

Scene Design II TPA 6069
Spring 2020
The University of Florida – College of Fine Arts
School of Theatre & Dance
Instructor: Professor Mihai Ciupe

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

Office Hours: Monday, 6th -7th period or by appointment

Office: Room 206, Ph. 273-0509

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Course Objectives:

- to expose the student to different styles of life performing arts other than theatre, (Opera, Ballet, Modern Dance, Musical Theatre) and understand the implications for a stage designer.
- to design for more complex, multi-set shows under simulated production conditions
- to be creative while designing a period piece

Required Materials

- Photoshop, SkechUp and AutoCad on personal computer
- Model building tools
- 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

Students requesting classroom accommodation must first register with the Dean of Students Office. The Dean of Students Office will provide documentation to the student who must then provide this documentation to the Instructor when requesting accommodation.

Attendance: Is mandatory. The student is allowed to miss two classes. Any other unexcused absences will result in the student's grade being lowered.

Be prepared to paint each class session.

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>

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.asp>

The final grade for the semester will be weighted as follows:

Project # 1	40 %
Project # 2	40 %
Class Participation	20 %

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 work for each assignment.

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 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 session late without approval it will be regarded as a failure.

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.

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)

Week I (Jan. 6- 8):

-discuss the syllabus
-Project #1: -designing the set for *Eurydice*

-space: Black Box Theatre
 -written concept statement
 -visual research
 -scale color sketch
 -ground plan, section,
 elevations
 -1/4" color model
 -Story boards

Week II (Jan. 13 - 15):

- class discussions about the script; analyzing the script from a set designer point of view.
- preliminary research presentation in class

Week III (Jan. 20 - 22):

- conceptual ideas, rough sketches and visual research presentation in class**
- written concept due; discussions in class**
- discussion about multi-set shows and ways to create the feeling of different locations in a unit set
- work on visual research and concept
- rough sketches and rough ground plans presentation: discussions in class

Week IV (Jan. 27 - 29):

- ground plan and section due; presentation in class**
- work in class on the final rendering
- color rendering due; presentation in class**
- start work on the model

Week V (Feb. 3 - 5):

- work on the model
- Project #1** final presentation in class

Week VI (Feb. 10 - 12):

- a short discussion about theatre / opera design
- differences and similarities between theatre and opera
- Project #2: Turandot**
 - Space: Constans Theatre
 - concept statement
 - visual research

- scale color rendering
- Story boards for the main moments
- 1/2" ground plan , section and elevations
- 1/2" model

-class discussion about the libretto; analyzing the text from a set designer point of view

-discussion about the importance of the historical research for a modern approach to the story

Week VII (Feb. 17 -19): **- written concept due; discussions in class**
- rough sketches and rough ground
plans presentation: discussions in class

Week VIII (Feb. 24 - 26): -work in class on the color rendering and story boarding

Week IX (March 2 - 4): **SPRING BREAK**

Week X (March 9 - 11): -work in class on the color rendering and story boarding

Week XI (March 16 - 18): **-ground plan, section, elevations due;**
presentation in class
 -work in class on the color rendering

Week XII (March 23 - 25): **-color rendering due; presentation in class**
 - work on model
-story boarding due

Week XIII (March 30, April 1): -work on the model

Week XIV (April 6 - 8): **-1/4" model due**
-Project #2 final presentation in class

Week XV (April 13 - 15): discuss portfolio and personal webpage

Week XVI (April 20 - 22): - Portfolio review (faculty members might be invited)

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

If you are designing a show for the SOTD season, your design work will be discussed in class and will account for 15% of the final grade:

Grade Breakdown:	Class Participation =	15%
	Project#1	= 35%
	Project#2	= 35%
	SOTD_Design	= <u>15%</u>
		100%