

DESIGN STUDIO
TPA 6009
Fall 2019
Tuesday & Thursday 11:45-1:40
Room 218 McGuire Pavilion

Instructors:

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SYLLABUS

OBJECTIVES: The purpose of this course is to develop the artistic and practical aspects of designing for theater in the student's area of focus, with emphasis on conceptual thinking and the collaborative design process. The class also prepares students to present and discuss their work, as they will do in a professional situation. The class also begins to develop materials that the designer will use to establish and promote a career. Students will investigate the work of significant practitioners in the field and the history of stage design. Guiding the students through group work sessions provides faculty mentors the opportunity to identify strengths as well as areas for improvement in order to broaden and refine individual abilities and an understanding of the other areas of design.

PROGRAM OUTCOMES:

This course addresses the following program outcomes:

1. Giving students background and developing skills necessary to address project work in the departmental curriculum.
2. Providing students with training and information required to complete work in the practical production program.
3. Teaching students how to develop and apply research and creative skills during the design process as an essential component of assignments and production work.

LEARNING OUTCOMES:

After completing this course, students should be able to:

1. Conceive and research design projects.
2. Organize and translate conceptual work into practical applications.
3. Communicate ideas through renderings and graphics.
4. Collaborate and communicate with the other members of a design team..
5. Present their preliminary and finished work in a clear, professional manner.
6. Manage their time efficiently.
7. Build on a basic background in the history of stage design.

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.

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 One 30 %

Project Two 30 %

Research on Designers 25 %

Class Participation 15 %

Late work will be reduced by one letter grade per class meeting.

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. Two tardy arrivals will equal one absence. An excused absence requires documentation of circumstances defined as excused by the university, or instructor approval.

Three 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>

ATTENDANCE AT PERFORMANCES: Since production is the laboratory for all theater courses, attendance at all main stage Department of Theater and Dance productions is required of students enrolled in classes with the following prefix designations: THE, TPA, TPP, ORI. Critiques of and/or responses to these productions may be required.

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

<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-honorcode/>) 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

REQUIRED TEXTS:

The Government Inspector by Nicolai Gogol
Jesus Christ Superstar

The Dramatic Imagination by Robert Edmond Jones

RECOMMENDED TEXTS:

Costume Design: Techniques of Modern Masters by Lynn Pektal
Sculpting Space in the Theatre by Babak Ebrahimian
Late and Great: American Designers 1960—2010 edited by Bobbi Owen

SUPPLIES: Students will need a variety of art supplies for rough and final work on the design projects; these will vary according to individual preference.

TU August 20

In class: Review syllabus
In class: Assign groups for Project One
View/analyze: Video Rosencrantz and Gilderstern are Dead Video
Lecture/discussion: Collaboration and Research

TH August 22

Read for today: *The Dramatic Imagination*
In class: Discuss Dramatic Imagination
Lecture/discussion: The Design Package

TU August 27

Assignment due: Read Government Inspector and prepare scene breakdown (SD) and costume plot (CD)-preliminary cue score/list (LD)
In class: Discuss Government Inspector

TH August 29

In Class Design Challenge: Dance

TU September 3

Lecture/discussion: Portfolios & Promotional Materials
In class: Review students' résumés in current state
In class: Design team meeting for *Government Inspector*

TH September 5

Assignment Due: Team presentation of concept for *Government Inspector*
Written concept statement
Preliminary research

TU September 10

Read for today: Santo Loquasto from *Sculpting Space*

Lecture/Discussion: Effective Presentations
Assignment Due: Propose your three options for designers in your area on whom you will present research

TH September 12

Assignment due: Government Inspector progress
Scenery: Rough groundplans and sketches
Costumes: Rough sketches, pieces list
Lighting: Napkin Plots

TU September 17

Assignment due: Ideas and roughs for logo
In class: Design team meeting for *Government Inspector*

TH September 19

Read for today: Lighting 1
In Class: Design team meeting for Government Inspector

TU September 24

Assignment due: *Government inspector* progress
Scenery: Revised groundplan
Preliminary white model/3-D virtual model
Color options
Costumes: Sketches drawn and swatched
Lighting: rough plot development and research imagery

TH September 26

Read for Today: Susan Hillferty from Sculpting Space
In class: Design Team meeting for Government Inspector

TU October 1

In Class Design Challenge
Assignment due: *Government inspector* progress due to Lighting
Scenery: Model
Costumes: Renderings

TR October 3

Assignment Due: Presentations on Researched Designer in your area

TU October 8

Read for today: Adrianna Lobell from Sculpting Space
Lecture/discussion: Business & Finance for Artists

TR October 10

Assignment Due: Final presentation of designs for *Government Inspector*

TU October 15

Assignment Due: Read *JC Superstar*, listen to soundtrack and
prepare scene breakdown and
costume plot, scenic breakdown and Light Cue score/list
In Class: *NBC - JC Superstar*

TR October 17

Read for today: Lighting 2
In class: Design team meeting for *JC Superstar*

TU October 22

Assignment due: Team presentation of concept for *JC Superstar*
Written concept statement
Preliminary research

TR October 24

In Class Design Challenge: Dance

TU October 29

Read for today: Watch Costume Builds Character (Link in files)
Assignment Due: Propose your three options for designers in another area on
whom you will present research
In class: Design team meeting for *JC Superstar*

TR October 31

Assignment due: *JC Superstar* progress
Scenery: Rough groundplans and sketches
Costumes: Rough sketches, pieces list
Lighting: Napkin sketches

TU November 5

Assignment due: Logo
Design team meeting for *JC Superstar*

TR November 7

Read for today: George Tsylin Sculpting Space
Design team meeting for *JC Superstar*

TR November 12

Assignment due: *JC Superstar* progress
Scenery: Revised groundplan
Preliminary white model/3-D virtual model
Color options
Costumes: Sketches drawn and swatched
Lighting: rough plot development and research imagery

TU November 14

Read for today: Lighting 3
In class: Design team meeting for *JC Superstar*

TR November 19

Read for today: Read/Listen To Gregg Barnes Podcast (link in files)
Assignment due: *JC Superstar* progress due to Lighting
Scenery: Model
Costumes: Renderings

TU November 21

Assignment Due: Presentations on Researched Designer in another area

November 26-29 Thanksgiving: NO CLASS

TU December 3

Assignment Due: Final presentation of designs for *JC Superstar*

Th December 5 Portfolio Reviews (BFA)

F December 6 Portfolio Reviews (MFA)