

9-2014

THTR 102A.01: Introduction to Theatre Design

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Recommended Citation

Carpoca, Alessia, "THTR 102A.01: Introduction to Theatre Design" (2014). *Syllabi*. 1867.
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THTR 102A 01 Introduction to Theatre Design

(3 credits)

Meeting Times for section 01: Tue- Thur 9:40-11:00 SS254

Meeting Times for section 02: Tue- Thur 11:10 to 12:30 SS254

Instructor: Alessia Carpoca

Office hours: by appointment or Mon-Wed 9:00-10:30 PARTV 198

Phone: 406 243 4481 (please do not leave a message asking to be called back: I will not do that)

Email: alessia.carpoca@mso.umt.edu (I will answer to any email within 24hours)

Welcome to Introduction to Theatre Design. This class will introduce the theatre and non-theatre student to the basic elements of theatre design and drawing for theatre. By the end of the semester the student should be able to demonstrate:

- 1: The ability to understand a text and its characters and to create and draw visual images for the stage from it.
- 2: The ability to communicate his/hers vision of a play to other members of a creative team.
- 3: The ability to sketch basic design ideas.
- 4: The ability to speak with other theatre people using the right terminology.
- 5: Ultimately to gain a deeper appreciation and understanding of all performing arts and of how a creative team of designer can contribute to the success of a performance.

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](#). The syllabi, readings, assignments, research materials, e-mail and contact info of the entire class will be in it. **It is your responsibility to use Moodle the same way you will use a course package.** Keep in mind that in Moodle this class 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:

1. 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. To that end, cell phones should be turned off or (if absolutely necessary) taken immediately out of the room if it rings. Do not talk during class unless you are contributing to the discussion. Common sense and common courtesy will enable you to participate fully in this class and for the class as a whole to move forward.
2. 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.
3. Your classmates and your teachers cannot read your mind. It is your right and responsibility to share your ideas, questions and needs with your colleagues in the classroom.
4. The instructor will make any effort to accommodate students with disabilities. Please talk to me.
5. Any work not turned in will be assigned zero points rather than an F grade. Work turned in late will be downgraded by 5 points for each week (if worth 25 or 50 points and by 10 points if worth 100) **THERE IS NO EXTRA CREDIT WORK FOR THIS CLASS and NO LATE WORK please don't try unless you are willing to come and talk to me about what is going on (and please do come and talk if you run into anything that will prevent you from succeeding in this class)**
6. All written projects must be typed. **Un-typed work will not be accepted.**
7. **Each student will be responsible for submitting homework through Moodle. Exceptions will be made only for drawings, renderings and models.**

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.

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 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>.

All required reading materials are available online:

Play 1 "The Shape of Things" by Neil LaBute

Play 2 "Present Laughter" by Noel Coward

Grading:

Assignments are due on the date given on the course outline.

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.

Grade Weight:

		Due date	Points
Assignment 1	<i>Costume Design. Homework assignment 1: Understanding period.</i>	Sep 11	100
Assignment 2	<i>Costume Design. Homework assignment 2: Costume Design for Play 1</i>	Sep 23	100
Test 1	<i>Costume Design</i>	Sept 25 by 9am	50
Assignment 3	<i>Set Design. Homework Assignment 3: Scale Ground Plan.</i>	Oct 14	50
Assignment 4	<i>Set Design. Homework Assignment 4: Perspective Sketch.</i>	Oct 21	50
Assignment 5	<i>Set Design. Homework assignment 5: Scene design for Play 2</i>	Oct 28	100
Critique Paper 1	Critique the Costume and Scenery for the play <i>Cyrano de Bergerac</i>	Oct 30	100
Test 2	<i>Set Design</i>	Nov 4th by 9am	50
Assignment 6	<i>Lighting Design. Homework Assignment 6: Film Lighting response</i>	Nov 13	50
Assignment 7	<i>Lighting Design. Homework Assignment 7: Lighting concept</i>	Nov 20	50
Assignment 8	<i>Lighting Design. Homework Assignment 8: Lighting Design for Play 2</i>	Dec 4	100
Test 3	<i>Lighting Design and Collaboration</i>	Dec 8 by 12 noon	100
Critique Paper 2	Critique Costumes, Scenery and Lighting for the play <i>Christmas Carol</i> or <i>Dance Up Close</i>	Dec 8 by 12 noon	100
Total:			1000

Critique Paper 1 will require you to answer to 3/5 questions on the costume design and 3/5 questions on scene design for *Cyrano de Bergerac*, October 7-11, 14-18 at 7:30PM (Montana Theatre)

Critique Paper 2 should review *Christmas Carol*, November 25, November 29-30 and December 2-6 at 7:30PM (Montana Theatre) and focus on **scenery, costume and lighting design** (3 to 5 pages).

OR

Critique Paper 2 should review *Dance Up Close* November 4-8 at 7:30Pm (Masquer Theatre) and focus on **scenery, costume and lighting design** (3 to 5 pages)

To get your free tickets for the shows please go to the box office (406-243-4581) of the School of Theatre and Dance PARTV Building Mon-Fri 10:00 am-6:00 pm or 1 hours before the show time. **BRING YOUR GRIZ CARD** and tell

them you are enrolled in THTR 102.

