

Scene Design II TPA 4930

SPRING 2016

The University of Florida – College of Fine Arts

School of Theatre & Dance

Instructor: Professor Mihai Ciupe

Course Meets: Monday and Wednesday, Period 2-3

Office Hours: Tuesday, Period 4-5

Office: Room 206

E-mail: mciupe@ufl.edu

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

Class time will be used 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 environment.
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.

RECOMMENDED TEXT: *Scene Design and Stage Lighting* by W.Oren Parker, R. Craig Wolf, Dick Block
Drafting by Dennis Dorn & Mark Shanda

REQUIRED MATERIALS:

Laptop with AutoCAD, SketchUp and Photoshop software installed.

Sketch pad

Model building tools: -#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>

ATTENDANCE AT PERFORMANCES: Since production is the laboratory for all theatre courses, attendance at all mainstage 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 upcoming productions at the Hippodrome Theatre and Phillips Center.

USE OF ELECTRONIC DEVICES: The use of cell, smart phones or any 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 unless directed to do so by 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. 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 sessions late without approval it will be regarded as a failure.

WEEK 1

Jan. 6

- discussing the syllabi
- assigning **Project #1**: Designing the set for *The Diary of Anne Frank*
Black Box Theatre

WEEK 2

Jan. 11

- students will bring their own work portfolio and present it in class
- analyzing the script in class; research and concept ideas.
- visual composition and theatre design: line shape, color, volume, and texture
- analyzing realized set design work from the perspective of visual composition

Jan. 13

- functions of the set: discussion in class
- class presentation and critique of: concept, rough sketches, visual research and rough ground plans

Jan. 18

HOLLIDAY

Jan. 20

- written concept due.

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

WEEK 4

Jan. 25

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

Jan. 27

-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 (refreshing skills learned in the Fall in **Advance Theatre Graphics**)

WEEK 5

Feb. 1

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

Feb. 3

-Drafting package due: class presentation and critique

- real and virtual 3D model: discussion
- introduction on how to use the **3D MakerBot printer**

WEEK 6

Feb. 8

MIHAI IS OUT OF TOWN

Feb. 10

-Final color rendering due: class presentation and critique

- working in class on the model

WEEK 7

Feb. 15

-Project #1 due: class presentation and critique

- photographing your model by using the Luxam Light System
- assigning **Project #2: Designing the sets for *RHINOCEROS* Constans Theatre**

Feb. 17

- 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)
 - analyzing the script from a set designer point of view.
- class discussions about the play; concept ideas.

WEEK 8

Feb. 22

- building a professional Portfolio for the Set Designer: what to include and how to present it.
- work in progress: class presentation and critique

Feb. 24

- written concept due.

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

WEEK 9

SPRING BREAK

WEEK 10

Mar. 7

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

Mar. 9

-ground plan due

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

WEEK 11

Mar. 14

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

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

Mar. 16

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

WEEK 12

Mar. 21

-Drafting package due: class presentation and critique

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

Mar. 23

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

WEEK 13

Mar. 28

-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

Mar. 30

-working in class on the model

WEEK 14

Apr. 4

-paint elevations due: class presentation and critique

-working in class on the model

Apr. 6

-Project #2 due: class presentation and critique

-photographing your model by using the Luxam Light System

WEEK 15

Apr. 11

-class work on your portfolio and web designing your webpage

Apr. 13

-class work on your portfolio and web designing your webpage

WEEK 16

Apr. 18

-class work on your portfolio and web designing your webpage

Apr. 20

Final Design presentation on your webpage and physical portfolio

Grade Breakdown:	Class Participation = 20%
	Project#1 = 40%
	Project#2 = <u>40%</u>
	100%

This syllabus is subject to change during the semester.