

DESIGN STUDIO

TPA 6009

Fall 2021

Tuesday & Thursday 11:45-1:40

ONILNE COURSE - CANVAS/ZOOM

Kristen Martino
206 McGuire Pavillion
352-273-0509

Office hours: By appointment

Stan Kaye
207 McGuire Pavillion
352-273-0510

stankaye@arts.ufl.edu

Office hours: By appointment

Jen Dasher
204 McGuire Pavillion
352-273-0507

jdasher@arts.ufl.edu

Office hours: By appointment

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. This class prepares a student to conceptualize, design, and promote their work creating skills that sync with the needs of their future career. Students will investigate the work of significant practitioners in the field and the history of stage design as a foundation for their exploration of collaborative work. The course is designed to introduce students to the design processes and expectations for realized work within the School of Theatre and Dance. 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:

Giving students background and developing skills necessary to address design work in the departmental curriculum.

Providing students with training and information required to complete work in the practical production program.

Teaching students how to develop and apply research, design fundamentals, techniques for collaboration, and presentation 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 visually and verbally.
4. Manage their time efficiently.
5. Have critical conversations about the history and future of the field.

REQUIRED TEXTS:

Jesus Christ Superstar by Andrew Lloyd Webber
Shakuntala by Arthur Ryder
The Dramatic Imagination by Robert Edmond Jones
Sculpting Space in the Theatre by Babak Ebrahimian

RECOMMENDED TEXTS:

Costume Design: Techniques of Modern Masters by Lynn Pektal
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.

PROJECT DESCRIPTIONS:

DESIGN PROJECTS will follow the process and expectations laid out in the All-Designers Documents which can be found on canvas. These theoretical designs teach the expected process you will follow in realizing productions at The School of Theatre and Dance. Each meeting laid out in the All-Designers document corresponds with a Design Meeting in the course calendar. At Design Meetings please be prepared to present as laid out in the guidelines. Work sessions in between these meetings are scheduled into the course calendar to allow for work as a design team on dates you meet on Zoom and as feedback sessions with your advisor on days you meet in the classroom. You are expected to be prepared for each session with progress towards your next design meeting and the appropriate materials to work during class. Each step of your process will be submitted as one .pdf to Canvas for grading.

PROJECT 1 : Shakuntala

PROJECT 2: Jesus Christ Superstar

PROFESSIONAL MATERIALS: Every semester you will work on creating materials needed to launch your professional career. Materials may include: resume, portfolio, cover letter, logo, CV, contract, paperwork templates, etc. We will assess where you are in the creation of these materials as you enter the program and go over in-depth what is expected in each material. We will select for each student the goals they need to work towards this semester. Your progress will be reassessed on the due date and feedback given for more improvements before portfolio reviews.

DESIGNER RESEARCH: Each student must propose a designer within their area of focus to research and present to the class. Proposals must be approved by faculty. Presentations should be no longer than 15 minutes and be an analysis of the designer's aesthetic and visual language. Best research practices require a variety of sources; please plan to utilize the variety of research options available to you through UF libraries. Presentations must include:

- Biographical Information
- Arch of Career and why designer is relevant
- In depth analysis of one to two designs
- Your response to designer's work

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%

ALL PROJECTS MUST BE SUBMITTED TO CANVAS FOR GRADING

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 35 %

Research on Designers 10 %

Professional Materials 10%

Class Participation 15 %

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

ATTENDANCE REQUIREMENTS:

The success of this course is based on discussion and class participation. Attendance is vital. Only one (1) unexcused absences from class will be permitted without penalty. Each additional unexcused absence will lower your final grade by 5%. Two (2) late arrivals and/or early departures to/from class will count as one (1) absence. Three unexcused absences will result in a failing grade in this class.

Excused absences are consistent with university policies in the undergraduate catalog (<https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/>) and require appropriate documentation.

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. 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.

HEALTH AND WELLNESS:

U Matter, We Care: If you or someone you know is in distress, please contact umatter@ufl.edu, 352-392-1575, or visit umatter.ufl.edu/ to refer or report a concern and a team member will reach out to the student in distress.

