

Technical Theatre II/III/IV: Scenic Design
Spring 2006
Instructor: M. Scott Tatum

Course Description:

This class is designed for advance theatre students who are interested in the field of scenic design or to those who would like to enhance their theatrical skills. In this course the student will be introduced to the role of scenic designer through the design process, which includes play analysis, researching skills, period and style, designing problems, rendering and construction skills, organization skills, and an understanding in the principles and elements of design. The course involves class lectures and studio/lab projects. It is hope that by the end of the course the student will achieve greater understanding in scenic design for personal growth in this area or as supporting knowledge to other theatrical areas. The students of this course will demonstrate, through projects and classroom work, the confidence and knowledge necessary to function in many different environments including, but not limited to, the facility of the McCallum Theatre. Students will understand, design, and create elements necessary for the production of performing arts events. The students of this course are intended to become a pool of capable individuals interested in designing, and providing technical support for stage productions.

Course Objectives

1. To improve students' knowledge of the technology and design involved in stage productions. The course will allow students to explore design procedures for various areas in live theatre and dance production.
2. To develop students' personal organizational skills.
3. To improve the students' ability to conceptualize design ideas and communicate them to the production team clearly using verbal and visual means.
4. To further learn how to be a part of a producing theatre company through assisting with and managing the creation of materials for McCallum's season of performances.
5. To understand the role of scenic designer.
6. To understand and investigate various scenic terms and period styles.
7. To explore and develop personal artistic skills/styles and conceptual thinking.
8. To understand basic construction skills.
9. To understand the relationship between the designer and scenic shop.
10. To establish a foundation for advance design courses in a post secondary or professional environment.
11. To establish an overall appreciation for the design and production of theatrical scenery.

Expected Results of the Course

Upon completion of the course the student will be able to:

1. Understand the function of a production team, including script reading and notation, design meetings, production meetings, technical analysis, rehearsals.
2. Create written critical and analytical responses to plays and productions.
3. Safely use tools and materials to build and rig stage scenery for actual and hypothetical productions.

4. Develop computer skills relevant to the production process.
5. Effectively utilize verbal, written and visual means to illustrate design ideas.
6. Develop time and resource management skills.
7. Students will demonstrate that they are familiar with a representative selection of plays, indicated by a demonstrable knowledge of selected plays, theatrical conventions, and theatrical movements important in formation of the modern theatre.
8. Students will be able to critically understand basic knowledge of theatre history, theory, and criticism, as well as research sources and methodology.
9. Students will develop skill in analyzing plays, using theatre technology, and conducting research.
10. Students will express through performance, writing, speaking, and other modes of communication the results of research and critical judgment, indicated by a demonstrable ability to reach an audience effectively through at least one of the components of theatrical art (acting, directing, designing, playwriting, etc.)
11. Students will be prepared to work and/or continue study in both the technical and performance areas of theatre upon completion.
12. Students will have the ability to apply skills they learned in course to a variety of work and social environments.

Methods of Instruction

Instruction consists of instructor guided projects, daily classroom discussions, and self and teacher assessments. Additional instructional methods as needed.

Text Required - Most of which will be provided in photocopy form as necessary.

1. Albee, Edward. Who's Afraid of Virginia Woolf.
2. Shakespeare, William. The Tempest.
3. Uhrly, Alfred. Parade.

Course Requirements/Expectations:

1. The student is graded upon personal growth throughout the course.
2. Attendance and class participation will be considered in grading. You are not encouraged to skip any classes.
3. The student is encouraged to observe all individual class project deadlines. **Late projects will be penalized one letter grade per day after the deadline unless you have the consent of the instructor.**
4. You must supply all class project materials unless otherwise noted.
5. You are responsible to read all course materials before the day of the lecture. Additional supplements will be handed out to you as deemed necessary.
6. You are required to attend all departmental productions for Fall semester and at least one professional production outside the department.
7. You are to write a critique of the productions based on production conceptual approach, principles and elements of scenic design in relation to other design areas. The paper is limited to no longer than 2-pages.
8. There will be pop quizzes, a portfolio review, midterm and final examination. The final examination is Project #5, *Parade*. Your portfolio review will be comprised of mainly all your class projects and any projects realized or unrealized from other

design courses or Theatre productions. Emphasis will be given on scenic design work samples.

