

# Scene Design I TPA 5067

Fall 2020

CREDIT HOURS: 3

University of Florida – College of Fine Arts, School of Theatre & Dance

Instructor: Professor: Mihai Ciupe

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**Course Meets:** Monday 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 a thorough understanding of the design process and its functions within the theatre production as well as within any other form of life performance event.

We will focus on developing conceptual thinking, creativity, ability to recognize and solve practical problems in designing for a particular space, 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 opportunity.

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. Giving students the background and the developing skills necessary to design project work in the departmental curriculum.
2. Providing students with training and information required to complete design 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. Understand and use appropriate research for their design projects.
2. Organize and translate conceptual work into practical design applications.
3. Communicate ideas through sketches, renderings, 3D models and technical drawings.
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.

### **REQUIRED MATERIALS:**

-drafting instruments, -#11 X-acto knife and blades, SOBO glue, metal straight edge , 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.

-14 by 17" sketchbook, 2B drawing pencils, 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.

- external laptop camera and tripod, personal laptop with **SketchUp**, **Photoshop** and **AutoCAD** software already installed.

Where to find this Software:

**SketchUp** [https://download.cnet.com/SketchUp-Make-2017/3000-6677\\_4-10257337.html](https://download.cnet.com/SketchUp-Make-2017/3000-6677_4-10257337.html)

**Photoshop** <https://www.adobe.com/creativecloud/plans.html>

The plan is the photography package for \$9.99 a month.

Our class sessions may be audio visually recorded for students in the class to refer back and for enrolled students who are unable to attend live. Students who participate with their camera engaged or utilize a profile image are agreeing to have their video or image recorded. If you are unwilling to consent to have your profile or video image recorded, be sure to keep your camera off and do not use a profile image. Likewise, students who un-mute during class and participate orally are agreeing to have their voices recorded. If you are not willing to consent to have your voice recorded during class, you will need to keep your mute button activated and communicate exclusively using the "chat" feature, which allows students to type questions and comments live. The chat will not be recorded or shared. As in all courses, unauthorized recording and unauthorized sharing of recorded materials is prohibited.

### **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:

|                            |             |
|----------------------------|-------------|
| <b>Project # 1</b>         | <b>25 %</b> |
| <b>Project # 2</b>         | <b>25%</b>  |
| <b>Project # 3</b>         | <b>20 %</b> |
| <b>Project # 4</b>         | <b>20 %</b> |
| <b>Class Participation</b> | <b>10 %</b> |

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.**

**ATTENDANCE AT PERFORMANCES:** Since production is the laboratory for all theatre courses, attendance at all main stage Department of Theatre 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 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.

### **CLASS DEMEANOR**

This is a synchronous online class. You are required to share screen through zoom at all times unless directed otherwise.

Students are expected to arrive to class on time and behave in a manner that is respectful to the instructor and to fellow students. Please avoid the use of cell phones and restrict eating to outside of the classroom. Opinions held by other students should be respected in discussion, and conversations that do not contribute to the discussion should be held at minimum, if at all.

**STUDENTS WITH DISABILITIES:** Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, [www.dso.ufl.edu/drc/](http://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 effect 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.

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### **Week I**

#### **Aug. 31**

- discussing the syllabi
- students will bring their own work portfolio and present their work in class
- assigning **Project #1: Designing the space for *A Delicate Balance***

#### **Sept. 2**

- analyzing the script in class; concept ideas.
- visual composition and theatre design: line shape, color, volume, and texture
- analyzing realized set design work from the perspective of visual composition

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### **Week II**

#### **Sept. 7      LABOR DAY**

#### **Sept. 9**

Studio work on Project #1

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### **Week III**

#### **Sept.14**

- class presentation and critique of: concept, rough sketches, visual research and rough ground plans
- discussion about how to present your work in progress in a professional manner
  - What are the goals?
  - communication and collaboration within the design team
  - communication and collaboration with the director
- communication and collaboration with the technical director (Zak Herring will be invited to class for collaboration and feedback)

**Sept. 16**

**- written concept due.**

- ground plans and sketches (work in progress): class presentation and critique  
how to efficiently use Autocad for 2D drafting
- demonstration in class: fast way to produce 1/8" working white models
- Introduction to on campus available resources: Field trip to the FabLab

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**Week IV**

**Sept. 21**

**-ground plan due**

- how to use SketchUp to produce a accurate color rendering
- working in class on the final color rendering
- discussion on color variations and how to use the computer to quickly achieve that

**Sept. 23**

**1/4" model of the space (without the set) due**

- discussion about the role of the color rendering as part of the final design package; analyzing color renderings produced in different type of media by professional set designers
- working in class on the final color rendering

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**Week V**

**Sept. 28**

**-Drafting package due: class presentation and critique (TD Invited)**

- real and virtual 3D model: discussion
- the **3D MakerBot printer**

**Sept. 30**

**-Final color rendering due: class presentation and critique**

- working in class on the model

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**Week VI**

**Oct. 5**

**-Project #1 due: class presentation and critique.** Faculty and SoTD students from different design areas might be invited.

