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Fall 9-1-2017

THTR 355.01: Computer Aided Drafting and Application for Theatre

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COURSE SYLLABUS

THTR 355-01-FALL 2017
COMPUTER AIDED DRAFTING FOR THEATRE-3CR

CLASS SESSIONS: MONDAY, WEDNESDAY - 12:30p to 1:20p
MCGILL 213

PROFESSOR:

Mark Dean
Office- PAR/TV, Rm. 193,
Phone-243-2879
mark.dean@umontana.edu

Mark Andrews
PAR/TV, Rm. 131
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OFFICE HOURS:

1:00p to 2:30p on T and TR

T, TR, 10:20a-10:50a
F 11:00a-1:00p

These office hours are scheduled weekly except when work on University productions or other School commitments prohibits. Please feel free to make appointments or stop by at other times.

GOALS AND OBJECTIVES:

The purpose of this course is to expand upon the knowledge students gained in THTR 255 and develop an understanding of how to use effectively Computer Aided Drafting and Design tools used in the creating of theatrical scenic, lighting and sound designs. Students will be asked to create many different drawings using the skills they learn on the computer.

The work for this class is designed to sequentially develop the student's understanding and skills. Therefore it is of extreme importance that all students complete the assignments according to the class schedule.

Students should:

- Build upon and improve the skills gained from an undergraduate education
- Refine and improve ones individual use of Computer Aided Drafting and Design processes

GRADING:

The grading for this course is rooted in the objectives stated above. The measurement or assessment of the students' success in meeting these objectives is determined at the end of a semester in their ability to draft quality projects. And in so doing they must demonstrate:

- Ability to meet all deadlines and requirements for the course
- Preparation for class as evidenced by knowledge gained from previous assignments and assigned readings; organization of work; and timely execution of drafting projects
- Increased skill in computer drafting: speed, accuracy, efficiency, and understanding of computer software
- Ability to approach work with increased independence, efficiency, and creative thinking.
- Complexity of work attempted by the students in relationship to their skill level.

Note: The highest level of success is based on the student's ability to demonstrate through process and product a significant level of understanding of all theories and an ability to utilize them effectively, appropriately, and aesthetically in their creation of computer drafting.

Final grades for this course will be based on the following

9/13	Simple Room-2D	25 points
9/27	Simple Room-3D	50
10/11	Light Shop-2D	75
10/18	Light Shop-3D	100
11/1	005 Plot-2D	75
11/8	005 Plot-3D	100
11/20	Masquer Plot-2D	75
11/27	Masquer Plot-3D	100
12/6	Montana Plot-2D	100
12/19 10:10am	Montana Plot-3D	200
	Attendance and Participation	100
	Total-----	1000 points

Since the completion of many of these projects is dependent upon the completion of the preceding projects, projects turned in to the professors after the due date will not be accepted for grading.

Extra credit is possible and encouraged by the professors, but the student must receive the instructors' permission before starting a project that is to be used for extra credit.

REQUIRED MATERIALS:

32 GB (minimum) Flash Drive memory stick
Architect's Scale Ruler (not an Engineer's ruler)

PROJECTS AND REQUIREMENTS:

- Project I – Simple Room 2D** - A handout will be given to provide details of this project. Each student will draft the project using separate layers, established drafting conventions, and any additional information to help clarify the finished project. 25 pts
- Project II – Simple Room 3D** – Using the previous project as a basis, each student will adapt the room to a three-dimensional environment. Each student will discover the tools, including hybrid objects, in order to finalize this project. 50 pts
- Project III – Light Shop 2D** – As a group, all students will collaborate to determine the agreed upon measurements of the room. Each student will then create a two-dimensional ground plan of the light shop (PAR/TV 131). Walls, doors, counters, cabinets and lighting grid should be drawn. 75 pts
- Project IV – Light Shop 3D** - Using the previous project as a basis, each student will adapt the room to a three-dimensional environment. Each student will discover the tools, including hybrid objects, in order to finalize this project. Each student will create a template of the light shop for future use. 100 pts
- Project V – Open Space 2D** - A handout will be given to provide details of this project. Each student will draft the needed lighting equipment using separate layers, established drafting conventions, and any additional information to help clarify the finished project. Students will also be responsible for the creation of a Hook-up schedule and a Magic Sheet for the created finalized light plot. 75 pts
- Project VI – Open Space 3D** - Using the previous project as a basis, each student will adapt the lighting plot to a three-dimensional environment. Each student will discover the tools, including hybrid objects, in order to finalize this project. 100 pts
- Project VII – Masquer 2D** – A handout will be given to provide details of this project. Each student will draft the needed lighting equipment using separate layers, established drafting conventions, and any additional information to help clarify the finished project. Students will also be responsible for the creation of a Hook-up schedule and a Magic Sheet for the created finalized light plot. 75 pts
- Project VIII – Masquer 3D** - Using the previous project as a basis, each student will adapt the lighting plot to a three-dimensional environment. Each student will discover the tools, including hybrid objects, in order to finalize this project. 100 pts
- Project IX – Montana 2D** – A handout will be given to provide details of this project. Each student will draft the needed lighting equipment using separate layers, established drafting conventions, and any additional information to help clarify the finished project. Students will also be responsible for the creation of a Hook-up schedule and a Magic Sheet for the created finalized light plot. 75 pts

Project X – Montana 3D - Using the previous project as a basis, each student will adapt the lighting plot to a three-dimensional environment. Each student will discover the tools, including hybrid objects, in order to finalize this project. 75 pts

SCHOOL OF THEATRE & DANCE POLICIES

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 *Student Handbook* is available online at “<http://www.umt.edu/umarts/theatredance/About/default.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 affect negatively a student’s grade.

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 policy is available at the following web address “http://www.umt.edu/vpsa/policies/student_conduct.php”

STUDENTS WITH SPECIAL NEEDS

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. For more information, please consult the *Disability Services for Students* website. “<http://life.umt.edu/dss/>”