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 ad 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.
Week I

Aug. 23
- Discussing the Syllabus in class
- examples of professional renderings for the stage.
- assigning Project #1

Week II

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

Week III

Sept. 4
- working in class on Project #1
- alternative techniques: tempera with egg (demonstration in class)

Sept. 6
- working in class on Project #1

Week III

Sept. 11
- work in class on Project #1

Sept. 13
- Project #1 due; presentation in class; discussions
Assigning Project #2

Week IV

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)

Week V

Sept. 25
-work in class on Project #2

Sept. 27
-work in class on Project #2

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

Week VII

Oct. 9
-working in class on Project #3

Oct. 11
-working in class on Project #3

Week VIII

Oct. 16
-working in class on Project #3

Oct. 18
-working in class on Project #3

Week IX

Oct. 23
-working in class on Project #3
Oct. 25
-working in class on Project #3

Week X

Oct. 30
-working in class on Project #3

Nov. 1
-Project #3 due; presentation in class; discussions
Assigning Project # 4

Week XI

Nov. 6
-working in class on Project # 4

Nov. 8
-working in class on Project # 4

Week XII

Nov. 13
-working in class on Project # 4

Nov. 15
--working in class on Project # 4

Week XIII

Nov. 20
-working in class on Project # 4

Nov. 21 – Nov. 24 Thanks Giving

Week XIV

Nov. 27
-working in class on Project # 4

Nov. 29
-working in class on Project # 4
Dec. 4
Project # 4 due, presentation in class; discussions

Note: This syllabus might change during the semester.
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.