

9-2013

THTR 545.01: Graduate Design Seminar I

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Recommended Citation

Carpoca, Alessia and Hodgins, Jere, "THTR 545.01: Graduate Design Seminar I" (2013). *Syllabi*. 367.
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THTR 545 Fall 2013

Graduate Design Seminar I, 3 Credits

F 12:40-2:00 pm

PARTV Seminar Room

Office Hours: by appointment or

Tue-Thur 1:00-2:00 Fri 2:00-3:00 PARTV 198

Instructor: Alessia Carpoca

Instructor: Jere Hodgins

McGill 215

Phone #: 4065315836

Course Description

This course is designed to teach graduate students the effective research, collaboration and script analysis methodologies and exploration practices. The student will explore the areas of design outside of their own design emphasis. Students will explore the world of theatrical design through different research practices that will culminate in conventional and un-conventional artistic presentations.

Course Objectives

- The ability to critically analyze dramatic works to discover the playwright's intent including emotion, historical context and point of view.
- The ability to discover and understand pertinent details concerning time period, location, character, time of day/season.
- The ability access, use and collect multiple research materials.
- The ability to critically analyze research materials to inform, inspire and creatively stimulate the design process.
- The ability to effectively present research material to others.
- The ability to accept criticism and respond positively in order to ensure success of the collaborative project.
- The ability to look critically and creatively at others work and to respond effectively.
- The ability to use the afore mentioned objectives in order to create an artistic event/environment.

Required Texts and Materials

Macbeth by W. Shakespeare

Macbeth (Ballet) composed by Kirill Molchanov

Collaboration in Theatre: A Practical guide for Designers and Directors by R. Roznowski and K. Domer

The University of Montana assures equal access to instruction through collaboration between students with disabilities, instructors, and Disability Services for Students (DSS). If you think you may have a disability adversely affecting your academic performance, and you have not already registered with DSS, please contact DSS in Lommasson 154. I will work with you and DSS to provide an appropriate accommodation.

Academic Misconduct and the Student Conduct Code

All students must practice academic honesty. Academic misconduct is subject to an academic penalty by the course instructor and/or disciplinary sanction by the University. All students need to be familiar with the Student Conduct Code. The Code is available for review online at http://life.umt.edu/vpsa/student_conduct.php.

All Theatre & Dance students must have an in-depth knowledge of the practices and procedures outlined in the School of Theatre & Dance *Student Handbook*. The *Handbook* is available online at <http://www.umt.edu/theatredance/about/handbook>.

There is inherent risk involved in many Theatre & Dance classes as they are very physical in nature. Please proceed through class, shop time, or rehearsal with caution. Always be mindful of your personal safety and the safety of others. Students participating in class/shop/rehearsal/performance do so at their own risk.

Class Policies

Attendance- This is a graduate level lecture, laboratory and presentation class. You are in charge of your time and are responsible for attending class. You are responsible for being prepared for discussion, collaboration and presentation at every class meeting. Failing to meet these responsibilities will greatly decrease your learning potential as well as your grade.

Tardiness-A person is considered as tardy if they are not in class when class begins. Repeated tardiness will not be tolerated.

Grading-Each project will receive letter grades based on a 100-point system. Letter grades will be assigned and averaged to reach the course grade. Grades: A, B+, B, C+, C, C-, D+, D, D-, and F.

Students with Disabilities-Students with disabilities and special needs should see the instructor.

Grading Policies

Your grade will be based upon the demonstration of the following:

- An ability to meet all deadlines and requirements for the course.
- Preparation for assignment as evidenced by knowledge gained from previous assignments, organization of work, and timely execution of research projects.
- An ability to work both individually and collaboratively on projects.
- Student's flexibility in relationship to ongoing work and criticism of work.
- An ability to approach work with increased independence, efficiency, flexibility, and creative thinking.
- Quality of skills developed in collaborative areas; i.e. interpersonal communication, distillation of all presented material into a unified creative idea, time management.
- The ability to grow as a theatre artist by exploring new concepts and ideas and pushing your work outside of your base of knowledge and your current artistic comfort zone.

Class Projects

Project 1 Design for **Macbeth** by W. Shakespeare

Project 2 Design for **Macbeth** (Ballet) composed by Kirill Molchanov

Tentative Class Schedule

Week 1 30 August	First Class Meeting- Introduction-Script Analysis By next class time read Collaboration in Theatre: Part 1: Chapters 1-2-3. Assign teams for Project #1
Week 2	Discussion on the first 3 Chapters By next class time read Collaboration in Theatre: Part 1: Chapters 4-5-6-7
Week 3 September 13	Discussion on Chapters 4 to 7 By next class time read Collaboration in Theatre: Part 2: Chapters 1-2 Directors will be working on a concept presentation....
Week 4 September 20	Directors present their concept in class discussion and begin the collaboration process By next class time concept needs to be researched and defined into all design areas. Be ready to present your research.

Week 5 September 27	Discuss research with your team and start working on needs for the production. By next class time your Preliminary Sketches will be due.
Week 6 October 4	Project #1- Preliminary Sketches due in class discussion
Week 7 October 11	Scenery: sketch model. Costumes refined sketches and color/fabric ideas. Lighting storyboard of major moments. In class discussion. (Jere will not be in town this day)
Week 8 October 18th	Project #1 due. Scenery: full model in color. Costume: renderings of major characters. Lighting: s storyboard of major moments.
Week 9 Oct 25th	Discussion on collaboration experience and assignment of Project #2
Week 10 Nov 1st	Script Analysis and Concept Due-Discussion
Week 11 Nov 8th	Historical and Script Research Due-Discussion and Presentation
Week 12 Nov 15th	Preliminary Sketches due
Week 13 Nov 22	Revised Sketches due
Week 14	THANKSGIVING
Week 15 Dec 6	Scenery: sketch model. Costumes refined sketches and color/fabric ideas. Lighting storyboard of major moments.

FINALS WEEK

Final presentation-Project #2, time end day tba