Counseling and Wellness Center: Visit counseling.ufl.edu/ or call 352-392-1575 for information on crisis services as well as non-crisis services.

Student Health Care Center: Call 352-392-1161 for 24/7 information to help you find the care you need, or visit shcc.ufl.edu/.

University Police Department: Visit police.ufl.edu/ or call 352-392-1111 (or 9-1-1 for emergencies).

UF Health Shands Emergency Room / Trauma Center: For immediate medical care call 352-733-0111 or go to the emergency room at 1515 SW Archer Road, Gainesville, FL 32608; ufhealth.org/emergency-room-trauma-center.

ACADEMIC RESOURCES

E-learning technical support: Contact the UF Computing Help Desk at 352-392-4357 or via e-mail at helpdesk@ufl.edu.

Career Connections Center: Reitz Union Suite 1300, 352-392-1601. Career assistance and counseling services career.ufl.edu/.

Library Support: cms.uflib.ufl.edu/ask various ways to receive assistance with respect to using the libraries or finding resources.

Teaching Center: Broward Hall, 352-392-2010 or to make an appointment 352-392-6420. General study skills and tutoring. teachingcenter.ufl.edu/

Writing Studio: 2215 Turlington Hall, 352-846-1138. Help brainstorming, formatting, and writing papers. writing.ufl.edu/writing-studio/

Student Complaints On-Campus: sccr.dso.ufl.edu/policies/student-honor-codestudent-conduct-code/
On-Line Students Complaints: [distance.ufl.edu/student-complaint-process/ /](http://distance.ufl.edu/student-complaint-process/)

COURSE CALENDAR

TUES AUGUST 24

11:45 AM : Syllabus Discussion

THURS. AUGUST 26

11:45 - Discuss The Dramatic Imagination

12:30 - Design Fundamentals

TUES AUGUST 31

11:45 - Discuss Reading #1

12:30 - Design Fundamentals

THURS SEPT 2

11:45 - Discuss Reading #2

12:30 - Design Fundamentals

TUES SEPT 7

11:45 - Discuss Reading #3

12:30 - Discuss Shakuntala

THURS SEPT 9

11:45 - Discuss Reading #4

12:30 - Professional Materials Initial Review

TUES SEPT 14

11:45 - Shakuntala Design Meeting 1

THURS SEPT 16

11:45 - Discuss Reading #5

12:30 - Project Work

TUES SEPT 21

11:45 - Discuss Reading #6

12:30 - Project Work

THURS SEPT 23

11:45 - Shakuntala Design Meeting 2

TUES SEPT 28

11:45 - Discuss Reading #7

12:30 - Project Work

THURS SEPT 30

11:45 - Discuss Reading #8

12:30 - Project Work

TUES OCT 5

11:45 - Shakuntala Design Meeting 3

THURS OCT 7

11:45 - Discuss Reading #9

12:30 - Project Work

TUES OCT 12

11:45 - Discuss Reading #10

12:30 - Project Work

THURS OCT 14

11:45 - Shakuntala Design Meeting 4

TUES OCT 19

NO CLASS

THURS OCT 21

11:45 - Designer Presentation 1

12:30 - Discuss Superstar

TUES OCT 26

11:45 Superstar Design Meeting1

12:45 Professional Materials Review

THURS OCT 28

11:45 Professional Materials Review

12:30 - Project Work

TUES NOV 2

11:45 - Designer Presentation 3
12:30 - Project Work

THURS NOV 4

11:45 - Designer Presentation 4
12:30 - Project Work

TUES NOV 9

11:45 - Superstar Design Meeting 2

THURS NOV 11

VETERANS DAY - NO CLASS

TUES NOV 16

11:45 - Designer Presentation 5
12:30 - Project Work

THURS NOV 18

11:45 - Designer Presentation 6
12:30 - Project Work

TUES NOV 23

11:45 - Superstar Design Meeting 3

THURS NOV 25

THANKSGIVING - NO CLASS

TUES NOV 30

NO CLASS

THURS DEC 2

11:45 - Designer Presentation 7
12:30 - Project Work

TUES DEC 7

11:45 - Superstar Design Meeting 4