9. The student is encouraged to challenge his or herself and not be intimidated by unfamiliar skills.

10. There is one extra credit opportunity. Details provided below.

****Note: Syllabus schedule is subject to change. It is the student's responsibility to get the changes.

Fall Production Schedule

*Reckless, October 12-22, Th-Sat @ 8pm, Sun @ 2pm

* The Yellow Boat, Nov 31-Dec 2, Th-Sat

Assignments / Grading per Six Weeks

Grading - Point System		<p>Grading Scale This is how the final exam grade for the semester is calculated.</p> <p>A 1740 - 1541 B 1540 - 1341 C 1340 - 1141 D 1140 - 941 F 940 - 0000</p> <p>Per Six Weeks Created by making a percentage of points earn against points possible.</p> <p>4th Six Weeks - 270 points 5th Six Weeks - 690 points 6th Six Weeks - 780 points</p> <p>Extra Credit 10% of final grade</p>
3 production critiques (50 pts each)	150 points	
Sketch Journal	200 points	
Attendance, class participation, pop quiz	100 points	
Project #1	150 points	
Project #2	150 points	
Project #3 1. Script Analysis (15 points) 2. Research Board (20 points) 3. Concept Statement (15 points) 4. Rough ¼" Ground plan (40 points) 5. ¼" White Model (60 points)	150 points	
Project #4 1. Script Analysis (20 points) 2. Research Board (25 points) 3. Concept Statement (50 points) 4. ¼" White Model (125 points) 5. Color Storyboard of Scenes (150 points)	370 points	
Project #5 1. Script Analysis (20 points) 2. Research Board (40 points) 3. Concept Statement (75 points) 4. ¼" Groundplan (100 points) 5. ¼" Color Model (235 points)	470 points	

Class Projects Guidelines

Project #1 Haiku/Book

1. Research
2. Concept Statement
3. Collage Rendering

Project #2 Set Construction - Commissioned Set

1. Technical Drawings
2. Time Management
3. Materials Budgeting
4. Construction

Project #3 *Who's Afraid of Virginia Woolf*

1. Script Analysis
2. Research Board
3. Concept Statement
4. Rough ¼" Groundplan
5. ¼" White Model

Project #4 *The Tempest*

1. Script Analysis
2. Research Board
3. Concept Statement (derived from Director's Concept)
4. ¼" White Model
5. Color Rendered Storyboard of Scenes

Project #5 *Parade*

1. Script Analysis
2. Research Board
3. Concept Statement
4. ¼" Groundplan
5. ¼" Color Model (of Central Design Image)

Sketch Journal

1. You must buy a sketchbook as your journal.
2. You are asked to keep daily drawings either from your class project researches or study of the human figure or just for plain fun.
3. There is no special format for this project. All you are asked is to draw as much as you can.
4. This exercise's objective is to enhance self-observation between you and your surrounding. It is also hope that by sketching daily you will improve your drawing skills such as drawing values, weight lines, styles, and so forth.
5. You must hand in a completed journal.
6. **Journal deadline: Last week of classes.**

Class Schedule

Date	Topic	Assignment	Due
Aug 15	Introduction: Discussion of Syllabus and Course Expects		
Aug 16	Group Building Activities		
Aug 17	Haiku Project	Haiku Proj.	
Aug 18	Function of Scenic Design		
Aug 19	Script Analysis		
Aug 21	Determining Visual Style		
Aug 22	Research Day		
Aug 23	Developing the Design Approach		
Aug 24	Visual Presentation of the Design		
Aug 25	Work Day		
Aug 28	Presentation/Discussion of Projects (Re-into CRM)		Haiku Project
Aug 29	Presentation of Projects - Intro Drafting the Design		
Aug 30	Drafting Equipment		
Aug 31	Project # 2	Project 2	
Sep 1	Graphics of Design Drafting Conventions		
Sep 4	Labor Day		
Sep 5	Ground Plan		
Sep 6	Ground Plans		
Sep 7	Ground Plans		
Sep 8	Sections		
Sep 11	Elevations		
Sep 12	Elevations		Tech Drawing
Sep 13	The Scene Shop		
Sep 14	Wood and Cover		
Sep 15	Tool Review		
Sep 18	Hardware		
Sep 19	Soft Goods		
Sep 20	Framed Scenery		
Sep 21	Time Management		
Sep 22	Budgeting		
Sep 25	Construction		Budgets
Sep 26	Construction		
Sep 27	Construction		
Sep 28	Construction		
Sep 29	Construction	Read #3	
Oct 2	In Class Reading	Project #3	
Oct 3	Script Discussion		Script Anal.
Oct 4	Intro to Vectorworks		
Oct 5	Vectorworks/Research		
Oct 6	Vectorworks/Research		
Oct 9	Staff Development Day		

