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THTR 102A.01: Introduction to Theatre Design

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THTR 102A 01 Introduction to Theatre Design

(3 credits)

Tue- Thur 10:30 to 11:50 Gallagher Business Building L04

Instructor: Alessia Carpoca

TA: tba

Office hours: Tue-Thur 8:00-8:50 and Tue 12-1pm PARTV 196 or by appointment please email me about it regardless...

Phone: 4062434481 (please do not leave messages here, it's the copy room's phone...NO office's phone...)

Email: alessia.carpoca@mso.umt.edu (...**this is the fastest way to reach me**... I promise ☺ !)

Course Overview:

This class will introduce the theatre and non-theatre student to the basic elements of theatre design. The techniques you will explore will broaden your artistic, communication and collaboration skills.

Course Learning Outcomes:

By the end of the semester the student should be able to demonstrate:

- 1: The ability to analyze and conceptualize a text and its characters and to create and draw visual images for the stage from it.
- 2: The ability to communicate their vision of a play to other members of a creative team.
- 3: The ability to sketch, draft and render design ideas.
- 4: The ability to speak with other theatre people using technical theatre terminology.
- 5: Understand and explain how a creative team of designers can contribute to the success of a performance.

General Education Learning Outcomes:

Group iv: Expressive Arts (A) courses are activity-based and emphasize the value of learning by doing in an artistic context. Upon completion of an expressive art course, students will be able to:

1. express themselves in the making of an original work or creative performance;
2. understand the genres and/or forms that have shaped the medium; and
3. critique the quality of their own work and that of others.

Class format: Lecture in-class and out-of-class projects, presentations of individual and collaborative work. The class has a course supplement using UM Online Moodle Website. All class materials are on Moodle. **It is your responsibility to use Moodle the same way you will use a course package or textbook.** Our Moodle is divided in modules, Costume Design, Scene Design, and Lighting Design ect. The modules are in order with the timeline of the class, to find what you should be reading or working on each week, first look at the date in this syllabus and then you will be able to figure out which module you should look at.

Class Policies:

- I'm requesting that you assist me in maintaining the best space possible for interaction and learning. Disruptions to this positive and safe atmosphere will not be tolerated. Do not talk during class unless you are contributing to the topic. We will practice empathy, common sense, and common courtesy giving feedback in discussions and presentations. We will keep an open mind for diverse thinking and show respect to each other.
- PHONES: Turn them off. Not on vibrate, off. No exceptions, No texting... Let's all model good theatre audience etiquette!!!
- **Class attendance is your responsibility. Your grade will drop 20 points for each absence after 3 unexcused absences.** Tardiness is annoying and not tolerated in professional situations and I request that you be on time. Also, if you must leave class early, please inform me prior to the start of class.

- The instructor will make any effort to accommodate students with disabilities. Please talk to me.
- Any work not turned in will be assigned zero points rather than an F grade. Practice time management and turn in your homework on time! Work is due in class on the day specified in this syllabus or by 5:30pm on Moodle. **THERE IS NO EXTRA CREDIT WORK FOR THIS CLASS.** You can turn in **1 late project for full grade no questions asked (this is your get out of jail card!)** After that I will accept late projects only for a University approved reason such as medical emergency, death in the family ect... Please let me know if there is an ongoing reason...
- All written projects must be typed. **Un-typed work will not be accepted.** Any assignment consisting on multiple pages must be stapled in the upper left corner or placed in a folder/3 ring binder.
- **Each student will submit homework through Moodle. Exceptions can be made for drawings, renderings and models. If you have never used Moodle please let me know before the first project is due.**

Students with disabilities may request reasonable modifications by contacting me. The University of Montana assures equal access to instruction through collaboration between students with disabilities, instructors, and Disability Services for Students (DSS). "Reasonable" means the University permits no fundamental alterations of academic standards or retroactive modifications. For more information, please consult <https://www.umt.edu/dss/>.

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 www.umt.edu/student-affairs/community-standards/default.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/umarts/theatredance/About/handbook.php>.

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.

Due to safety considerations, at **no** point during a student's time spent in class or serving on a production (in any capacity) should non-enrolled persons be guests of that student **without my consent**. Presence of such unauthorized persons in a class, shop, or any backstage/off-stage area will negatively affect a student's grade.

All required reading materials are available on Moodle:

Play 1 "Trifles" by Susan Glaspell.

Play 2 "Present Laughter" by Noel Coward

Grading:

Here is what I will look for when grading, in order of priority:

- 1) Did you complete the entire assignment?
- 2) Did your work show signs of improvement from start to finish?
- 3) Did you follow instructions as well as you could?
- 4) How "good" is your work compared to: your other work in class, others' work in this class

You will earn points rather than letter grades for your projects. At the end of the semester points will be translated into letters following the university guidelines. Numerical and letter grades may be viewed Online at any time by clicking on "My Grades" (to the left on the main course page). You will start the course with a "0" and build points as you go along.

PLEASE TAKE NOTE THAT YOUR FINAL TEST AND CRITIQUE PAPER 2 ARE DUE ON WED DEC 13 by noon.
All other assignments are due by 5:30 on the day specified below!

