

University of Montana

ScholarWorks at University of Montana

Syllabi

Course Syllabi

Spring 1-2016

THTR 102A.50: Introduction to Theatre Design

Alessia Carpoca

University of Montana - Missoula, alessia.carpoca@mso.umt.edu

Follow this and additional works at: <https://scholarworks.umt.edu/syllabi>

Let us know how access to this document benefits you.

Recommended Citation

Carpoca, Alessia, "THTR 102A.50: Introduction to Theatre Design" (2016). *Syllabi*. 4570.

<https://scholarworks.umt.edu/syllabi/4570>

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.

THTR 102A 01 Introduction to Theatre Design

(3 credits)

Instructor: Alessia Carpoca

Office hours: by appointment or Tue-Thur 9:30-10:30 PARTV 198 or by appointment please email me about it regardless...

Phone: 406 2434481 (please do not leave a message asking to be called back I will not do that)

Email: alessia.carpoca@mso.umt.edu (this is the fastest way to reach me)

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:

This is an online class and you are required to use [UM Online Moodle Website](#). This Online course is formatted to include reading texts, links, videos, critiquing performance and written work, recalling learned information, and participating in group web-based discussions.

It is your responsibility to use Moodle the same way you will use a course package or textbook.

Keep in mind that in Moodle this class is divided in 3 instructional modules, Costume Design, Scene Design and Lighting Design, followed by 2 homework modules Critique Papers and Quiz. The 3 instructional 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. Please **DO NOT SKIP AHEAD** but completed each lesson IN THE ORDER they are placed on moodle. Also keep in mind that to facilitate yours and mine organization the class and syllabus have been developed following a Tuesday/Thursday class. In addition to regular homework, for this class you must also see and critique design elements in live theatre. You will write 2 critique papers from a choice of 3 different shows. You are responsible for getting show tickets in advance. These shows sometimes sell out so get your tickets BEFORE the show opens. Everyone in the course must see the SAME production(s), which are assigned. If you do not live in the area you will have to make arrangements with me **in advance**. To get your ticket for each UM show you can just show up at the UM box office <http://tickets.umtheatredance.org/> Mon-Fri 10 to 6. You will need to show your Grizcard and tell the box office which class are you enrolled in since tickets are included in your course fee.

Your Safety Net:

ALLOW 24 hours "buffer time" for your assignments. Technical problems are not acceptable excuses for late work. Save each assignment in a separate word document. If you're having problems, email the text to me IN THE BODY of an email AND as an attached .doc file. Please contact me if you do not understand this concept.

Attendance and Participation:

Remember that this online course is equivalent to an in-person course that meets for a 2 hours and 40 minutes class for 14 weeks--that's 40 hours of instruction time, not including homework! Your attendance and participation is measured by your online activity. Your participation in discussions reflects your academic sincerity.

I can track your online usage, and see which page/s you have been viewing. If you have a period

of no activity, it is exactly like an absence in a face-to-face classroom. Pace yourself and set up time at least once a week to visit the online classroom and work on your modules. All assignments need to be submitted to the Forums by the deadline, for example Assignment 1 is due on FEB 9 by 9am. After 9am you will have **48 hours** to submit at least 3 comments on each other's homework on the forum. You will get points for doing so. Not all assignments will require you to write comments. Please always check on the submission page for project requirements, deadlines ect...

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. 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. 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 even in an online classroom setting.
3. Any work not turned in will be assigned zero points rather than an F grade. THERE IS NO EXTRA CREDIT WORK FOR THIS CLASS and NO LATE WORK, PLEASE DON'T ASK.
4. If the server is down, then assignments should be E-mailed. E-mail from your UM account, and **INCLUDE YOUR NAME AND "THTR 102 ONLINE" IN THE SUBJECT LINE of every E-mail you send me.** I filter my e-mail and if you don't use this header I will not get your message.
DO NOT try to complete all of the assignments at the last minute. You'll simply not make it, especially if there is a technical problem.

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/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 online:

Play 1 "The Shape of Things" by Neil LaBute

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. Each online lesson contains a short assessment (between 1 and 5 questions) and is worth between 2 and 5 points. There is no deadline to answer these questions but make sure you do them all by **May 10**, and it will be smart to complete them immediately after reading/ watching the lesson.

ALL HOMEWORK ASSIGNMENT, TEST AND CRITIQUE PAPERS **ARE DUE BY 9AM** ON THE DATE SPECIFIED BELOW unless otherwise noted.

Grade Weight:		Due date	Points
Assignment 1	<i>Costume Design. Homework assignment 1: Psychology of clothing</i>	Feb 9	50
Assignment 2	<i>Costume Design. Homework assignment 2: Costume history scavenger hunt.</i>	Feb 16	50
Assignment 3	<i>Costume Design. Homework assignment 3: Costume Design</i>	Feb 25	100
Test 1	<i>Costume Design</i>	March 1	50
Assignment 4	<i>Set Design. Homework Assignment 4: Scale Ground Plan.</i>	March 22	100
Critique Paper 1	Critique the Costume and Scenery for the play <i>Hot and Throbbing or Dance in Concert</i>	March 29	100
Assignment 6	<i>Set Design. Homework assignment 5: Scene design for Play 2</i>	March 31	100
Test 2	<i>Set Design</i>	April 12	50
Assignment 8	<i>Lighting Design. Homework Assignment 6: Recreate that Painting</i>	April 21	100
Assignment 9	<i>Lighting Design. Homework Assignment 7: Lighting Design for Play 2</i>	May 5	100
Test 3	<i>Lighting Design and Collaboration</i>	May 10	50
Critique Paper 2	Critique Costumes, Scenery and Lighting for the play <i>Romeo and Juliet</i>	May 10	100
Class Participation	Class participation (Lesson points)	Ongoing till May 10	50
Total:			1000

