

DESIGN STUDIO

TPA 6009

Fall 2015

Tuesday & Thursday 9:35-11:30
Room 218 McGuire Pavillion

Instructors: Mihai Ciupe
206 McGuire Pavillion
352-273-0509
mciupe@ufl.edu
Office hours: By appointment

Steven Stines
204 McGuire Pavillion
352-273-0507
sstines@arts.ufl.edu
Office hours: By appointment

Matt Taylor
207 McGuire Pavillion
352-273-0510
Office hours: By appointment

SYLLABUS

OBJECTIVES: The purpose of this course is to develop the artistic and practical aspects of designing for theatre in the student's area of focus, with emphasis on conceptual thinking and the collaborative design process. The class also prepares students to present and discuss their work, as they will do in a professional situation. The class also begins to develop materials that the designer will use to establish and promote a career. Students will investigate the work of significant practitioners in the field and the history of stage design. 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:

1. Giving students background and developing skills necessary to address project work in the departmental curriculum.
2. Providing students with training and information required to complete work in the practical production program.
3. Teaching students how to develop and apply research and creative 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 through renderings and graphics.
4. Collaborate and communicate with the other members of a design team..
5. Present their preliminary and finished work in a clear, professional manner.
6. Manage their time efficiently.
7. Build on a basic background in the history of stage design.

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%		

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	30 %
Research on Designers	25 %
Finance Tracking	5 %
Class Participation	10 %

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.

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. Two 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>

ATTENDANCE AT PERFORMANCES: Since production is the laboratory for all theatre courses, attendance at all mainstage Department of Theatre and Dance productions is required of students enrolled in classes with the following prefix designations: THE, TPA, TPP, ORI. Critiques of and/or responses to these productions may be required.

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/student-conduct-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.

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.

COUNSELING AND WELLNESS CENTER:

<http://www.counseling.ufl.edu/cwc/Default.aspx>, 392-1575

UNIVERSITY POLICE: 392-1111 or 911 for emergencies

REQUIRED TEXTS:

Starting Your Career as a Theatrical Designer by Michael J. Riha
Costume Design: Techniques of Modern Masters by Lynn Pektal
The Thriving Artist by David Maurice Sharp

Tartuffe by Molière

Cabaret (Libretto and soundtrack) by Christopher Isherwood (book), John Kander
(music) and Fred Ebb (lyrics)

RECOMMENDED TEXTS:

The Dramatic Imagination by Robert Edmond Jones
Sculpting Space in the Theatre by Babak Ebrahimian
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.

PREPARING AND PRESENTING YOUR WORK:

Assignments should be prepared 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.

Please refer to the *All Designers* document on Basecamp for a more complete discussion of the Design Package that is expected for each design project in this class, which includes the following items:

Scenery:

- Scene breakdown
- Conceptual approach (collaborative)
- Research presentation
- Rough groundplans, rough sketches, white models/3-D virtual model as process work
- Color model
- Color rendering
- Storyboard presentation
- Groundplan and section
- One major scenic element fully drafted for TD, with painted elevation

Costumes:

Costume plot
Conceptual approach (collaborative)
Research presentation
Rough sketches and process work
Pieces list and breakdown of costumes in preparation for budget
Finished color renderings, swatched, with additional detail drawings as needed

Lighting:

Scene breakdown
Conceptual approach (collaborative)
Research presentation
Rough lighting plot using the scenic groundplan
Final plot
3-D presentation of lighting design for major scenes (Tartuffe) and for one musical number (Cabaret)

UNIT ONE: Collaboration and Research

UNIT TWO: The Design Package

UNIT THREE: Significant Designers

UNIT FOUR: Business and Finance for Artists

DESIGN PROJECT ONE: Tartuffe

DESIGN PROJECT TWO: Cabaret