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

- Soft pencils (2B)
- Erasers (kneaded grey) and sharpener
- Pastel pencils (Generals 12 box around \$11.00)
- 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
- *for 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 schedule:

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 amount of points you will gain when you turn in assignments on time

Date	Topic	Assignment / Activity	Points
8/26	Introduction, syllabus, <i>Lecture Day 1: Design and Production Jobs.</i> Drawing on the Right side of the Brain.	Read <i>Design and Production Jobs</i> and <i>The Production Process</i> on Moodle under QUIZ also today's lecture is in Quiz	
8/28	<i>Lecture: Costume Design 1</i> 9 Classification of characters. <u>Cinderella Project</u>		
9/02	<u>Character Sketch Treasure Hunt (Bring a digital camera to class if you have one...)</u>		
9/04	<i>Lecture: Costume Design 2.</i> Research materials. Class exercise: period and shapes	Homework assignment 1: Understanding period. Due on Sept 11 th in class or by 5pm	
9/9	<i>Lecture: Costume Design 3.</i> Elements and Principles of visual language. Class exercise emotions, mood and fabric		
9/11	<i>Lecture: Costume Design 4</i> (Costume project) Reading a play, making notes finding a concept Class exercise on 3 concepts <u>Homework assignment 1: Understanding period</u>	Read <i>The Shape of Things</i> by Sept 16 th . Homework assignment 2: Costume design. Due on Sept 23 in class or by 5pm	50
9/16	Discussion on The Shape of Things. Work on refining concept and research	Read <i>The Costume Designer</i> on Moodle under Costume Design, work on research for <i>The Shape of Things</i>	
9/18	<i>Lecture Day 6: Costume Design 5</i> Costume Renderings and Line Drawings Class exercise on line drawing	work on renderings for <i>The Shape of Things</i>	
9/23	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>	Read <i>The Costume Designer</i> on Moodle under Costume Design, readings then take TEST 1 Costume Design on Moodle by 9am on SEPT 25th.	100
9/25	TEST 1 Costume Design take by 9am <i>Lecture: Scene Design 1</i> Class exercise on theatre parts	Read item 4 and 5 in Stage Terminology (Readings) and <i>The Physical Stage and Auditorium</i> in Scene Design (readings)	50 online test

09/30	<i>Lecture: Scene Design 2</i> Realism versus abstraction. Primary and secondary research for set.	Read “Present Laughter” on Moodle under Scene Design, Readings by Oct 7th .	
10/02	Found Spaces Treasure Hunt (Bring a digital camera to class if you have one...)	Research images for “Present Laughter” (you do not need to turn them in or specify sources...)	
10/07	<i>Lecture: Scene Design 3(Sketching)</i> Discuss “ Present Laughter ” Class exercise on reading for clues Class exercise on GP and elevations	Homework Assignment 3: Scale Ground Plan. Due on Oct 14 th in class or by 5pm. Write concept statement and scenery needs for “Present Laughter” do not turn in till Oct 28th	
10/9	<i>Lecture: Scene Design 4 (perspective)</i> Step by step set Design perspective sketch	Homework Assignment 4: Perspective Sketch. Due on Oct 21 st .	
10/14	Homework Assignment 3: Scale Ground Plan <i>Lecture: Scene Design 5 (model building)</i> Principles of composition and visualization of space. Theatre Blocks exercise.	Gather materials for model building and finish set sketch	50
10/16	Model building: bring foam core, x-acto knife, metal ruler and pencil to class.		
10/21	Homework Assignment 4: Perspective Sketch Work day on model	Start working on model for Homework assignment 5: Scene design. Due Oct 28th in class or by 5pm	50
10/23	Work day on model		
10/28	Homework assignment 5: Scene design. Class meets in the lobby of the Montana Theatre	Read <i>The Set Designer</i> on Moodle in Scene Design (Readings) and take TEST 2 on Scene Design on Moodle by 9am on Nov 5th	100
10/30	Critique Paper 1 due <i>Lecture: Lighting Design 1</i> Basics of Lighting Design: visibility, direction, mood	Homework Assignment 6: Film Lighting response. Due on Nov 13 th in class or by 5pm.	100
11/04	NO CLASS please take TEST 2 on Scene Design by 9am		50 online test
11/6	<i>Lecture: Lighting Design 2</i> Color, mood and fabric		
11/11	NO CLASS VETERAN’S DAY HOLIDAY		
11/13	<i>Lecture: Lighting Design 3</i> Concept and paper work. Discuss lighting for Play 2 Homework Assignment 6: Film Lighting response.	Read <i>The Lighting Designer</i> on Moodle in Lighting Design (Readings) Develop a lighting concept and a list of necessities Homework Assignment 7: Lighting concept, research, cue list. Due Nov 20st in class or by 5pm	50
11/18	<i>Lecture: Lighting Design 4</i> Lighting your specific set. Develop a Light Plot		
11/20	Homework Assignment 7: Lighting concept, research, cue list Portfolio and presentation tools and skills Make a storyboard.	Read Drawings of "dramatic moments" and Light and Dark Studies of a "simple set" and look at the examples Homework Assignment 8: Lighting Design for Play 2 due Dec 4th by the end of the class period.	50
11/25	<i>Lecture: Lighting Design 5 (projections)</i> Gobos exercise		
12/02	Collaboration lecture and exercise		
12/04	Work day on Homework Assignment 8: Lighting Design Project due by the end of the class period		100
12/8	Critique Paper 2 due and final online TEST 3 on Lighting Design	Due to my office or online by Dec 8th by 12 noon. PARTV Building Room 198 in the box in front of the door.	100 100