Scene Design I   TPA 4066

Fall 2017
The University of Florida – College of Fine Arts
School of Theatre & Dance
Instructor: William Yanni

Course Meets: Tuesday and Thursday 5th and 6th period (11:45-13:40)
Office Hours: by appointment
Office: Room 219
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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

    You can choose to either hand draft or use a drafting program. You can use google sketchup (a free program) or Vectorworks (a free student program) or Autocad. For the purposes of class I will be teaching strictly in Vectorworks, as I have limited experience with both Sketchup and Autocad (if you experience a problem I may or may not be able to assist you.

Computer Programs

    Adobe Photoshop is recommended for this course

Modeling Instruments

    #11 X-acto knife and blades, SOBO glue, metal straight edge (cork back preferred),

Sketch/painting Instruments

    Water/gouache 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, small Sketch pad (7-10 inches by 9-12 inches), pencils or pens

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.asp*

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:

Daily Sketches	**15 %**
Project One	**30%**
Project Two	**25%**
Class Participation	**30 %**

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 All 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.

<u>USE OF ELECTRONIC DEVICES:</u> 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.

<u>ONLINE COURSE EVALUATIONS:</u> 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/*

<u>HONESTY POLICY:</u> 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.

<u>STUDENTS WITH DISABILITIES:</u> 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.

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

<u>UNIVERSITY POLICE:</u> 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. 22
- Discussing the syllabi
- Install Vectorworks
- Discuss sketch projects
- Discuss potential plays

Aug. 24
- Discuss daily sketches
- Basics of Scenic Drafting (Using Vectorworks)
- Analyzing the script in class; concept ideas and action charts
- Discuss Inspiration Images
- Visual composition and theatre design: line shape, color, volume, and texture

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Week II

Aug. 29
- Discuss daily sketches
- Basics of Scenic Drafting (Ground Plans)
- Read assigned Play Prior To Class
- Action Chart/Concept development
- Inspiration images
- Drafting Standards

Aug.31
- Begin Project One
- Discuss daily sketches
- Basics of Scenic Drafting (Elevations)
- Written Concept Statement Due
- Action Chart Due

- Inspiration images Due
- Present basic sketches and ground plans (either electronic or printed)

Week III

Sept. 5
- Discuss daily sketches
- Basics of Scenic Drafting (Sections)
- Present basic sketches and ground plans (either electronic or printed)

Sept. 7
- Discuss daily sketches
- Basics of Scenic Drafting (Viewports and Printing)
- Possible Field Trip to Fab Lab

Week IV

Sept. 12
- Discuss daily sketches
- Basics of Scenic Drafting (2D/3D Draftings)
- Ground plan due
- Sketches/Renderings for show due

Sept. 14
- Discuss daily sketches
- Basics of Scenic Drafting (2D/3D Draftings)
- Begin making white card model

Week V

Sept. 19
- Discuss daily sketches
- Basics of Scenic Drafting (2D/3D Draftings)
- Continue white card model/update draftings

Sept. 21
- Discuss daily sketches
- Basics of Scenic Drafting (2D/3D Draftings)
- Present White Card Model

Week VI

Sept. 26
- Discuss daily sketches
- Basics of Scenic Drafting (2D/3D Draftings)
- Update Draftings from White Card Model
- 3d Printing intro

Sept. 28
- Discuss daily sketches
- Basics of Scenic Drafting (2D/3D Draftings)
- The Forgotten Floor Plan
- Begin Working on Final Color Model

Week VII

Oct. 3
- Discuss daily sketches
- Basics of Scenic Drafting (2D/3D Draftings)
- Using Photoshop to assist Renderings
- Working on Final Color Model

Oct. 5
- Discuss daily sketches
- Basics of Scenic Drafting (2D/3D Draftings)
- Mixed Media (Photoshop and Painting –Taught by Mihai)
- Working on Final Color Model

Week VIII

Oct. 10
- Discuss daily sketches
- Basics of Scenic Drafting (2D/3D Draftings)
- Using Photoshop to assist Renderings
- Working on Final Color Model

Oct. 12
- Discuss daily sketches
- Basics of Scenic Drafting (2D/3D Draftings)
- Using Photoshop to assist Renderings
- Working on Final Color Model