Date	Topic	Assignment	Due
Oct 10	Presentation of Research and Concepts		#3 Concept
Oct 11	Ground Plan		
Oct 12	Ground Plan	Prod. Criti.	
Oct 13	Ground Plan	Project #4	Ground plan
Oct 16	White Models		
Oct 17	White Models		
Oct 18	White Models		Project #3
Oct 19	Final Preparations of Commissioned Set		
Oct 20	Final Preparations of Commissioned Set		Comm. Set
Oct 23	Tempest Discussion	Due: Critiq.	Script Analy.
Oct 24	Presentation - Research Boards		Research
Oct 25	Presentation - Concepts		Concept
Oct 26	White Models		
Oct 27	White Models - Renderings		
Oct 30	Renderings		
Oct 31	Renderings Presentation		Project #4
Nov 1	Yellow Boat Set Building		
Nov 1	Yellow Boat		
Nov 1	Yellow Boat		
Nov 1	Yellow Boat		
Nov 2	Yellow Boat		
Nov 3	Yellow Boat		
Nov 6	Yellow Boat		
Nov 7	Yellow Boat		
Nov 8	Yellow Boat		
Nov 9	Yellow Boat	Project #5	
Nov 10	Staff Development Day		
Nov 13	Finish Set Building Yellow Boat		
Nov 14	Parade Discussion		
Nov 15	Parade Discussion		Scrt Analys.
Nov 16	Research		
Nov 17	Research		
Nov 20	Presentation of Research and Concept		Resch/Concept
Nov 21	Ground Plan		
Nov 22	Thanksgiving		
Nov 23	Thanksgiving		
Nov 24	Thanksgiving		
Nov 27	Ground Plan		
Nov 28	Ground Plan		

Date	Topic	Assignment	Due
Nov 29	Model Making		
Nov 30	Model Making - Consultation	Prod. Critiq	
Dec 1	Model Making - Consultation		
Dec 4	Model Making		Prod. Critiq.
Dec 5	Model Making		
Dec 6	Model Making		
Dec 7	Model Making		
Dec 8	Consultation - Work time		
Dec 11	Consultation - Work time		
Dec 12	Consultation - Work time		
Dec 13	Final Presentation		
Dec 14	Final Presentation		
Dec 15	Final Presentation		
Dec 18	Finals		
Dec 19	Finals		
Dec 20	Finals		
Dec 21	Finals - Portfolio Review		Everything
Dec 22	Student Holiday		
Dec 25	Holidays		

Materials Required

1. 1inch or larger 3 ring loose-leaf binder for keeping materials
2. A 3-sided Architectural Scale Ruler
3. 4 x 4 grid/graph paper.
4. Map Pencils
5. Sharpened Hard lead Pencils (and sharpener) or Mechanical Pencils (and lead)
6. Eraser (art gum eraser)
7. Drawing Paper (at least 8.5"x11")
8. Bristol Board (at least 8.5"x11")
9. Drafting Dots
10. Personal Sketchbook/Diary
11. Personal Color Media such as Markers, Pastels, Acrylics, etc
12. Tracing Paper
13. One large sheet of black foam core
14. Other Materials as needed

Class Rules

1. Students must bring all required materials needed for class each day. Last minute trips to the locker will not be permitted.
2. Absolutely no drinks, food, or gum of any kind is allowed in the shop or theatre.
3. Closed-toe shoes are absolutely required during class. When working in the shop, a change of clothes is often suggested to avoid paint and whatnot messing up nicer clothing.
4. Promptness is expected. Students who come late to class are responsible for getting instructions without interrupting the class.
5. Students are expected to work in class until the bell rings for the next class. If the bell rings while the instructor is talking, students are expected to wait until the discussion is finished before leaving. The shop and theatre will always be left neat and clean after each class and students will take time before the end of class to insure this.
6. Littering or tampering with set, decorations, furnishings, costumes, equipment or props in the theatre or shop will not be tolerated.
7. At all times, students will be expected to demonstrate the utmost respect for the instructor, themselves and all others in the class.
8. At all times, students are expected to observe all safety measures and procedures.
9. Students are expected to participate in all class activities. Participation helps ensure the students understand the material.
10. If students are unclear about anything covered in class, they should ask for extra help.
11. Completing any assignment or examination after the date it is due will result in the downgrade of a full letter grade unless the reason is due to an excused absence and per school district policies.