

## **Scene Design II TPA 6069**

**Spring 2018**

**The University of Florida – College of Fine Arts**

**School of Theatre & Dance**

**Instructor: Professor Mihai Ciupe**

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**Course Meets:** Monday and Wednesday, Period 2-3, Room 218

**Office Hours:** Monday and Wednesday – Period 5

**Office:** Room 206, Ph. 273-0509

**E-mail:** mciupe@ufl.edu

### **Course Objectives**

This course is an intermediate scene design class; students will build on skills acquired in previous design classes and further develop understanding of both the creative, conceptual aspect of scene design and the practical, organizational abilities necessary to translate ideas into reality in professional theatre. Design work will focus on application of creative thinking, moving beyond historic research. Students will be exposed to different styles of life performing arts other than theatre, (Opera, Ballet, Modern Dance, Musical Theatre) and understand the implications in the design process from the set designer point of view.

### **Course Description**

This is an advanced studio course where students will apply and refine their knowledge of using the principals of *Scenic Design* as is related to Theatre and Entertainment Industry. They will work and refine their skills in developing a design based on a particular script and delivering a professional, complete scene design package in timely manner. Students will receive individual guidance throughout the semester through the development of their personal design concept and aesthetic.

### **Required Materials**

Students will need a variety of art supplies; many of these will vary according to individual preference. Rough sketches may be done on sketch paper or large copy paper; final renderings should be completed on a

respectable quality of art paper or, if computer generated, good-quality printer paper, and mounted if need be. Other supplies would likely include drawing pencils, a good quality eraser, pens, and some variety of color medium (paint, markers, pencils, pastels). For painting, you should have a LARGE mixing surface, a container for water and a range of brush sizes. Please check that the brush(es) you use are appropriate for the kind of paint used.

Supplies specific for model making will be needed.

### **Required Software**

- Adobe Photoshop (older versions are accepted)
- Google Sketchup
- Autocad or Vectorworks

### **Required Books and CD/MP3:**

*Turandot* Libretto (Italian /English); *Turandot* audio recording  
*Rhinoceros and Other Plays* by Eugene Ionesco

### **Projects:**

**Project #1:** designing the set for **Turandot**

Space: **Constans Theatre**

#### Final Package Requirements:

- concept statement
- visual research
- color rendering
- full drafting package
- painted elevations
- story boarding the main scenes
- 1/4" full colored model

**Due Date: Feb. 7**

**Project #2:** designing the set for **"Rhinoceros"**

Space: **Black Box**

#### Final Package Requirements:

- concept statement
- visual research
- color rendering
- ground plan, section and drafted elevations
- painted elevations
- story boarding the main scenes
- 1/4" full colored model

**Due Date: April 4**

**Project #3:** Research on the work of a leading contemporary (national or international) professional Set Designer: Briefly present and analyze the work and the esthetic of your favorite contemporary Set Designer (PowerPoint) **Due Date: April 18**

## **Due Dates**

Projects are due at the start of class time and will be critiqued during the session. Failure to have a project ready on time reduces the effectiveness of the class meeting and it will affect 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.

## **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. In theatre, time is money, and opening night is unlikely to be delayed until a designer manages to complete work.

## **Recommended Readings**

EXPERIMENTAL THEATRE by James Roose-Evans (Routledge/ May 1997/ ISBN 0415009634)

THE EMPTY SPACE by Peter Brook (Simon & Schuster Trade/ Dec'95/ ISBN 0684829576)

## **Class Demeanor**

Students are expected to arrive to class on time and behave in a manner that is respectful to the instructor and to fellow students. Please avoid the use of cell phones and restrict eating to outside of the classroom. Opinions held by other students should be respected in discussion, and conversations that do not contribute to the discussion should be held at minimum, if at all.

## **Attendance**

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>

### **Counseling and Wellness Center**

Contact information for the Counseling and Wellness Center: <http://www.counseling.ufl.edu/cwc/Default.aspx>, 392-1575; and the University Police Department: 392-1111 or 9-1-1 for emergencies.

### **Course Evaluation**

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/>.

**Remember:** My office hours are for you. Bring your work in progress or any design project and I'll be happy to discuss it with you.

