

Fall 9-1-2000

# DRAM 103.01: Introduction to Theatre Design

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INTRO TO DESIGN - DRAM103  
Fall 2000

Instr.: Patti Henry  
PARTV 192, ext. #5138

## **SYLLABUS**

### **CLASS OBJECTIVE:**

This class will introduce the theatre and non-theatre student to the basic elements of design. We will then apply our incipient knowlege to collaborative projects in scenic, costume and lighting design for the theatre.

Class format -- informal lecture; in-class and out-of-class projects; presentation of individual and collaborative work.

TEXT: Fac Pack

### **MATERIALS YOU WILL NEED:**

Art materials - packet available in the bookstore. Includes:  
sketchbook, watercolor pad, watercolors (w/brush), 1" wash brush,  
5 sheets of black paper, grey mounting board , uhu glue stick

### **ATTENDANCE/ LATE WORK**

Since this class is largely project oriented, attendance is critical.  
25 points of the point total will be for attendance (one point per class)

Late Projects -- will automatically drop that project's grade.

\*\*\* If you do not show up for a collaborative presentation, you will receive a zero for that project

GRADING - A preliminary breakdown of projects and points per:

#### **2 Quizzes**

objective, short-answer quizzes on reading & material covered in class. Possible pop quiz later in term.

**Elements of Design - 3 Projects @ 10 pts each**  
projects on LINE, COLOR, TEXTURE

#### **Midterm Portfolio -- 20 pts**

Your midterm portfolio will consist of your sketchbook, which will include all in-class projects and sketching assignments.

#### **After Magritte or Les Precious Ridicules - 10 pts**

Collaborative project. Students assigned as scenic or costume designer. You will be graded on your research, collaborative input, the quality and presentation of the project

#### **Final/Music Project -- 10 pts**

Collaborative project; design costumes and lighting for a piece of music (think DANCE)

#### **2 Play Critiques/1 Dance Critique -- 5 pts. ea. (15 pts total)**

These will be written critiques addressing specifically scenic design, costume design or lighting design. See critique instructions.

**Extra credit - variable**

- opportunities for extra credit will be made available to the class from time to time.

**Your grade will be based on a percentage of the total points possible:**

94% + = A

87% + = B

75% + = C

60 % + = D

**\*\*Late Projects** - will automatically drop that project's grade

**TENTATIVE WEEKLY AGENDA - through November**

**SEPTEMBER**

- 5 7 What is design. *Why Man Creates*. dream house
- 12 14 Definitions. dream house ideas in class  
Line. Picasso. assign read R.E.J.
- 19 21 more Picasso. Scenery slides. Assign Line Project  
Discuss R.E.J. Scene Design process. Star Trek?
- 26 28 Scene Design process (cont.). Star Trek?  
bring H2O colors next class  
Watercolor - Quiz #1 Review

**OCTOBER**

- 3 5 Quiz #1. Costume Design lecture (guest)  
Watercolor. Assign Color project
- 10 12 Watercolor.  
Lighting Lecture. Lighting Storyboards (bring black paper)
- 17 19 Quiz #2 Review. Texture. Assign Texture/Model project.  
Quiz #2. the script - cronopio, havana, mamet
- 24 26 Assign read play.  
Model presentations
- 31 Model presentations. Collect sketchbooks. Assign  
research collage

**NOVEMBER**

- 2 Research due. Work with partner
- H 9 Preliminaries due. Work with partner
- 14 16 Work with partner  
Play presentations begin
- 21 cont. Play presentations

**THANKSGIVING!**