Grade Weight:		Due date	Points
Assignment 1	Costume Design. Homework assignment 1: Understanding	Sep 15	100
Assignment 2	Costume Design. Homework assignment 2: Costume Design for	Sep 27	100
Test 1 online	Costume Design	Sept 29	50
Assignment 3	Set Design. Homework Assignment 3: Scale Ground Plan.	Oct 18	100
Assignment 4	Set Design. Homework assignment 4: Scene design for Play 2	Nov 1	100
Test 2 online	Set Design	Nov 3	100
Critique Paper1	Critique the Costume and Scenery for <i>Cabaret</i>	Nov 10	100
Assignment 5	Lighting Design. Homework Assignment 5: Recreate that painting	Nov 17	100
Assignment 6	Lighting Design. Homework Assignment 6: Lighting Design for Play 2	Dec 8	100
Test 3 online	Lighting Design	Dec 13 by noon	50
Critique Paper 2	Critique Costumes, Scenery and Lighting for <i>Call of the Wild</i> or <i>DANCE UNDERGROUND</i> (tbd if show will have design elements)	Dec 13 by noon	100
Total:			1000

Critique Paper 1 will require you to answer to 4/6 questions on the set and costume design for *Cabaret*, book by Joe Masteroff, based on the play by John Van Druten and stories by Christopher Isherwood, music by John Kander, lyrics by Fred Ebb (**Oct 13-16 and 20-23**) 7:30 p.m., 2 p.m. matinees only, Sun, 10/16 and 10/23, Montana Theatre, PARTV Center.

Critique Paper 2 should review *The Call of the Wild* by Ian Frank, adapted from the novel by Jack London (Nov 10, 12 and 13 and 17-19) 7:30 p.m., 2 p.m. matinees only, Sun, 11/13 and 11/19, Masquer Theatre, PARTV Center* (no performance on Veterans Day, Thursday, 11/11)

or

Dance Underground (tbd if the show will have design elements) December 2-3, at 7:30Pm, (Open Space, PARTV Center) and focus on **scenery, costume and lighting design** (2 to 3 pages)

Tools & Materials List (all available at the bookstore in the UC)

- Soft pencils (2B)
- Erasers (kneaded grey) and sharpener
- Pastel pencils (Generals 12 pencil's box)
- A decent sketchpad bigger than 8.5 x 11 inches for class exercises.
- Stump Blender
- Sobo craft glue or elmers glue
- 18" Straight edge ruler (a metal one will be better)
- Scissors
- X-acto knife with blade n.10
- Masking tape
- 1 or 2 sheets of black, 1/8" thick, foam core for scene design project (will discuss size in class)

Course Schedule:

Please note that this may change due to a variety of circumstances, large-scale changes will result in the issue of a new schedule, and minor alterations will be handled in class. How to read this:

Column 1 from the left (date)

Column 2 what we will be doing in class on that date

Column 3 what you should be doing as homework at home

Column 4 maximum number of points you will gain when you turn in assignments on time

Date	Topic	Assignment / Activity	Points
Aug 30	Introduction, syllabus, <i>Lecture Day 1: Design and Production Jobs</i> . Drawing on the Right side of the Brain.	Read Design and Production Jobs File and The Production Process File on Moodle under Topic 1 (...close to the top of the Moodle home	
Sept 1	<i>Lecture: Costume Design 1</i> 9 Classification of characters. Class exercise: Cinderella	If you miss a class, please go to Costume Design: Lectures and other readings (lectures are available as a powerpoint or video)	
Sept 6	<u>Character Sketch Treasure Hunt</u>		
Sept 8	<i>Lecture: Costume Design 2.</i> Research materials. Class exercise: period and shapes	Homework assignment 1: Understanding period. Due on Sept 15 in class or by 5:30pm	
Sept 13	<i>Lecture: Costume Design 3.</i> Elements and Principles of visual language. Class exercise: Emotions, mood and fabric		
Sept 15	<i>Lecture: Costume Design 4 (Costume project)</i> Reading a play, making notes finding a concept Class exercise: Concepts <u>Homework assignment 1: Understanding period</u>	Read Play 1: TRIFLES File (Moodle) by Sept 20. Homework assignment 2: Costume design. Due on Sept 27 in class or by 5:30pm	100
Sept 20	Discussion on <i>Trifles</i> . Work on refining concept and research	Work on research for <i>Trifles</i> (remember to include everything the characters' wear...shoes, hairstyle, jewelry, hat... even socks if they show or are important to you...)	
Sept 22	<i>Lecture Day 6: Costume Design 5</i> Costume Renderings and Line Drawings Class exercise: Line drawing	Work on sketches and renderings for <i>Trifles</i>	
Sept 27	Homework assignment 2: Costume design Theatre Terminology. <u>Class meets in the lobby of the Montana Theatre please do not wear high heels or flip flops</u> Class exercise: Set Design onstage	Read The Costume Designer File on Moodle under Costume Design, then Test 1: Costume Design Quiz by 5:30pm on September 29 (opens on the 23 at 9am)	100
Sept 29	TEST 1 Costume Design take by 5:30pm <i>Lecture: Scene Design 1</i> Class exercise: theatre terminology	Read Stage Terminology and Box Set versus Wings and Drops Set (in Scene Design Lectures and Readings) and The Physical Stage and its auditorium	50 online test
Oct 4	<i>Lecture: Scene Design 2</i> Realism versus abstraction. Primary and secondary research for set. Class exercise: Guess the theatre, show and mood.	Read " Present Laughter script pdf File on Moodle under Scene Design, by Oct 11 (there is a missing page in this pdf you can find it on Moodle...)	
Oct 6	<u>Found Spaces Treasure Hunt</u>	Research images for "Present Laughter" (you do not need to turn them in or specify sources...)	
Oct 11	<i>Lecture: Scene Design 3(Sketching)</i> Discuss " Present Laughter " Class exercise: reading for clues	Write concept statement and scenery needs for "Present Laughter" no need to turn in until Nov 1 when the whole project is due!	
Oct 13	Workday on ground plan	Homework Assignment 3: Scale Ground Plan. Due on Oct 18 in class or by 5:30pm .	
Oct 18	Homework Assignment 3: Scale Ground Plan <i>Lecture: Scene Design 4 (perspective)</i> Class exercise: perspective sketch	Gather materials for model building and finish set sketch	100

