

TPA 4076 Advanced Theatre Graphics

Fall 2020

CREDIT HOURS: 3

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 and 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: -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

-personal laptop with **SketchUp** and **Photoshop** software already installed.
-drawing tablet with internet connection and **Concepts** Software already installed.
Where to find this Software:

Concepts <https://concepts.app/en/>

SketchUp 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.

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>

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/studentconduct-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

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 (352392-8565, 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 critiqued 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 sessions late without approval it will be regarded as a failure.

This syllabus is subject to change during the semester

Recommended Readings: ADOBE PHOTOSHOP CC, CLASSROOM IN A BOOK by Brie Gynchild (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

- SEPT.1 -Discussing the Syllabus in class -examples of professional renderings for the stage. -assigning Project #1
- SEPT. 3 -presentation in class of visual research for Project #1
- Set and lighting designers: fast perspective drawing exercises, fast conceptual sketches.
- Costume designers: fast drawing exercises on human body movement and proportion.

Week II

- SEPT. 8 - exercises, fast conceptual sketches
- SEPT. 10 -working in class on Project #1: rough sketches with variation in color
-color harmony and color perspective

Week III

- SEPT. 15 -working in class on Project #1 -alternative techniques: tempera with egg (demonstration in class)
- SEPT. 17 -working in class on Project #1

Week IV

- SEPT. 22 -work in class on Project #1
- SEPT. 24 **-Project #1 due; presentation in class; Assigning Project#2**

Week V

- SEPT. 29 -presentation in class of visual research and rough sketches for Project #2 -introduction to Photoshop -work in class on Project #2
- OCT. 1 -work in class on Project #2 -mixed media: using Prisma Colored Pencils for details (demonstration in class)

Week VI

OCT. 6 -work in class on Project #2

OCT. 8 -work in class on Project #2

Week VII

OCT. 13 **-Project # 2 due; presentation in class; Assigning Project# 3**

OCT. 15 -presentation in class of visual research and rough sketches for Project # 3 -basic tools; ways to select different areas in the image

Week VIII

OCT. 20 -working in class on Project #3

OCT. 22 -working in class on Project #3

Week IX

OCT. 27 -working in class on Project #3

OCT. 29 -working in class on Project #3

Week X

NOV. 3 -working in class on Project #3

NOV. 5 -working in class on Project #3

Week XI

NOV. 10 -working in class on Project #3

NOV.12 **-Project #3 due; presentation in class; discussions Assigning Project# 4**

Week XII

NOV. 17 -working in class on Project # 4

NOV. 19 -working in class on Project # 4

Week XIII

NOV. 24 -working in class on Project # 4

NOV. 26 THANKS GIVING

Week XIV

DEC. 1 -working in class on Project # 4

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

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.

PROJECT 1 25 PT

PROJECT 2 25 PT

PROJECT 3 20 PT

PROJECT 4 20 PT

CLASS PARTICIPATION 10 PT

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.

Grading Scale

Letter Grade	% Equivalency	GPA Equivalency
A	94 – 100%	4.0
A-	90 – 93%	3.67
B+	87 – 89%	3.33
B	84 – 86%	3.00
B-	80 – 83%	2.67

C+	77 – 79%	2.33
C	74 – 76%	2.00
C-	70 – 73%	1.67
D+	67 – 69%	1.33
D	64 – 66%	1.00
D-	60 – 63%	.67
E, I, NG, S-U, WF		0.00

More information on grades and grading policies can be found at

<https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx>

Note: This syllabus might change during the semester.

TPA 4076 Advanced Theatre Graphics

Fall 2019

PROJECTS

PROJECT # 1 DUE DATE: SEPT. 24

Set Design and Lighting Majors: Color Rendering of a set: recreating in color one of Adolph Apia (or other major set designer) rendering using different perspective points.

Costume Design Majors: create 6 costume design renderings, based on research from Victorian period.

PROJECT # 2 DUE DATE: OCT. 13

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: Nov. 12

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.