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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 SS254

Instructor: Alessia Carpoca

Office hours: by appointment or Tue-Thur 9:00-10:15 PARTV 198

Phone: 406 2434481 (please do not leave a message asking to be called back, send me an email !)

Email: alessia.carpoca@mso.umt.edu (this is the fastest way to reach me, and remember to specify if you are enrolled in the regular or online section of this class)

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. Do not talk during class unless you are contributing to the discussion.
2. PHONES: Turn them off. Not on vibrate, off. No exceptions, No texting. Zilch, Nada, Nope. Any violation of this policy during classes may reduce your final grade.
3. **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.
4. **Any work not turned in will be assigned zero points rather than an F grade.** Work is due in class on the day specified in this syllabus or if you are unable to attend class by 5pm either in my office or uploaded to moodle. **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)
5. 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.
6. **Each student will be responsible for submitting 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.**

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 on Moodle:

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.

PLEASE TAKE NOTE THAT YOUR FINAL CRITIQUE PAPER is DUE ON DEC 14 by 10am. It is your responsibility to turn it in on time and this assignment will be graded immediately due to finals schedule.

Grade Weight:

Assignment 1	<i>Costume Design. Homework assignment 1:</i>	Sep 14	50
Assignment 2	<i>Costume Design. Homework assignment 2: Costume Design for Play 1</i>	Sep 26	100
Test 1 online	<i>Costume Design</i>	Sept 28 by 9am	50
Assignment 3	<i>Set Design. Homework Assignment 3: Scale Ground Plan.</i>	Oct 12	100
Assignment 4	<i>Set Design. Homework assignment 4: Scene design for Play 2</i>	Oct 24	100
Test 2 online	<i>Set Design</i>	Oct 26 by 9am	50
Critique Paper	<i>Critique the Costume and Scenery for AS YOU LIKE IT</i>	Nov 2	100
Assignment 5	<i>Lighting Design. Homework Assignment 5: Recreate that painting</i>	Nov 14	100
Assignment 6	<i>Lighting Design. Homework Assignment 6: Lighting Design for Play 2</i>	Nov 21	100

Test 3 online	<i>Lighting Design</i>	Nov 28 by 9am	50
Assignment 7	<i>Production Design. Homework Assignment 7: Production Design Film Response</i>	Dec 5	50
Assignment 8	<i>Production Design. Homework Assignment 8: Storyboard</i>	Dec 12	50
Critique Paper 2	Critique Costumes, Scenery and Lighting for the play <i>PETER AND THE STARCATCHER</i> or <i>DANCE UP CLOSE</i>	Dec 14 by 10am	100
Total:			1000

Critique Paper 1 will require you to answer to **4/6 questions** on the set and costume design for *AS YOU LIKE IT*, October 11-15, 18-22, 2017, Masquer Theatre.

Critique Paper 2 should review *PETER AND THE STARCATCHER* November 21, 24-26, 29-December 3, 2017, Montana Theatre **and focus on** scenery, costume and lighting design (**2 to 3 pages**).

OR

Critique Paper 2 should review *DANCE UP CLOSE* November 10-11, 2017 at 7:30pm, Masquer Theatre **and focus on** scenery, costume and lighting design (**2 to 3 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 12:00 am-5:00 pm and 1 hour 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
- 1- 2 sheets of black 1/8" thick, foam core for the 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.

Date	Topic	Assignment / Activity	Points
8/31	Introduction, syllabus, <i>Lecture Day 1: Design and Production Jobs</i> . Drawing on the Right side of the Brain. Class exercise: Cinderella	Read <i>Design and Production Jobs</i> and <i>The Production Process</i> on Moodle under QUIZ. Today's lecture can be found close to the top of the moodle home page.	
9/05	<i>Lecture: Costume Design 1</i> 9 Classification of characters. Class exercise: Character Sketch Treasure Hunt		
9/07	<i>Lecture: Costume Design 2.</i> Research materials. Class exercise: periods and shapes.	Homework assignment 1: Understanding period. Due on Sept 14 in class or by 5pm	
9/12	<i>Lecture: Costume Design 3.</i> Elements and Principles of visual language. Class exercise: Emotions, mood and fabric		
9/14	Homework assignment 1: Understanding period <i>Lecture: Costume Design 4</i> (Costume project) Reading a play, finding a concept. Class exercise: Concepts	Read <i>The Shape of Things</i> by Sept 20. Homework assignment 2: Costume design. Due on Sept 26 in class or by 5pm	50

