

# **ADVANCED THEATRE GRAPHICS TPA 4076**

FALL 2022

CREDIT HOURS: 3

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

Instructor: Mihai Ciupe

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**Course Meets:** Tuesday and Thursday – 2<sup>ND</sup> and 3<sup>th</sup> period, room 218

**Office Hours:** Tuesdays and Thursdays – 4th period or by appointment

**Office:** Room 206, Nadine McGuire Pavilion

**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 conceptual and design ideas by using hand drawing and rendering as well as computer rendering applications.
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:**

-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 **Concepts**, **SketchUp** and **Photoshop** software already installed.  
-drawing tablet with internet connection and **Concepts** Software already installed. (not required but encouraged).

Where to find this Software:

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

**SketchUp:** [https://download.cnet.com/SketchUp-Make-2017/30006677\\_4-10257337.html](https://download.cnet.com/SketchUp-Make-2017/30006677_4-10257337.html)

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

(The photography package for \$9.99 a month.)

## **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. The second unexcused absence will lower your final grade by 5%. The third unexcused absence will lower your final grade by 15%. The fourth unexcused absence will lower your final grade by 30%. Two (2) late arrivals and/or early departures to/from class will count as one (1) absence.

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

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## **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.**

### **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 using the computer for work not related to the class must leave the classroom for the remainder of the class period.

### **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. Eating is not allowed during this class.

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 REQUIRING ACCOMMODATIONS:**

requesting accommodations should first register with the Disability Resource Center (352392-8565, [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.

### **IN-CLASS RECORDING:**

Students are allowed to record video or audio of class lectures. However the purposes for which these recordings may be used are strictly controlled. The only allowable purposes are (1) for personal educational use, (2) in connections with a complaint to the university, or (3) as evidence in, or preparation for a criminal or civil proceeding. All other purposes are prohibited. Specifically, students may not publish recorded lectures without the written consent of the instructor. Publication without permission of the instructor is prohibited. To “publish” means to share, transmit, circulate, distribute, or provide access to a recording, regardless of format or medium, to another person (or persons), including but not limited to another student within the same class session. Additionally, a recording, or transcript of a recording, is considered published if it is posted or uploaded to, in whole or in part, any media platform, including but not limited to social media, book, magazine, newspaper, leaflet, or third party note/tutoring services. A student who publishes a recording without written consent may be subject to a civil cause of

action instituted by a person injured by the publication and/or discipline under UF Regulation 4.040 Student Disclaimer: This syllabus represents the instructor's current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.

### **COVID-19:**

In response to COVID-19, the following practices are in place to maintain your learning environment, to enhance the safety of our in-classroom interactions, and to further the health and safety of ourselves, our neighbors, and our loved ones.

- If you are not vaccinated, get vaccinated. Vaccines are readily available at no cost and have been demonstrated to be safe and effective against the COVID-19 virus. Visit this link for details on where to get your shot, including options that do not require an appointment:
- <https://coronavirus.ufhealth.org/vaccinations/vaccine-availability/>. Students who received the first dose of the vaccine somewhere off-campus and/or outside of Gainesville can still receive their second dose on campus.
- You are encouraged to wear approved face coverings at all times during class and within buildings even if you are vaccinated. Please continue to follow healthy habits, including best practices like frequent hand washing. Following these practices is our responsibility as Gators.
- Sanitizing supplies are available in the classroom if you wish to wipe down your equipment and tools. Hand sanitizing stations will be located in every classroom.
- If you are sick, stay home and self-quarantine. Please visit the UF Health Screen, Test & Protect website about the next steps, retake the questionnaire and schedule your test for no sooner than 24 hours after your symptoms began. Please call your primary care provider if you are ill and need immediate care or the UF Student Health Care Center at 352 392 1161 (or email [covid@shcc.ufl.edu](mailto:covid@shcc.ufl.edu)) to be evaluated for testing and to receive further instructions about returning to campus. UF Health Screen, Test & Protect offers guidance when you are sick, have been exposed to someone who has tested positive or have tested positive yourself. Visit the UF Health Screen, Test & Protect website for more information.
- Course materials will be provided to you with an excused absence, and you will be given a reasonable amount of time to make up work.

- If you are withheld from campus by the Department of Health Screen, Test & Protect you are not permitted to use any on campus facilities. Students attempting to attend campus activities when withheld from campus will be referred to the Dean of Students Office.
- \Continue to regularly visit [coronavirus.UFHealth.org](https://coronavirus.UFHealth.org) and [coronavirus.ufl.edu](https://coronavirus.ufl.edu) for up-to-date information about COVID-19 and vaccination.

## **HEALTH AND WELLNESS**

### **U Matter, We Care:**

If you or a friend is in distress, please contact [umatter@ufl.edu](mailto:umatter@ufl.edu) or 352 392-1575 so that a team member can reach out to the student.

**Counseling and Wellness Center:** [counseling.ufl.edu/cwc](https://counseling.ufl.edu/cwc), and 392-1575; and the University Police Department: 392-1111 or 9-1-1 for emergencies.

### **Sexual Assault Recovery Services (SARS)**

Student Health Care Center, 392-1161.

