Fall 9-1-2005

DRAM 334.01: Scene Design I

Michael T. Monsos

University of Montana - Missoula, michael.monsos@umontana.edu

Let us know how access to this document benefits you.
Follow this and additional works at: https://scholarworks.umt.edu/syllabi

Recommended Citation
https://scholarworks.umt.edu/syllabi/9795

This Syllabus is brought to you for free and open access by the Course Syllabi at ScholarWorks at University of Montana. It has been accepted for inclusion in Syllabi by an authorized administrator of ScholarWorks at University of Montana. For more information, please contact scholarworks@mso.umt.edu.
Scene Design I

Course #: Drama 334 -Section 1
Time: T, TH 12:40-2:00
Room: McGill 235
Instructor: Mike Monsos
PARTV Building Room 192
243-5138
michael.monsos@umontana.edu

Required
Text: “The Intelligent Eye” by David N. Perkins
“The Dramatic Imagination” by Robert Edmond Jones
“Ways of Seeing” by John Berger

Recommended
Text: “Architectural Sketching and Rendering” edited by Stephen Kliment

Materials Needed: Sketchbook, basic drafting equipment, watercolor paper, watercolors and brushes.

Course Description:

This course is designed to offer students beginning scene design skills. Topics will include: design concept and development, composition, line and color, design presentation and research. Students will learn the design process and then participate in the process by designing one to two separate plays over the semester. Completed designs will include: written design concept, research material and documentation, rough pencil sketches, perspective sketch(s) and finished rendering(s).

Course Objectives:

This course will prepare students towards becoming professionals in the field of scene design, giving them knowledge and experience towards working, communicating and developing scene designs.

Grading:

Grading will be based on total points earned on each assignment and class participation.
90-100% A
80-89% B
70-79% C
60-69% D
59% and lower F
Attendance policy:

Attendance is extremely important; it is assumed students will attend all classes. If a class is going to be missed, please contact the instructor and make arrangements for making up the work. Each absence where a student makes no attempt to make up work or does not do the assigned make-up will result in the drop of one-half a letter grade.

Schedule

Aug. 30  Introduction       Read pp. 1-46 (The Intelligent Eye)
Sept. 1   Discussion        Read pp. 47-90 (The Intelligent Eye)
Sept. 6   Photo day
Sept. 8   Discussion        Read pp. 7-81 (Ways of Seeing)
Sept. 13  Discussion        Read pp. 83-155 (Ways of Seeing)
Sept. 15  Discussion        Read “The Dramatic Imagination”
Sept. 20  Discussion
Sept. 22  Role of the Scenic Designer
Sept. 27  Designer process-script       Read “Voice of the Prairie”
Sept. 29  Designer process-concepts
Oct. 4    Designer process-thumbnails
Oct. 6    Designer Process-sketches
Oct. 11   Designer process-drafting and rendering
Oct. 13   Sketch break!
Oct. 18   Design assignment #1       Script TBA
Oct. 20   Open
Oct. 25   Discussion of concepts
Oct. 27   Thumbnails due
Nov. 1    Sketches due
<table>
<thead>
<tr>
<th>Date</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nov. 3</td>
<td>Sketch break!</td>
</tr>
<tr>
<td>Nov. 8</td>
<td>Design assignment #2  Script TBA</td>
</tr>
<tr>
<td>Nov. 10</td>
<td>Discussion of script</td>
</tr>
<tr>
<td>Nov. 15</td>
<td>Discussion of concepts</td>
</tr>
<tr>
<td>Nov. 17</td>
<td>Thumbnails due</td>
</tr>
<tr>
<td>Nov. 22</td>
<td>Sketches due</td>
</tr>
<tr>
<td>Nov. 24</td>
<td><strong>Holiday-Thanksgiving</strong></td>
</tr>
<tr>
<td>Nov. 29</td>
<td>Completed Design #1 due</td>
</tr>
<tr>
<td>Dec. 1</td>
<td>Design Charrette</td>
</tr>
<tr>
<td>Dec. 6</td>
<td>Design Charrette</td>
</tr>
<tr>
<td>Dec. 8</td>
<td>Design Charrette</td>
</tr>
</tbody>
</table>

**Final Exam- 10:10-12:10, Tuesday, Dec. 13th**  
Completed Design #2 will be presented and discussed.