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## **Week I**

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### **Jan. 8**

- Discussing the syllabi in class
- a short discussion about theatre/ opera design
- functions of the set

### **Jan. 10**

- Project #1:** designing the set for *Turandot*      Space: **Constans Theatre**
- analyzing the script in class; concept ideas.
  - working on building the Constans Theatre model in Sketchup

-home assignment: build the physical model for Constans

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*Week II*

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**Jan. 15**      **Martin Luther King Jr. Day**

**Jan. 17**

- concept ideas and initial research: class presentation and discussion
  - Studio Work: fast rough sketches and rough ground plans
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*Week III*

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**Jan. 22**

**- written concept due. (one paragraph)**

**-specific visual research on time, period, style, mood based on the concept is now due**

- rough sketches and rough ground plans presentation
- discussions in class.

**- Constans Theatre model on Scketchup is due**

**Jan. 24**

**Presenting final design idea with visual research support based on concept**

- Studio work: working on rendering and story boarding
  - working on virtual model
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*Week IV*

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**Jan. 29 – Instructor is out of town in a recruiting trip to Chicago**

- working on the final rendering and story boarding
- working on painted elevation and model

**Jan. 31**

**Storyboard Due, ground plan, section, drafting elevations due. Class presentation and discussion**

- working in class on the rendering
- working in class on painted elevations
- working on model (outside class)

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*Week V*

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**Feb. 5**

**-Final Rendering Due. Class presentation and discussion**

-Studio work: working in class on painted elevations and colored model

**Feb. 7**

**-Project #1 Due: final presentation in class, critique and discussions**

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*Week VI*

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**Feb. 12**

**-Project #2: designing the set for *Rhinoceros* (Black Box)**

-class discussions about the play

-analyzing the script in class; concept ideas.

**Feb. 14**

-concept ideas and initial research: class presentation and discussion

-Studio Work: fast rough sketches and rough ground plans

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*Week VII*

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**Feb. 19**

-visual research on time, period, style, mood

**- written concept due.**

**-concept ideas, rough sketches and visual research -presentation in class.**

**Feb. 21**

-studio work

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*Week VIII*

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**Feb. 26**

-rough sketches and rough ground plans presentation: discussions in class

-studio work

**Feb. 27**

**Presenting final design idea with visual research support based on concept**

- Studio work: working on rendering and story boarding
- working on virtual model

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*Week IX*

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***SPRING BREAK***

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*Week X*

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**March 12**

**-ground plan, section, drafting elevations due**

- working in class on the rendering, story boarding, painted elevations, and model

**March 14**

**Storyboard Due. Class presentation and discussion**

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*Week XI*

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**March 19**

- Studio work: working in class on the rendering, painted elevations and model

**March 21**

- Studio work: working in class on the rendering, painted elevations and model

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*Week XII*

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**March 26**

**-Final Rendering Due. Class presentation and discussion**

- Studio work: working in class on painted elevations and colored model

**March 28**

- Studio work: working in class on painted elevations and colored model

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*Week XIII*

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**April 2**

**-Painted Elev. Due**

-Working in class on colored model

**April 4**

**Project #2 Due: final presentation in class, critique and discussions**

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*Week XIV*

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**April 9**

-building a personal website & Portfolio and Resume work

**April 11**

-building a personal website & Portfolio and Resume work

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*Week XV*

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**April 16**

-building a personal website & Portfolio and Resume work

**April 18**

**-Project #3 Due: presentation in class, critique and discussions**

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*Week XVII*

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**April 23**

-building a personal website & Portfolio and Resume work

**April 25**

**Personal website & Portfolio: Class presentation and discussion**



Grade Breakdown:		
Assignment	Total Points	Percent of Grade 20%
Project#1	300	30%
Project#2	300	30%
Project#3	300	30%
Class Participation	100	10%
	1000	100%

Grading Policy Score	Percent	Grade	Grade Points
934-1000	93.4-100	A	4.00
900-933	90.0-93.3	A-	3.67
867-899	86.7-89.9	B+	3.33
834-866	83.4-86.6	B	3.00
800-833	80.0-83.3	B-	2.67
767-799	76.7-79.9	C+	2.33
734-766	73.4-76.6	C	2.00
700-733	70.0-73.3	C-	1.67
667-699	66.7-69.9	D+	1.33
634-666	63.4-66.6	D	1.00
600-633	60.0-63.3	D-	0.67
0-599	0-59.9	E	0.00

Please refer to your student handbook for the University's honesty policy regarding cheating and the use of copyrighted materials.

This syllabus is subject to change during the semester.