

**Advanced Theatre Graphics TPA 5082**  
**Fall 2018**  
**The University of Florida – College of Fine Arts**  
**School of Theatre & Dance**  
**Instructor: Professor Mihai Ciupe**

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**Course Meets:** Tuesday and Thursday – 2<sup>h</sup> and 3<sup>th</sup> period

**Office Hours:** Wednesday 6<sup>th</sup> -7<sup>th</sup> period or by appointment

**Office:** Room 206

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**OBJECTIVES:** The purpose of this class is to develop advanced techniques in drawing and rendering for the stage by combining traditional approaches with computer aided applications.

The class also prepares students to present and discuss their work, as they will do in a professional situation.

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. developing skills necessary to efficiently communicate through hand drawing and rendering as well as computer rendering, conceptual and design ideas.

2. Providing students with training that will enable them to create efficient and professional renderings for their design work in the practical production program.

**LEARNING OUTCOMES:** After completing this course, students should be able to:

1. Produce faster and in a professional manner sketches and renderings for their design projects.

2. Translate with ease conceptual ideas into 2D visual representations.

3. Communicate ideas through sketches and renderings.

4. Collaborate and communicate with the other members of a design team.

**REQUIRED MATERIALS:**

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, prisma color pencil set  
-personal laptop with Sketchup and Photoshop software already installed.

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### Week I

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#### Aug. 23

- Discussing the Syllabus in class
- examples of professional renderings for the stage.
- assigning **Project #1**

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### Week II

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#### Aug. 28

- presentation in class of visual research for **Project #1**
- exercises, fast conceptual sketches

#### Aug. 30

- working in class on **Project #1**: rough sketches with variation in color
- color harmony and color perspective

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### Week III

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#### Sept.4

- working in class on **Project #1**
- alternative techniques: tempera with egg (demonstration in class)

#### Sept.6

- working in class on **Project #1**

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### Week III

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#### Sept. 11

- work in class on **Project #1**

#### Sept.13

- Project #1 due**; presentation in class; discussions
- Assigning **Project#2**

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### Week IV

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#### Sept. 18

- presentation in class of visual research and rough sketches for **Project #2**
- introduction to **Photoshop**

-work in class on **Project #2**

**Sept. 20**

-work in class on **Project #2**

-mixed media: using Prisma Colored Pencils for details (demonstration in class)

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**Week V**

**Sept. 25**

-work in class on **Project #2**

**Sept. 27**

-work in class on **Project #2**

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**Week VI**

**Oct. 2**

-**Project # 2 due:** presentation in class; discussions

Assigning **Project# 3**

**Oct. 4**

-presentation in class of visual research and rough sketches for **Project # 3**

-basic tools; ways to select different areas in the image

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**Week VII**

**Oct. 9**

-working in class on **Project #3**

**Oct. 11**

-working in class on **Project #3**

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**Week VIII**

**Oct. 16**

-working in class on **Project #3**

**Oct. 18**

-working in class on **Project #3**

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**Week IX**

**Oct. 23**

-working in class on **Project #3**

**Oct. 25**

-working in class on **Project #3**

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**Week X**

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**Oct. 30**

-working in class on **Project #3**

**Nov. 1**

-**Project #3 due**; presentation in class; discussions  
Assigning **Project# 4**

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**Week XI**

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**Nov. 6**

-working in class on **Project # 4**

**Nov. 8**

-working in class on **Project # 4**

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**Week XII**

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**Nov. 13**

-working in class on **Project # 4**

**Nov. 15**

--working in class on **Project # 4**

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**Week XIII**

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**Nov. 20**

-working in class on **Project # 4**

**Nov. 21 – Nov. 24**

**Thanks Giving**

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**Week XIV**

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**Nov. 27**

-working in class on **Project # 4**

**Nov. 29**

-working in class on **Project # 4**

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## Week XV

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**Dec. 4**

**Project # 4 due**, presentation in class; discussions

Note: This syllabus might change during the semester.

# **Advanced Theatre Graphics TPA 4076 Fall 2016**

## **PROJECTS**

### **PROJECT # 1 DUE DATE: SEPT. 13**

**Set Design and Lighting Majors:** Color Rendering of a set: recreating in color one of Adolph Apia (or other major set designer) renderings.

**Costume Design Majors:** 6 costume design renderings, Victorian period

### **PROJECT # 2 DUE DATE: OCT. 2**

**Set Design Majors:** Color rendering of a Gothic inspired two level set. The set will be designed by the student based on visual research

**Lighting Design Majors:** Recreate a set design for the Greek or Tragedy Oedipus in SketchUp. Refine the 3D SketchUp in Photoshop by adding texture, color, characters and storyboard 3 major moment of the play.

**Costume Design Majors:** 6 costume design renderings, Baroque period

### **PROJECT # 3 DUE DATE: NOV. 1**

**Set Design Majors:** Refining **Project # 1 & 2** in Photoshop by adding details, characters and texture and refining the color harmony.

**Lighting Design Majors:** storyboarding five personal lighting design choices on a given Set Design rendering or model.

**Costume Design Majors:** Refining **Project # 1 & 2** in Photoshop by adding details, shadows, background and texture and by refining the color harmony.

### **PROJECT # 4 DUE DATE: DEC. 4**

**Set Design Majors:** creating 4 different looks for both Project 1 and 2 by using chromatic changes and lighting effects

**Lighting Design Majors:** storyboarding five personal lighting design choices on a given Set Design rendering or model.

**Costume Design Majors:** creating 4 different chromatic variations for the refined renderings from Project # 3

## **PREPARING AND PRESENTING YOUR WORK:**

Assignments should be ready 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.