Advanced Theatre Graphics   TPA 4076
Fall 2019
The University of Florida – College of Fine Arts
School of Theatre & Dance
Instructor: Professor Mihai Ciupe

Course Meets: Tuesday and Thursday – 2ND and 3th period
Office Hours: Wednesday, 5th - 6th period or by appointment
Office: Room 206
E-mail: mciupe@ufl.edu

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.

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.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.aspx*

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

Project # 1	**25 %**
Project # 2	**25%**
Project # 3	**20 %**
Project # 4	**20 %**
Class Participation	**10 %**

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.

USE OF ELECTRONIC DEVICES: 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.

ONLINE COURSE EVALUATIONS: 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/*

HONESTY POLICY: 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.

STUDENTS WITH DISABILITIES: 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.

COUNSELING AND WELLNESS CENTER:

http://www.counseling.ufl.edu/cwc/Default.aspx, 392-1575

UNIVERSITY POLICE: 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 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.

This syllabus is subject to change during the semester

Recommended Readings:
ADOBE PHOTOSHOP CC, CLASROOM IN A BOOK by Brie Gyncild
 (ISBN-13: 978-0133924442)
PERSPECTIVE RENDERING FOR THE THEATRE by William H. Pinnell
(Southern Illinois University/ 1996/ ISBN 0809320533)
DESIGNING AND DRAWING FOR THE THEATRE by Lynn Pecktal
(McGraw-Hill Companies/ Jan 1994/ ISBN 007557232X)
THE COMPLETE BOOK OF DRAWING FOR THE THEATRE by Harvey Sweet and Deborah M. Dryden
(Allyn & Bacon Inc./ Nov. 1994/ ISBN 0205148824)
Classic Human Anatomy: The Artist's Guide to Form, Function, and Movement
By Valerie L. Winslow   **ISBN-10:** 0823024156

Week I

Aug. 20
-Discussing the Syllabus in class
-examples of professional renderings for the stage.
-assigning **Project #1**

Aug. 22
 -presentation in class of visual research for **Project #1**
- exercises, fast conceptual sketches

Week II

Aug. 27
- exercises, fast conceptual sketches

Aug. 29
-working in class on *Project #1:* rough sketches with variation in color
-color harmony and color perspective

Week III

Sept. 3
-working in class on *Project #1*
 -alternative techniques: tempera with egg (demonstration in class)

Sept. 5
-working in class on *Project #1*

Week III

Sept. 10
-work in class on **Project #1**

Sept.12
-**Project #1 due;** presentation in class; discussions
Assigning **Project#2**

	Week IV	

Sept. 17
--presentation in class of visual research and rough sketches for **Project #2**
-introduction to *Photoshop*
-work in class on **Project #2**

Sept. 19
-work in class on **Project #2**
-mixed media: using Prisma Colored Pencils for details (demonstration in class)

	Week V	

Sept. 24
-work in class on **Project #2**

Sept. 26
-work in class on **Project #2**

	Week VI	

Oct. 1
-**Project # 2 due;** presentation in class; discussions
Assigning **Project# 3**

Oct. 3
-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. 8
-working in class on **Project #3**

Oct. 10
-working in class on **Project #3**

	Week VIII	

Oct. 15
-working in class on **Project #3**

Oct. 17
-working in class on **Project #3**

Week IX

Oct. 22
-working in class on **Project #3**

Oct. 24
-working in class on **Project #3**

Week X

Oct. 29
-working in class on **Project #3**

Oct. 31
-**Project #3 due;** presentation in class; discussions
Assigning **Project# 4**

Week XI

Nov. 5
-working in class on **Project # 4**

Nov. 7
-working in class on **Project # 4**

Week XII

Nov. 12
-working in class on **Project # 4**

Nov. 14
--working in class on **Project # 4**

Week XIII

Nov. 19
-working in class on **Project # 4**

Nov. 21
-working in class on **Project # 4**

Week XIV

Nov. 26
-working in class on **Project # 4**

Nov. 28
Thanks Giving

Week XV

Dec. 3
Project # 4 due, presentation in class; discussions

Note: This syllabus might change during the semester.

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PROJECTS

PROJECT # 1   DUE DATE: SEPT. 12
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. 1
Set Design Majors: Color rendering of a Gothic or Baroque 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: OCT. 31
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. 3
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.