

# **SCENE DESIGN TPA 4066**

FALL 2025

CREDIT HOURS: 3

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

Instructor: Mihai Ciupe

Teaching Assistant: Michael James

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**Course Meets:** Room 218

Monday: 12:50PM – 2:45PM

Wednesday: 12:50 – 1:40

**Office Hours:** Tuesday, 8:30am – 10:30am or by appointment

## **OBJECTIVES:**

- Explore the process of scenic design
- Develop skills for communication and collaboration in design process
- Foster creativity and problem solving in theatrical design

## **LEARNING OUTCOMES:**

After completing this course, students should be able to:

- Translate a text into a visual solution for the stage.
- Create a design package that effectively communicates scenic ideas to multiple departments
- Utilize programs and artistic mediums to communicate effectively

## **REQUIRED/ RECOMMENDED MATERIALS & SOFTWARE:**

- AutoCad (Student licenses available)
- 3D digital modeling software (SketchUp, Shapr3D)
- Drawing and Painting supplies and or digital rendering software (Photoshop, Procreate, Concepts, etc.)

## **REQUIRED READING/TEXTS:**

- *The Emperor Jones* by Eugene O'Neill
- *The Visit* by Friedrich Durrenmatt

## **RECOMMENDED READINGS:**

- *Drafting for the Theatre* by Dennis Dorn and Mark Shanda
- *Backstage Handbook* by Paul Douglas Carter
- *Scenic Design and Stage Lighting* by W. Oren Parker

## **ATTENDANCE REQUIREMENTS:**

Discussion and collaboration are a vital part of this course, only two unexcused absences will be permitted without a penalty. Each unexcused absence will lower your final grade by 5%. Two unexcused or unexplained late arrivals/early arrivals to/from class will count as one absence. Three unexcused absences will result in a failing grade for the course. Please refer to the University policy regarding what counts as an excused absence. In regard to illness or extenuating circumstances there may be an option to attend class via zoom be sure to notify instructor via email prior to class time to facilitate this option.

**Grading & Expectations:** Grades for creative work are incredibly subjective. With no right or wrong choices within creative work, only justified and unjustified choices. As a result, grades are determined based on completion and compliance with industry standards, as well as the overall strength and progression of skills and artistry. Your final grade will be determined based on your commitment and communication as demonstrated by your final presentations and progression as seen by your instructor throughout the length of the course. All final presentations should be submitted on canvas before the class period in which you will present them. Academic fraud/cheating will be punished according to the UF Guidelines. The Policies outlined by the university for grading and assigning grade points can be located at this website:  
<https://catalog.uf.edu/UGRD/academic-regulations/grades-grading-policies/> A: 100-94%  
A-: 93-90% B+: 89-87% B: 86-83% B-: 82-80% C+: 79-77% C: 76-73% C-: 72-70% D: 69-68% F: 67-0%

## **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 professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Guidance on how to give feedback in a professional and respectful manner is available at <https://gatorevals.aa.ufl.edu/students/>. Students will be notified when the evaluation period opens and can complete evaluations through the email they receive from GatorEvals, in their Canvas course menu under GatorEvals, or via <https://ufl.bluera.com/ufl/>. Summaries of course evaluation results are available to students at <https://gatorevals.aa.ufl.edu/public-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 a minimum, if at all.

## **STUDENTS REQUIRING ACCOMMODATIONS:**

Students with disabilities who experience learning barriers and would like to request academic accommodation should connect with the disability Resource Center. It is important for students to share their accommodation letter with their instructor and discuss their access needs as early as possible in the semester.

## **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](http://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](http://police.ufl.edu).

## **DUE DATES:**

Projects are due at the start of class 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.

## **GRADE \$ PROJECT BRAKEDOWN**

### **Participation/Discussion/Attendance/Homework (20% or 200pts.)**

Collaboration and participation are key to success within this course and to the job as a designer. In addition to presenting your own projects, you will be expected to give constructive insight and critique to your peers in class.

-There will be in class work time on projects but doing work outside of class will be required to finish projects on schedule and proficiently.

### **Project #1: Designing the space for *THE EMPEROR JONES* by Eugene O'Neill. (40% or 400pts.)**    Space- UF Black Box

- Scene Breakdown
- Research + Concept Statement (40pts.)
- Ground plan (60pts.)
- Section (60pts.)
- Sketches (60pts.)
- Drafted Elevation for one element (60pts.)  
1/8" Card Model or Digital (120pts.)

