

ADVANCED THEATRE GRAPHICS TPA 5082

FALL 2025

CREDIT HOURS: 3

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

Instructor: Mihai Ciupe

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Course Meets: Monday and Wednesday – 2ND and 3th period, room 218

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

Office: Room 206, Nadine McGuire Pavilion

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:

-drawing materials: 14 by 17 inch sketch book, graphite pencils B3, and eraser.

-water color set, 14/17inch watercolor 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 the following software programs: **Concepts**, **SketchUp**, **Lumion** and **Photoshop**, 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

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

(The photography package for \$19.99 a month.)

ATTENDANCE REQUIREMENTS:

The success of this course is based on discussion and class participation. Attendance is vital. Only one (1) unexcused absence 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.

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 accommodations 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.

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 the 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.

HEALTH AND WELLNESS

U Matter, We Care:

If you or a friend is in distress, please contact 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, 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.

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 Valerie L. Winslow ISBN-10: 0823024156

CONSTRUCTIVE ANATOMY: NEW REPRODUCTION by George Brant Bridgman
ISBN: 9798649032582

WEEK II AUG. 25

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

AUG. 27

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

WEEK III SEPT. 1 HOLIDAY
SEPT. 3

- Presentation and feedback for the homework perspective sketches.
- Presentation and class discussion of visual research for **Project #1**.
- Developing Your Skills: perspective drawing exercises.
- human body drawing exercises.

Week IV SEPT. 8

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

SEPT. 10

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

Week V SEPT. 15

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

SEPT. 17

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

Week VI SEPT. 22

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

SEPT. 24

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

Week VII SEPT. 29

-Studio work on **Project #2.**

OCT. 1

-Studio work on **Project #2.**

Week VIII OCT. 6

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

OCT. 8

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

Week IX OCT. 13

-Studio work on **Project #3.**

OCT. 15

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

Week X OCT. 20

-Studio work on **Project #3.**

OCT. 22

-Studio work on **Project #3.**

Week XI OCT. 27

-Studio work on **Project #3.**

OCT. 29

-Studio work on **Project #3.**

Week XII NOV. 3

-**Project #3 due; presentation in class and discussions.**

- Assigning **Project #4**

NOV. 5

-Studio work on **Project #4.**

Week XIII NOV. 10

- Studio work on **Project #4.**

NOV. 12

- Studio work on **Project #4.**

Week XIV NOV. 17

-Studio work on **Project #4.**

NOV. 19

-Studio work on **Project #4.**

Week XV NOV. 24 & 26 THANKS GIVING BREAK

Week XVI DEC. 1

-Studio work on **Project #4.**

DEC. 3

-**Project # 4 due.**

-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.

The final grade for the semester will be weighted as follows:

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

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

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>

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	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	

This syllabus is subject to change during the semester.

PROJECT #1

DUE DATE: SEPT. 17

Set and Lighting Design Majors: Create with the use of AI a set design for the Greek tragedy Oedipus (you will choose your own specific dimensions for the stage), and in the design style of Adolph Apia (or another major set designer that has a recognizable style). Render the space just created by choosing a different two-point perspective and a different color scheme. The final rendering should be executed in color, on a 14 by 17-inch (or bigger) watercolor paper.

You will use **SketchUp** or other 3D modeling software to recreate your AI design in the space you have specified and visualize it from a different perspective point.

Costume Design Majors: Create six costume design renderings based on research from the Gothic period.

PROJECT #2

DUE DATE: OCT. 6

Set Design Majors: Using visual research, create with the use of AI (it can be Midjourney, DaVinci, or any other AI) a historically Gothic inspired set design, (with two levels or more) for Shakespeare's play Hamlet. You will choose your own specific dimensions for the stage. Render the space just created by choosing a different two-point perspective and a different color scheme. The final rendering should be executed in color, on a 14 by 17-inch (or bigger) watercolor paper.

You will use **SketchUp** or other 3D modeling software to recreate your AI design in the space you have specified, and visualize it from a different perspective point.

Lighting Design Majors: Recreate in **SketchUp** (or any other 3D software) a design that you found online for Shakespeare's play **Hamlet**. Render three important moments of the play in **Lumion** and **Photoshop** by adding light, 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: Using visual research, create (AI is optional this time) a color rendering of a Baroque inspired, two levels interior space.

Lighting Design Majors: Take the model created for **Project #1** and, using **Lumion** and **Photoshop**, storyboard four of the most dramatic moments of **Oedipus**.

Costume Design Majors: Using historical research create four Victorian costumes.

PROJECT #4

DUE DATE: Dec. 3

Set Design Majors: Using Lumion and Photoshop create three different looks (storyboard with light in mind) for each of your renderings from Projects # 1, 2 and 3.

The **Lighting Design Majors:** Storyboard three major moments of a play on a given set rendering.

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