Signing > Prep Work	
4/12/2015		ALD - Load In > Focus	
4/14/2015		ALD - Tech	
4/19/2015		ALD - Opening and beyond	ALD Paperwork Project
4/21/2015	NO CLASS - PORTFOLIO REVIEWS		

FINAL EXAM

PRESENT FINAL PROJECT