Week IX

Oct. 17
- Discuss daily sketches
- Project One Due: Present Final model, Renderings and Draftings (please also bring white card model)
- Assign next play

Oct. 19
- Discuss daily sketches
- Begin Project Two: Read assigned play Prior to class, action chart, ideas for possible concept statement, Inspiration Images
- Sketching Ideas in class

Week X

Oct. 24
- Discuss daily sketches
- Inspiration Images reduction
- Concept Statement Discussion
- Work on Basics of Scenic Drafting (2D/3D Draftings)
- Using Photoshop to assist Renderings

Oct. 26
- Discuss daily sketches
- Work on Basics of Scenic Drafting (2D/3D Draftings)
- Using Photoshop to assist Renderings
- Inspiration images due
- Concept statement due
- Action Chart Due

Week XI

Oct. 31
- Discuss daily sketches
- Present Renderings
- Work on Basics of Scenic Drafting (2D/3D Draftings)
- Using Photoshop to assist Renderings

Nov. 2
- Discuss daily sketches
- Begin Working on Full Color Model
- Work on Basics of Scenic Drafting (2D/3D Draftings)
- Using Photoshop to assist Renderings

Week XII

Nov. 7
- Discuss daily sketches
- Begin Working on Full Color Model
- Work on Basics of Scenic Drafting (2D/3D Draftings)
- Using Photoshop to assist Renderings

Nov. 9
- Discuss daily sketches
- Working on Full Color Model
- Work on Basics of Scenic Drafting (2D/3D Draftings)
- Using Photoshop to assist Renderings

Week XIII

Nov. 14
- Discuss daily sketches
- Working on Full Color Model
- Work on Basics of Scenic Drafting (2D/3D Draftings)
- Using Photoshop to assist Renderings

Nov. 16
- Discuss daily sketches
- Present work up to this point. Groundplan, Elevations, Sectionals, Floor Treatment, Paint Treatment, Model pieces etc.

Week XIV

Nov. 21
- Discuss daily sketches
- Working on Full Color Model
- Work on Basics of Scenic Drafting (2D/3D Draftings)
- Using Photoshop to assist Renderings
- Day Before Thanksgiving Break

Week XV

Nov. 28
- Discuss daily sketches
- Working on Full Color Model
- Work on Basics of Scenic Drafting (2D/3D Draftings)
- Using Photoshop to assist Renderings

Nov. 30
- Discuss daily sketches
- Working on Full Color Model
- Work on Basics of Scenic Drafting (2D/3D Draftings)
- Using Photoshop to assist Renderings

Week XVI

Dec. 5
- Discuss daily sketches
- Working on Full Color Model
- Work on Basics of Scenic Drafting (2D/3D Draftings)
- Using Photoshop to assist Renderings

Dec. 7
- Discuss daily sketches
- Project Two Due: Final Design Presentation, All things Due

Due Dates

Daily Sketches   15 %
- There are 31 days of classes (30 days of sketches), sketches will be themed based on the previous day. You will be required to do 1-6 sketches using a variety of media. All sketches for the day will take 30 minutes. Every day of sketches is worth .5% of your final grade.

Project One   30%
- **Aug 31**
  - o Written Concept Statement Due
  - o Action Chart Due
  - o Inspiration images Due
- **Sept 12**
  - o Ground Plan Due
  - o Renderings Due
- **Sept 21**
  - o White Card Model Due
- **Oct 17**
  - o Full Design Package Due

Project Two   25%
- **Oct 26**
  - o Inspiration Images Due
  - o Concept Statement
  - o Action Chart
- **Oct 31**
  - o Renderings Due
- **Nov 16**
  - o Work up to this point progress check
- **Dec 7**
  - o Design Package Due

Class Participation   30 %
- 31 Classes including Syllabus day, 30 days of normal class. Failure to attend class/work effectively in class or bring required materials will result in a loss of 1% of your final grade per class.

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.

Giving and Receiving Critique:
Realize that this class is an upper level design class, encompassing many combined disciplines. Honest Critique and feedback is necessary to further push and develop peoples design Ideas. This is not an opportunity to attack individuals, nor will it be tolerated.

This Syllabus is subject to change:
All effort will be made to notify all members of this class well ahead of time.

Books and Required Reading:
There are no required books for this class, I will bring a variety of books to the first few classes from my personal Library. Feel free to use them, to assist you throughout your design processes.