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Fall 9-1-2017

THTR 550.01: Graduate Scene Design

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Graduate Scene Design

Course #: THTR 550.01
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

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:

A lecture and projects course to develop principles in set design for the stage. The emphasis on the design process will include text interpretation, sketching and model building techniques.

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.

Writing Component: Each student will be responsible for a note book/resource file, for each play. This notebook will document in separate sections individual analysis of the script, class discussions, group discussions, graphic sources and supporting research (social, economic, political etc) From the notebook students will develop a free writing draft, outlining their concept of each project. This draft will discuss the metaphor discovered in the research and the students' design concept of the play. The draft will be shared with the rest of the class. The student will then revise the draft to a finished typed position paper solidifying their personal concept and design direction. This will result in a finished colored model for play 2 and 3. **A final Design Package will result. It will include: a notebook/resource file, sketches, concept paper and set model.**

Scenery Definitions:

A "Set" shall include but not be limited to: architectural design of the performance space, together with its surface treatment, masking, properties including hand properties (but not including costume accessories), furniture, set dressing, visible transitions, projected images and special effects related to it.

"Preliminary Design is defined as including a floor plan with measurements and a front elevation sketch or preliminary model exhibiting proportion and size, noting special treatment, mechanical devices or such additional information as to enable the theatre to estimate cost, on the understanding that the Preliminary designs reflect discussions among the designer, the director and the theatre.

"Completed Design" is defined as including coloured renderings and/or working scale model(s), accurate scale floor plan(s) and section(s), basic technical drawings detailing all scenic elements, painting elevations or equivalent, complete props list indicating colour and dimensions, a list of special effects, and

any additional details pertaining to overall design sufficient for detailed costing and realization. Completed Design information shall be supplied to any other designers as requested.

"Approved Design" is defined as the Completed Design with all modifications and changes made to the satisfaction of the director, theatre, and designer, and which have been initialled and dated by the parties hereto. Commencement of the construction or implementation of any portion of the design shall also be deemed approval of that portion of the design.

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.

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.

Grade Weight:			Points
Assignment 1	<i>Scene Design Play 1</i>	Oct 30	300
Assignment 2	<i>Scene Design Play 2</i>	Dec 14 8:10-10:00 late work will NOT be accepted past this date	400
Class exercises	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
Class participation			100
Total:			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.

	Topic	Assignment / Activity	Point
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" Exercise 1 Research treasure hunt due Sept 13th	
9/13	Discussion of text Lecture 2: Scene Design 1 Exercise 1 Research treasure hunt	Exercise 2 (Mood and emotions) due Sept 18. Also read "The Aesthetics of Stage Design" and "The Challenges faced by Stage Designers"	50
9/18	Exercise 2 (Mood and emotions) discuss pictures	Read Antigone by Sept 20	25
9/20	Line (exercise)	Work on Exercise 3 (2 sketches for Antigone due on Sep 25)	
9/25	Exercise 3 (Sketches) Visualization of space (model exercise in class)	Read " The Foreigner " by Sept 27th	25
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)	Exercise 4 (Paper sketch model for Antigone) due Oct 4th	

10/4	Exercise 4 (Paper sketch model) process-Thumbnails	Designer	Work on thumbnails	50
10/9	Designer Process-Sketches		Work on full sketches	Exercise 5 (Rendering) due Oct 16th
10/11	<i>Designer process-Drafting</i>		Work on drafting	
10/16	Exercise 5 (Rendering) Design Process-Sketch model		Work on drafting and model	50
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>			
10/30	Present white model, drafting, concept and research for Play 1		Read script #2 TBA	300
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	Final project: Set design for play 2 present-finish model, concept statement, drafting and research Class participation		8:10-10:00 Tuesday Dec 14th PARTV 190	400 100