Graduate Scene Design
Course #: Drama 530 -Section 1  
Time:    M, W  9:10-10:00  
Room:   McGill 215  
Instructor: Mike Monsos  
PARTV Building Room 192  
243-5138  
scenery@selway.umt.edu  
Text: “The Intelligent Eye” by David N. Perkins, and other readings to be handed out.  
Materials Needed: Sketchbooks, Drafting supplies, Rendering supplies, Modeling supplies  

Course Description:  
This course is designed to offer graduate students a variety of unrealized design opportunities as well as design concept and process development. Students will explore their own personal design process along with the process of their peers and professionals in the field through research and practice. Students will learn to communicate their design ideas through verbal, written and visual means.  

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, and the role scene design and the designer play in the educational and professional world.  

Grading:  
Grading will be based on students participation, attendance, commitment, growth and development.  

Attendance policy:  
Attendance is extremely important; it is assumed students will attend all classes. NO ABSENCE IS ALLOWED unless prior arrangements have been made and approved by the instructor. Each absence will result in the drop of one-half a letter grade. Please make arrangements with the instructor after any absence to find out what material was covered.