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### THTR 350.01: Scene Design I

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## **Scene Design I**

Course #: THTR 350.01  
Credit: 3  
Time: Mon, Wed 8:30-9:50  
Room: PARTV 190  
Instructor: Alessia Carpoca  
PARTV Building Room 198  
531-5836 (cell, texting OK)  
[alessia.carpoca@mso.umt.edu](mailto:alessia.carpoca@mso.umt.edu)

Office Hours: Tue, Thur 9:00-10:15

Required Text: "The Dramatic Imagination" by Robert Edmond Jones  
"Ways of Seeing" by John Berger  
"The Aesthetics of Stage Design"  
"The Challenges faced by stage designers"  
"Antigone" Sophocles  
"The Foreigner" Larry Shue  
"The Cherry Orchard" Anton Chekhov

Recommended Text: "Architectural Sketching and Rendering"  
edited by Stephen Kliment

### **Course Description:**

This course is designed to offer students beginning scene design skills. Topics will include: design concept and development, composition, line and color, design presentation and research. Students will learn the design process and then participate in the process by designing one to two separate plays over the semester. Completed designs will include: written design concept, research material and documentation, rough pencil sketches, perspective sketch(s) and finished rendering(s).

### **Course Objectives:**

This course will prepare students towards becoming professionals in the field of scene design, giving them knowledge and experience towards working, communicating and developing scene designs.

### **Class Policies:**

1. 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.
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. The instructor will make any effort to accommodate students with disabilities. Please talk to me.
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. Late work will not be accepted past Dec 15 at 2:00pm.**

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.

*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](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.

**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:**

<b>Due date</b>		<b>Points</b>	
<b>Assignment 1</b>	<i>Scene Design Play 1</i>	Oct 30	300
<b>Assignment 2</b>	<i>Scene Design Play 2</i>	Dec 14 <b>8:10-10:00</b> late work will <b>NOT</b> be accepted past this date	400

<b>Class exercises</b>	1 Research treasure hunt 2 Mood and emotions 3 Line (sketches) 4 Paper model 5 Rendering	Sept 13 Sept 18 Sept 25 Oct 4 Oct 16	50 25 25 50 50
<b>Class participation</b>			100
<b>Total:</b>			1000

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

- Soft pencils (2B)
- Erasers (kneaded grey) and sharpener
- A decent sketchpad bigger than 8.5 x 11 inches for class exercises.
- 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
- *sheets of black, 1/8"thick, foam core*
- *model building supplies will discuss 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

	<b>Topic</b>	<b>Assignment / Activity</b>	<b>Points</b>
09/6	Introduction, Role of the Scenic Designer	Read "The Dramatic Imagination" by next class period	
9/11	Discussion of text Lecture 1: Intro to Scene Design	Read "Ways of Seeing" <b>Exercise 1 Research treasure hunt due Sept 13th</b>	
<b>9/13</b>	Discussion of text Lecture 2: Scene Design 1 <b>Exercise 1 Research treasure hunt</b>	<b>Exercise 2 (Mood and emotions) due Sept 18.</b> Also read "The Aesthetics of Stage Design" and "The Challenges faced by Stage Designers"	<b>50</b>
<b>9/18</b>	<b>Exercise 2 (Mood and emotions)</b> discuss pictures	<b>Read Antigone by Sept 20</b>	<b>25</b>
9/20	Line (exercise)	Work on <b>Exercise 3 (2 sketches for Antigone due on Sep 25)</b>	
<b>9/25</b>	<b>Exercise 3 (Sketches)</b> Visualization of space (model exercise in class)	Read " <i>The Foreigner</i> " by Sept 27th	<b>25</b>
9/27	Designer process-Script Lecture 3: Scene Design 1 Discuss "The Foreigner"	Work on research and concept for "The Foreigner"	

10/2	Designer process-Research and Concept (present research and concept for the Foreigner)	<b>Exercise 4 (Paper sketch model for Antigone) due Oct 4th</b>	
<b>10/4</b>	<b>Exercise 4 (Paper sketch model)</b> Designer process-Thumbnails	Work on thumbnails	<b>50</b>
10/9	Designer Process-Sketches	Work on full sketches <b>Exercise 5 (Rendering) due Oct 16th</b>	
10/11	<i>Designer process-Drafting</i>	Work on drafting	
<b>10/16</b>	<b>Exercise 5 (Rendering)</b> Design Process-Sketch model	Work on drafting and model	<b>50</b>
10/18	Design Process- revised Sketch model <i>Mike Fink</i>		
10/23	Design process-revised drafting <i>Mike Monsos</i>		
10/25	<u>NO CLASS</u>		
<b>10/30</b>	<b>Present white model, drafting, concept and research for Play 1</b>	Read script #2 TBA	<b>300</b>
11/1	Discuss play 2	Work on research and concept and thumbnails	
11/6	<i>Present research, concept and thumbnails</i>		
11/8	Present sketches		
11/13	Work day on drafting		
11/20	Present initial drafting		
11/27	Present sketch model		
11/29	Work day on model		
12/4	Work day on model (details and furniture)		
12/6	Present white model		
12/11	Painting the model (please make sure to bring at least 1 finished model piece to paint in class)		
12/14	<b>Final project:</b> Set design for play 2 present-finish model, concept statement, drafting and research  Class participation	<b>8:10-10:00 Tuesday Dec 14<sup>th</sup> PARTV 190</b>	<b>400</b>  <b>100</b>