9/19	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>	
9/21	Lecture Day 6: Costume Design 5 Costume Renderings and Line Drawings	Work on renderings for <i>The Shape of Things</i>	
9/26	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 <i>The Costume Designer</i> on Moodle under Costume Design, readings then take TEST 1 Costume Design on Moodle by 9am on Sept 28th.	100
9/28	TEST 1 Costume Design take by 9am Lecture: <i>Scene Design 1</i> Class exercise: theatre terminology	Read item 4 and 5 in Stage Terminology (Readings) and <i>The Physical Stage and Auditorium</i> in Scene Design (readings)	50 online test
10/03	Lecture: <i>Scene Design 2</i> Realism versus abstraction. Primary and secondary research for set. Class exercise: Guess the theatre, show and mood. Class exercise on theatre types and shows	Read "Present Laughter" on Moodle under Scene Design, Readings by Oct 05.	
10/05	Lecture: <i>Scene Design 3(Sketching)</i> Discuss " Present Laughter " Class exercise: reading for clues	Write concept statement and scenery needs, also research images for "Present Laughter" do not turn in till Oct 24 when the full scene design project is due.	
10/10	Class exercise on GP (please bring a scale ruler, sketchbook, pencil and ruler)	Homework Assignment 3: Scale Ground Plan. Due on Oct 12 in class or by 5pm.	
10/12	Homework Assignment 3: Scale Ground Plan Lecture: <i>Scene Design 4 (perspective)</i> Class exercise: perspective sketch	Gather materials for model building and finish set sketch	100
10/17	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 Oct 24th in class or by 5pm	
10/19	Work day on model	Work on model for Homework assignment 4: Scene design. Due Oct 24th in class or by 5pm	
10/24	Homework assignment 4: Scene design. <u>Class meets in the lobby of the Montana Theatre</u>	Read <i>The Set Designer</i> on Moodle in Scene Design (Readings) and take TEST 2 on Scene Design on Moodle by 9am on OCT 26th	100
10/26	TEST 2 Lecture: <i>Lighting Design 1</i> Basics of Lighting Design: visibility, direction, mood Class exercise: visibility, angles	Homework Assignment 5: Recreate that painting Due Nov 14th in class or by 5pm	50 online test
10/31	Lecture: <i>Lighting Design 2 (color)</i> Class exercise: Color, mood and fabric		
11/02	Lecture: <i>Lighting Design 3 (Concept)</i> Concept and paper work. Discuss lighting for Play 2. <u>Critique Paper 1 due</u>	Read <i>The Lighting Designer</i> on Moodle in Lighting Design (Readings) Develop a lighting concept and a list of necessities	100
11/07	Lecture: <i>Lighting Design 4 (light plot)</i> Lighting your specific set. Develop a Light Plot. Virtual Light Lab	Start working on your light plot. Homework Assignment 6: Lighting Design for Play 2 due Nov 21 in class or by 5pm.	
11/09	Collaboration discussion and Class exercise		
11/14	Homework Assignment 5: Recreate that painting Lecture: <i>Lighting Design 5 (sketches)</i> Light and Shadow Sketch exercise	Read Drawings of "dramatic moments" and Light and Dark Studies of a "simple set" and look at the examples on Moodle	100

11/16	Lecture: <i>Lighting Design 6 (dance lighting)</i> Portfolio and presentation tools and skills lecture	Work on Homework Assignment 6: Lighting Design Project	
11/21	Work day on Homework Assignment 6: Lighting Design Project due by the end of the class period		100
11/28	TEST 3 on Lighting Design Lecture: <i>Production Design 1, intro and history (film versus TV)</i>		50 online test
11/30	Lecture: <i>Production Design 2 (Camera angles and movements)</i>	Homework Assignment 7: Production Design Film Response due on Dec 5 th in class or by 5pm.	
12/05	Homework Assignment 7: Production Design Film Response Lecture: <i>Production Design 3 (pre-production)</i>		50
12/07	Blocking and storyboard in class exercise	Homework Assignment 8: Storyboard due on Dec 12 <u>in class</u>	
12/12	Storyboard due by the end of the class period.	Finish critique paper 2 and turn in on Dec 14 th by 10am	50
12/14	Final: Critique Paper 2 due	Due to my office or online by Dec 14th by 10am PARTV Building Room 198 in the box in front of the door.	100