- photographing your model by using the Luxam Light System
- assigning **Project #2: Designing the space for *The Visit***

**Oct. 7**

- analyzing the script from a set designer point of view.
- class discussions about the play; concept ideas.
- building a professional Portfolio for the Set Designer: what to include and how to present it

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**Week VII**

**Oct. 12**

- work in progress: class presentation and critique
- building a professional virtual portfolio: options and introduction for building a webpage

**Oct. 14**

**- visual research and written concept due.**

- class presentation and critique of rough sketches, visual research and rough ground plans
- professional Resume: examples and discussions

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**Week VIII**

**Oct. 19**

- Work in progress: class presentation and critique
- functions of the set: discussion in class

**Oct. 21**

**-ground plan due**

- storyboarding: a great tool of communication.
- options on how to do it and why

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**Week IX**

**Oct. 26**

**1/4" model of the space (without the set) due**

- working in class on the final color rendering
- working in class on the story boards
- discussion and collaboration session with our TD

**Oct. 28**

- working in class on the final color rendering
- working in class on the story boards

## Week X

**Nov. 2**

**-Drafting package due: class presentation and critique (TD Invited)**

-imitation or essence: the creativity of the set designer within the frame of a period style

-class work on web designing your webpage

**Nov. 4**

-working in class on the final color rendering and story boards

## Week XI

**Nov. 9**

**-final color rendering and storyboarding due: class presentation and critique**

-paint elevations: how to produce a professional paint elevation for the shop

-working in class on paint elevations

**Nov. 11**

-working in class on the model

## Week XII

**Nov. 16**

**-paint elevations due: class presentation and critique**

-working in class on the model

**Nov. 18**

-working in class on the model

## Week XIII

**Nov. 23**

**-Project #2 due: class presentation and critique.** Faculty and SoTD students from different design areas might be invited.

**Nov. 25**

-students will work on their virtual portfolios (webpages)

**Project #3: fast conceptual exercises**

-assigning 2 scripts that require multiple sets

## Week XIV



**Nov. 30**

- concept approach, visual research, rough ground plans, sketches and working models on script 1 (class presentation and discussions)
- class work on script 1

**Dec. 2**

**Final Design presentation on script 1: class presentation and critique**

- concept approach, visual research, rough ground plans, sketches and working models on script 2 (class presentation and discussions)
- class work on script 2

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**Week XV**

**Dec. 7**

- **Final Design presentation on script 2: class presentation and critique**

**Dec. 9**

-Final Class presentation of the entire semester work. SoTD Faculty and Students will be invited.

**Final Design presentation on your webpage**

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**Fall 2020**

**-Project #1: designing the space for *Hedda Gabler* DUE DATE: Oct. 5**

**- Venue: Black Box Theatre, School of Theatre and Dance**

|                                      |                           |
|--------------------------------------|---------------------------|
| -visual research and written concept | due date: <b>Sept. 16</b> |
| -ground plan                         | due date: <b>Sept. 21</b> |
| -model of the theatre                | due date: <b>Sept. 23</b> |
| -drafting package                    | due date: <b>Sept. 28</b> |
| -color rendering                     | due date: <b>Sept. 30</b> |
| -1/4"color model                     | due date: <b>Oct. 5</b>   |

**Project #2: designing the space for *The Visit* DUE DATE: Nov.23**  
**Venue : Constans Theatre, School of Theatre and Dance**

|                                      |                          |
|--------------------------------------|--------------------------|
| -visual research and written concept | due date: <b>Oct. 14</b> |
| -ground plan                         | due date: <b>Oct. 21</b> |
| --model of the theatre               | due date: <b>Oct. 26</b> |
| -drafting package                    | due date: <b>Nov. 2</b>  |
| -color rendering and story boarding  | due date: <b>Nov. 9</b>  |
| -1/4"color model                     | due date: <b>Nov. 23</b> |

**Project # 3: fast conceptual exercises DUE DATES: Dec. 2, 7**  
**Venues: TBA**

Two plays ( TBA) For each one the student will turn in :  
written concept, visual research, ground plan, rough sketches, white model

**Project # 4: professional webpage DUE DATE: Dec. 9**

**PREPARING AND PRESENTING YOUR WORK:**

Assignments should be prepared 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.