Final design package will include a rendering of the set, model, and the drafting package.

### **Project #2: Designing the space for *THE VISIT* by Eugene O'Neill. (40% or 400pts.)**    Space- UF Constans Theatre

- Scene Breakdown
- Research + Concept Statement (40pts.)
- Ground plan (60pts.)
- Section (60pts.)
- Sketches (60pts.)
- Drafted Elevation for the major scenic elements (60pts.)
- Colored model (Physical or Digital) (120pts.)

Final design package will include two renderings of the set (one at the beginning of the show and one at the end), colored model, and the drafting package.

**Grading & Expectations:** Grades for creative work are incredibly subjective. With no right or wrong choices within creative work, only justified and unjustified choices. As a result, grades are determined based on completion and compliance with industry standards, as well as the overall strength and progression of skills and artistry. Your final grade will be determined based on your commitment and communication as demonstrated by your final presentations and progression as seen by your instructor throughout the length of the course. All final presentations should be submitted on canvas before the class period in which you will present them. Academic fraud/cheating will be punished according to the UF Guidelines. The Policies outlined by the university for grading and assigning grade points can be located at this website: <https://catalog.uf.edu/UGRD/academic-regulations/grades-grading-policies/> A: 100-94% A-: 93-90% B+: 89-87% B: 86-83% B-: 82-80% C+: 79-77% C: 76-73% C-: 72-70% D: 69-68% F: 67-0%

### **COURSE SCHEDULE**

WEEK	MONDAY	WEDNESDAY	HOMEWORK
1	08/25 First day of class! Syllabus Review Short discussion about scene design.	08/27 What is Scenic Design and Environmental storytelling?	Due 9/3- Find a real/fictional designed place/ designed environment that speaks to you.
2	09/01 Labor Day No Class	09/03 Group analysis of environments. Intro to Project #1 How to compile research? Historic/Emotional	Due 9/8 Read <b><i>The Emperor Jones</i></b> . (Due 9/10). Bring Initial research and scene breakdown.
3	09/08 .... Intro to scenic: Concept and sketches	09/10 Discuss initial research and Scene Breakdowns. Begin Initial sketches	Due 09/15 Initial Sketches/Ideas Due 09/17 Beginning of Rough Model
4	09/15 Discuss/share Rough Sketches Intro to Modeling Software	09/17 Share beginnings of rough Model. Work on Model in class	Due 9/22 Rough Model of Set Due 9/24 Beginning Drafting Package
5	09/22 Share Rough Models Intro to Drafting basics and industry standards	09/24 Work on drafting for <b><i>The Emperor Jones</i></b> .	Due 9/29 Rough drafting package for <b><i>The Emperor Jones</i></b> .

6	09/29 Discuss rough drafting packages Begin work on final renderings	10/01 Work on final complete package for <b><i>The Emperor Jones.</i></b>	Due 10/08 Final Package for <b><i>The Emperor Jones.</i></b>
7	10/06 Work on Final Package	10/08 Work on Final Package	
8	10/13 Present Final Package for <b><i>The Emperor Jones.</i></b> Intro to <b><i>The Visit.</i></b>	10/15 Work on scene breakdown for <b><i>The Visit.</i></b> Beginning research	research, choose 2 scenes/settings you wish to design
9	10/20 Discuss scene choices Begin working on initial sketches	10/22 continue working on sketches/start working on white model	Due 10/27 Initial sketches for <b><i>The Visit.</i></b>
10	10/27 Continue working on white models Feedback and conversations on initial sketches	10/29 Begin working on drafting from models	Due 11/3 initial Drafting for <b><i>The Visit.</i></b>
11	11/3 ]studio work day	11/5 studio work day	Due 11/10 Colored Model/beginning of final renderings
12	11/10 Feedback/critique of models and renderings	11/12 studio work day	Due 11/17 Continue working on your final package for your two scenes
13	11/17 studio work day	11/19 studio work day	Happy thanksgiving! Keep working but take a well deserved break!
14	11/24 Thanksgiving Break	11/26 Thanksgiving Break	
15	12/01studio work day/final critiques for <b><i>The Visit.</i></b>		
16	12/11 12:30-2:30	Final Presentation	Present your final package for <b><i>The Visit.</i></b> Research, Model,

			Drafting, and Rendering
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### **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.

This syllabus is subject to change during the semester.