

University of Montana

ScholarWorks at University of Montana

Syllabi

Course Syllabi

Fall 9-1-2017

THTR 556.01: Graduate Rendering Techniques

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 556.01: Graduate Rendering Techniques" (2017). *Syllabi*. 5630.

<https://scholarworks.umt.edu/syllabi/5630>

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 556 Graduate Rendering Techniques

Mon-Wed 12:30-1:50pm

MCGILL Room 215 Fall 2017

Prereq. Consent of Instr.

Instructor: Alessia Carpoca

Phone: 406 5315836

Office Hours: Tue-Thu 9:00-10:15 PARTV 198 or by appointment please email me

e-mail: alessia.carpoca@mso.umt.edu

COURSE DESCRIPTION:

This course focuses on the major painting and digital mediums, styles of illustration, and techniques utilized in the visual presentation of scenic, costume, properties, and lighting designs for the theatre. The student will develop artistic skills and documentation techniques through studio work in drawing, painting and digital rendering.

COURSE OBJECTIVES:

The Objectives for Graduate Rendering are: mastery of a full range of media is essential in order to develop and communicate design ideas effectively. Each of the four major media, watercolor, gouache, pastel and colored markers, offers a different avenue for exploring a design concept - with dramatically different results. Objectives towards that end are:

1. To introduce to the student the knowledge of various media and techniques used in theatrical rendering.
2. To gain comprehension concerning the various dramatic and expressive elements of rendering, including use of light and dark, line and shading, 3-dimensional illusions, perspective, theories of color, and paper choices.
3. To know a foundation of artistic terminology thereby creating knowledge of significant vocabulary associated with rendering and theatre.
4. To apply presentation delivery of artistic and creative ideas.

Text(s):

For the nature of this class, there is no textbook. However, some research in the library maybe be needed. This class also has a Moodle supplement page where you will find plenty or resources, handouts and examples.

METHODS OF TEACHING AND EVALUATION:

The course will be taught through demonstrations and work in class. Evaluation will be based on participation in classroom activities and projects completed in a timely fashion.

There will be a total of 13 projects to be completed during the semester plus a final project in the area of scenery, costume or lighting to be completed for finals.

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://www.umt.edu/vpsa/policies/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.

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

Class policies and attendance:

1. This is a laboratory class. I will show various methods and techniques, and then the student will explore the possibilities of the media through copy work and original designs.
2. Email - Each student is required to establish a university email account AND check it. Do this TODAY if you do not already possess an account. This class uses a Moodle supplement, without your university email will not be able to log in to Moodle.
3. Good attendance is a good idea. Absences must be limited to reasons of illness or serious emergency and must be excused by the instructor. Your grade will drop one full letter grade after 3 unexcused absences. I expect you to be here for ALL meetings...

Course Requirements and Grading:

Grades will be based upon projects explained and demonstrated during class lectures. Rendering techniques are more hands on and less theory than design.

Grades will be assigned based upon the accumulation of points, with each assignment or activity worth the assigned value:

Technique practice and samples, including:

Homework	Points
Assignment 1: 2 Monochromatic drawings of fabric in pencil charcoal or graphite due Feb 2	50
Assignment 2: 1 Box set perspective drawings with pencils shadows due Feb 9	100
Assignment 3: 2 wet-blended, 1 graduated, 2 salt experiments 1 monochrome wash, due Feb 16	50
Assignment 4: 2 Light and dark values of a box set Feb 23	50
Assignment 5: 1 Digital Rendering due March 3	100
Assignment 6: 2 Scenery sketches with markers due March 22	50
Assignment 7: 1 Landscape due Mar 22	50
Assignment 8: Gouache or Acrylic tba due March 29	100
Assignment 9: 2 kinds of fabric rendered with mixed media due April 12	50
Assignment 10: 1 rendering of choice using mixed media due April 12	100
Assignment 11: EITHER 2 lighting pastel sketches on black paper, OR 2 acrylic Costume rendering on dark background due Apr 19	100
Assignment 12: 2 watercolor Lighting sketches due Apr 21	50
Assignment 13: 1 Costume renderings with markers due April 28	50
Assignment 14: Final Project due Thursday May 12 8:00to 10:00 am	100

REQUIRED TOOLS:

- Watercolors either KOI or Windsor/Newton
Both available at the bookstore 12 KOI (\$21.80) 18 KOI (25.99)
12 W/N (\$18.00) 14 W/N (25.20)
- soft pencils (Std.#2 or softer), erasers
- Markers, crayons, or something that makes a big indelible mark.
- Brushes (Discuss and see samples)
- Water containers, rags
- Spray fixative (discuss..)
- a paper stretcher

RECOMMENDED TOOLS:

- a proper palette or a white dinner plate
- a "brush hanger" to hold wet brushes without bending bristles.
- a couple of toothbrushes
- a small natural sponge

PAINT: If you do have more than 20\$ for paint buy THESE WATERCOLOURS instead of a box set as single tubes not cakes:

- Paynes grey, A neutral "lavender" grey, Thalo blue, Ultramarine blue, Hookers Green, Viridian, Burnt Sienna, Raw Sienna, Burnt Umber. Raw Umber, Cadmium or spectrum red, Vermillion. Scarlet or Crimson lake or Alizarin crimson, Yellow ochre, and Cadmium yellow medium. Buy the best quality you can afford.