Critique Paper 1: answer to 4/6 questions on the set and costume design for *Hot and Throbbing*, Feb 23-27, March 1-5 at 7:30PM (Masquer Theatre) Mature themes and graphic language
Or

Dance in Concert March 23-26 (Montana Theatre)

Critique Paper 2 should review *Romeo and Juliet*, April 27-30, May 3-7at 7:30PM (Montana Theatre) 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 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
- 1 or 2 sheets of black, 1/8" thick, foam core for scene design project (you can also use recycled cardboard)

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 you should be reading and watching online on moodle

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

Date	Topic	Assignment / Activity	Points
Jan 26	Syllabus, Please read/watch all materials in <i>Lecture Day 1: Design and Production Jobs</i> .	Read <i>Design and Production Jobs</i> and <i>The Production Process</i> on Moodle under Day 1 module	
Jan 28 Feb 2	Please read/watch all materials in <i>Lesson 2 Understanding Character</i> under Day 2 module	Homework assignment 1: Psychology of clothing. Due on Feb 9 by 9am.	
Feb 4	Please read/watch all materials in <i>Lesson 3 Period Research</i> .		
Feb 9	Please read/watch all materials in <i>Lesson 4 Elements and Principles of Design and visual language</i> . Homework assignment 1: Psychology of clothing due by 9am	Homework assignment 2: Costume history scavenger hunt. Due on Feb 16 by 9am.	50
Feb 11	Please read/watch all materials in <i>Lesson 5 concept and analysis</i> . This lesson focuses on how to read a play from a costume designer point of view please complete before reading <i>The Shape of Things</i>	Read <i>The Shape of Things</i> by Feb 16 Homework assignment 3: Costume design. Due on Feb 25th by 9am	
Feb 16	Read <i>The Costume Designer</i> (you can read it as a book online on moodle or download it as a word document) Homework assignment 2: Costume history scavenger hunt due by 9am	Work on research for <i>The Shape of Things</i>	50
Feb 18 Feb 23	Please read/watch all materials in <i>Lesson 6: Costume Renderings and Line Drawings</i>	Work on line drawings and renderings for <i>The Shape of Things</i>	
Feb 25	Homework assignment 3: Costume design due by 9am	Take TEST 1 Costume Design on Moodle by 9am on Mar 1st.	100
Mar 1	TEST 1 Costume Design (take by 9am) Please read/watch all materials in <i>Lesson 7 Scene Design Intro</i>	Read item 4 and 5 in Stage Terminology (Readings) and <i>The Physical Stage and Auditorium</i> in Scene Design (readings)	50
Mar 3	<i>Lesson 8: Scene Design, Realism/abstraction</i> Realism versus abstraction.	Read " Present Laughter " on Moodle under Scene Design, by March 8 th .	

Mar 8 Mar 10	Lesson 9: Scene Design, Drafting a Ground Plan	Research images for "Present Laughter" and write concept statement and scenery needs (do not turn in till Nov 5th) Homework Assignment 4: Scale Ground Plan. Due on March 22	
Mar 15 Mar 17	Lesson 10: Scene Design, Perspective	Work on Homework Assignment 4: Scale Ground Plan. Due on March 22	
Mar 22 Mar 24	Homework Assignment 4: Scale Ground Plan Lesson 11: Scene Design, Model building	Gather materials for model building and build model for Homework assignment 5: Scene design due March 31st by 9am	100
March 29	Critique paper 1 due	Read <i>The Set Designer</i> on Moodle in Scene Design (Readings) and take TEST 2 on Scene Design on Moodle by 9am on Apr 12	100
March 31	Homework assignment 5: Scene design.		100
Apr 4- 10	SPRING BREAK		
Apr 12	TEST 2 on Scene Design Lesson 12: Lighting Design basics visibility, direction, mood.		50
Apr 14	Lesson 13: Lighting Design, color and mood	Homework Assignment 6: Recreate that painting. Due on Apr 21	
Apr 19	Lesson 14: Lighting Design, concept and paper work.	Read <i>The Lighting Designer</i> on Moodle in Lighting Design (Readings) Work on lighting concept for assignment 8	
Apr 21	Homework Assignment 6: Recreate that painting Lesson 15: Lighting Design 4 Light Plot	Work on Light Plot Homework Assignment 7: Lighting Design for Play 2 due on May 5th by 9am	100
Apr 26	Lesson 16: Lighting Design 5 (sketches)	Read Drawings of "dramatic moments" and Light and Dark Studies of a "simple set" and look at the examples	
Apr 28 May 3	Lesson 17: Lighting Design 5 (projections and dance)	Work on Homework Assignment 7: Lighting Design for Play 2 due May 5th by 9am	
May 5	Homework Assignment 7: Lighting Design for Play 2	Test 3 will open on May 5th you are free to take it till May 10th by 9am	100
May 10	Critique Paper 2 and online TEST 3 on Lighting Design. Also last day to gain Class participation (Lesson points)	Due by May 10th by 9am PARTV Building Room 198 in the box in front of the door.	100 50 50