**University Police Department** at 392-1111 (or 9-1-1 for emergencies), or [police.ufl.edu](https://police.ufl.edu).

## **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.

Recommended Readings:

***ADOBE PHOTOSHOP CC, CLASSROOM 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. 25**

- Introductions, Discussing the Syllabus in Class
- examples of professional renderings for the stage.
- assigning Project #1

**WEEK II**                      **AUG. 30**

- Understanding One, Two and Three Point Perspective
- fast perspective drawing exercises
- understanding human anatomy: fast sketches (human body)

**SEPT. 1**

- Presentation and feedback for the homework perspective sketches.
- Presentation and class discussion of visual research for Proj. #1.
- Developing Your Skills: Perspective Drawing Exercises

**Week III**                      **SEPT. 6**

- Lecture: Introduction to **SketchUp** Interface.
- Perspective drawing exercises
- rough sketches based on visual research (Project#1)

**SEPT. 8**

- Adding Color
- Lecture: Color Harmony and Color Perspective
- Studio work on Project #1: rough sketches with color variations
- Studio Work on **Project #1**

**Week IV**                      **SEPT. 13**

- Alternative techniques: tempera with egg (demonstration in class)
- Studio Work on Project #1

**SEPT. 15**

- Project #1 due**; presentation in class; Assigning Project#2

**Week V**                      **SEPT. 20**

- Lecture: Introduction to **Photoshop**.
- Presentation in class of visual research and rough sketches for Project #2
- Studio work on Project #2

**SEPT. 22**

- Using **Prisma Color** Pencils for details (demonstration in class).
- Digital equivalent: Introduction to Concepts
- work in class on Project #2

**Week VI**                    **SEPT. 27**

-Studio work on Project #2

**SEPT. 29**

- Studio work on Project #2

**Week VII**                    **OCT. 4**

-Project # 2 due; presentation in class; Assigning Project #3

**OCT. 6**

-How to create Lighting Effects in *Photoshop* (demonstration in class)  
Studio work on Project #3

**Week VIII**                    **OCT. 11**

-Studio work on Project #3

**OCT. 13**

-Lecture: Applying Texture: *Photoshop* vs. *SchetchUp*  
Studio work on Project #3

**Week IX**                    **OCT. 18**

-Studio work on Project #3

**OCT. 20**

-Studio work on Project #3

**Week X**                    **OCT. 25**

-Studio work on Project #3

**OCT. 27**

-Studio work on Project #3

**Week XI**                    **NOV. 1**

-Studio work on Project #3

**NOV.3**

-Project #3 due; presentation in class; discussions  
-Assigning Project# 4

**Week XII**                    **NOV. 8**

-Studio work on Project #4

**NOV. 10**

- Studio work on Project #4

**Week XIII**                    **NOV. 15**

-Studio work on Project #4

**NOV. 17**



-Studio work on Project #4

**Week XIV**                      **NOV. 22**  
**NOV. 24**                      **THANKS GIVING BREAK**

**Week XV**                      **NOV. 29**  
-Studio work on Project #4  
   **DEC. 1**  
-Project # 4 due, presentation in class; discussions

**WEEK XVI**                      **DEC. 6**  
-Final Class presentation of the entire semester work. SoTD faculty and students will be invited.

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.

<b>PROJECT 1:</b>	<b>250 PT</b>
<b>PROJECT 2:</b>	<b>250 PT</b>
<b>PROJECT 3:</b>	<b>200 PT</b>
<b>PROJECT 4:</b>	<b>200 PT</b>
<b>CLASS PARTICIPATION</b>	<b>100 PT</b>
<b>TOTAL</b>	<b>1000 PT</b>

Late work will be reduced by one letter grade per day.

**CLASS PARTICIPATION:**

You are expected to engage in class discussions. The quality of the feedback you give and the way you receive constructive feedback during class presentations will be graded.

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.

<b>Grading Scale</b>	<b>Letter Grade % Equivalency</b>	<b>GPA Equivalency</b>
A	940 – 1000	4.0
A-	900 – 930	3.67
B+	870 – 890	3.33
B	840 – 860	3.00
B-	800 – 830	2.67
C+	770 – 790	2.33
C	740 – 760	2.00
C-	700 – 730	1.67
D+	670 – 690	1.33
D	640 – 660	1.00
D-	600 – 630	.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>

This syllabus is subject to change during the semester.

## **PROJECTS AND CRITICAL DATES**

### **PROJECT #1**

**DUE DATE: SEPT. 15**

**Set Design Majors:** Recreate in your own color scheme one of Adolph Apia's rendering by hand, using two-point perspective.

**Lighting Majors:** Recreate one of Adolph Apia's renderings using **SketchUp** .

**Costume Design Majors:** Create six costume renderings, based on research from Gothic period.

## **PROJECT #2**

**DUE DATE: OCT. 4**

**Set Design Majors:** Create a color rendering of a Gothic inspired two-levels set. The set will be designed by the student and will be based on visual research.

**Lighting Design Majors:** Recreate in **SketchUp** a set design for The Greek Tragedy **Oedipus**. Refine the 3D **SketchUp** rendering in **Photoshop** by adding texture, color, and characters.

**Costume Design Majors:** Create six costume renderings, based on research from the Baroque period.

## **PROJECT #3**

**DUE DATE: NOV. 3**

**Set Design Majors:** Create a color rendering of a Baroque inspired two level space. Students will design their own space using their own visual research.

**Lighting Design Majors:** Recreate in **SketchUp** a set design for **Hamlet**. Refine the 3D **SketchUp** rendering in **Photoshop** by adding texture, color, and characters. Storyboard three major moments of the play using **Photoshop** and /or **Lumion**.

**Costume Design Majors:** Create six costume renderings based on research from Victorian period.

## **PROJECT #4**

**DUE DATE: DEC.1**

**Set Design Majors:** Improve the quality of the two renderings created during **Project #2** and **3** by using **Photoshop** to add details, texture, and characters. Using **Photoshop** and **Lumion** software, create three different lighting and chromatic looks for each of the spaces.

The **Lighting Design Majors:** Recreate in **SketchUp** a set design for The Greek Tragedy **Oedipus**. Storyboard three major moments of the play.

**Costume Design Majors:** Students will pick six of their own costume renderings created by hand during this class, and, through the use of *Photoshop* software, will enhance their quality (by adding background, texture and manipulating the color scheme).