PAINT - OWN THESE ACRYLIC COLOURS:

- White, Black, and the colors listed above or similar.

REQUIRED MATERIALS:

- Canson multi-purpose with tooth
- Watercolor: Arches or better, 90 lb or better
- paper tape for stretching watercolor paper, or a paper stretcher
- masking tape or painters tape, and transparent tape
- cheap tracing paper or flimsy paper ("onionskin")

WORKSPACES FOR DRAWING AND SKETCHING

Have a board or hard surface that is bigger than your paper. This surface should either be portable or on a vertical easel, so that you can view your work as if on a wall. For sketching in the field the cardboard binding of a sketchpad is often backing enough, but you may want a small portable drawing board. Have a container for your tools.

Date	Lecture/In class work	Homework	Points
09/6	Intro to Rendering: seeing and drawing tridimensional shape. Discussion of materials and supplies. <i>In class exercise on value scale and Pissarro' shapes</i>		
9/11	Light, shade, shadow and value with pencil rendering. <i>In class exercise copy fabric</i>	Assignment 1: 2 Monochromatic drawings of fabric in pencil charcoal or graphite due Sept 13	
9/13	Assignment 1 due. Stretching paper, watercolor basics, brush strokes. Wash explanation. Graded wash, wet in wet, dry brush For the next class read <u>Beginning Watercolor Exercises: paper, illustration board, paint (WASHES)</u>	Assignment 2: 2 wet-blended, 2 salt experiments, 1 monochrome wash (a costume rendering in watercolor using different values of the same color) Sept 20	50
9/18	Work in class on assignment 3		
9/20	Assignment 2 due. Monochrome wash with lifted wash: we will paint in class For this class read layered single colour exercise	Assignment 3: 2 Light and dark values of a box set (given) Sept 27	50
9/25	Work in class on assignment 3	Work on Assignment 3	
9/27	Assignment 3 due Digital Rendering workshop 1	Assignment 4: 1 Digital Rendering (set, costume or lighting) due March 3	50
10/2	Digital Rendering workshop 2		
10/4	Digital Rendering workshop 3	Assignment 4: 1 Digital Rendering due Oct 9th	
10/9	Assignment 4 due Natural Landscapes and Texture in watercolor and pastels.	Assignment 5: 1 Landscape due Oct 16th	100
10/11	Work on Assignment 5		
10/16	Perspective basics. Sketching objects in perspective: basic		

	shapes and rules. For this class read <u>simple perspective</u> .		
10/18	Perspective and sketching for Set Design. Look at set design sketches samples. In class exercise on perspective (I will bring groundplans to translate into a perspective sketch)	Assignment 6: 1 Box set perspective drawing with pencils shadows due Sept 25	
10/23			
10/25	Rendering perspective. Using markers to quickly set the mood on a Scenery sketch (Mike will bring some of his sketches)	Assignment7: 2 Scenery sketches with markers due Oct 30	100
10/30	Using an opaque medium (painting with 3 tones) Gouache and/or Acrylics <i>In class exercise on gouache (room with chair)</i>	Assignment 8: Gouache or Acrylic due November 6th	
11/1	Work in class		50
11/6	Assignment 8 due. Mixed media fabric textures. Work on copying a complex fabric for costume rendering or a complex wallpaper for a painting elevation.	Assignment 9: 2 kinds of fabric rendered with mixed media due November 13	
11/8	Mixed media (Hair, skin tones, sand stone, adobe & brick, stone masonry, stone walls etc...)		100
11/13	Dark and complex backgrounds (Acrylics and Pastel pencils) Discuss lighting sketches in pastels over black paper. Final project ideas and discussion.	Assignment 11: EITHER 2 lighting pastel sketches on black paper, OR 2 acrylic Costume rendering on dark background due Apr 19	
11/15			
11/20			
11/22			50 100
12/4	Lighting in watercolor	Assignment 12: 2 watercolor Lighting sketches due Apr 21	
12/6	Work in class		100
12/11	Using markers for Costume sketches. Costume sketches will be provided in class.	Assignment 13: 1 Costume renderings with markers due April 28	50
12/	Work on costume sketches in class		
12/	Digital workshop 4		50
12/14	Work on final project		
	Work on final project		
	Assignment 14: Final project is due and will be shown in class	10:10-12:00 Tuesday Dec 14th PARTV 190	100