Oct 20	Lecture: <i>Scene Design 5 (model building)</i> Principles of composition and visualization of space. Class exercise: Theatre Blocks	Start working on model for Homework assignment 4: Scene design . Due Nov 1 in class or by 5:30pm	
Oct 25	Workday on model	work on model for Homework assignment 4: Scene design . Due Nov 1 in class or by 5:30pm	
Oct 27	Workday on model.		
Nov 1	Homework assignment 4: Scene design. Lecture: <i>Lighting Design 1</i> Basics of Lighting Design: visibility, direction, mood Class exercise: visibility, angles	Read The Set Designer on Moodle in Scene Design Lectures and Readings and take Test 2: Scene Design on Moodle by 5:30pm on Nov 3 (opens on Oct 29 by 9am)	100
Nov 3	TEST 2 take by 5pm Lecture: <i>Lighting Design 2 (color)</i> Class exercise: Color, mood and fabric	Homework Assignment 5: Recreate that painting Due Nov 17 online by 5:30pm . It's Thanksgiving week, it maybe safe to turn it in early...	100 online test
Nov 8	<u>ELECTION DAY NO CLASS</u>	Work on Critique Paper 1 due on Nov 15 take a look here for Critique 1 suggestions File	
Nov 10	Critique Paper 1 due Lecture: <i>Lighting Design 3 (Concept)</i> Concept and paperwork. Discuss lighting for Play	Read The Lighting Designer on Moodle in Lighting Design Lectures and Readings. Develop a lighting concept and a list of necessities	100
Nov 15	Lecture: <i>Lighting Design 4 (light plot)</i> Lighting your specific set. Develop a Light Plot. Virtual Light Lab	Homework Assignment 5: Recreate that painting Due Nov 17 in class or online by 5:30pm .	
Nov 17	Homework Assignment 5: Recreate that painting Lecture: <i>Lighting Design 5 (sketches)</i> Light and Shadow Sketch exercise. Please bring black paper and a white pencil to class!	Gather your research and write a lighting concept for Homework Assignment 6: Lighting Design for Play 2 due Dec 8 by the end of the class period .	100
Nov 22	<u>NO CLASS TODAY</u> have a safe travel		
Nov 24	<u>THANKSGIVING HOLIDAY</u>		
Nov 29	Portfolio and presentation tools and skills lecture Collaboration: class exercise	Start working on your light plot. Homework Assignment 6: Lighting Design for Play 2 due Dec 8 by 5:30pm	
Dec 1	Lecture: <i>Lighting Design 6 (dance lighting)</i>	Start working on your light plot. Homework Assignment 6: Lighting Design for Play 2 due Dec 8 by 5:30pm	
Dec 6	Workday on Homework Assignment 6: Lighting Design Project . Let's make the light plot!	Review lecture 5 and look at the examples: Lighting samples (readings) Lightbox Gallery	
Dec 8	Workday on Homework Assignment 6: Lighting Design Project due by 5:30pm Let's do the lighting sketches!	Test 3: Lighting Design (will open on Friday Dec 9 at 9am and close Tuesday Dec 13 by noon)	100
Dec 13	Critique Paper 2 due and final online TEST 3 on Lighting Design	Both due online by Dec 13th by noon (please account for any possible problem by turning this earlier than the deadline...)	100 50 online test

From UM President Seth Bodnar:

The wide availability of safe, effective vaccines to combat COVID-19 means that we are able to continue full in-person learning again this semester. The Office of the President urges every member of the UM Family to get vaccinated (and receive a booster shot) if you haven't done so already. Vaccination provides the best means of protecting yourself – and others in our UM Family – from the risk of COVID-19.

Please visit <https://www.umt.edu/curry-health-center/corona-virus.php> for the latest health/safety information, as well as campus communications and plans about the global health pandemic.