

Part II. THTR 320 Course Revision Description of Curriculum Change
Section 1: Syllabus of Record

I. CATALOG DESCRIPTION

THTR 320: Scene Design, 3 credits

3 lecture hours

0 lab hours

(3-01-3sh)

Prerequisites: TH 116 or permission

An introductory course in scene design that applies the fundamental principles of theatrical design. Topics include an overview of current scene design practice, design conceptualization, graphic communication methods, and a method of designing theatrical scenery. Practical applications are emphasized through a series of class exercises.

II. COURSE OBJECTIVES:

Students will be able to:

1. Use images suggested by a script to design scenery for the action of a play
2. Develop a conceptual framework for making design decisions
3. Conduct research appropriate to the scene design of a play
4. Draft a complete set of design drawings for a play using appropriate design graphics
5. Build a scaled white model for the design of a play
6. Use mechanical perspective drawing to represent a 3 dimensional view in 2 dimensions
7. Use freehand sketches to communicate design ideas
8. Defend their own design choices and comment on the designs of others

III. DETAILED COURSE OUTLINE: (note each week of instruction typically includes lectured material, guided in class exercises, and student critiques of their presentations)

A. REVIEW OF KEY POINTS FROM FUNDAMENTALS OF THEATRICAL DESIGN (the prerequisite course) & **AN OVERVIEW OF CURRENT SCENE DESIGN PRACTICE.** (2 weeks)

The role of the scenic designer

20th century scene design from the "New Stagecraft"

Through the scenographic movement and into postmodern design.

B. FLOORPLAN DEVELOPMENT (1 week)

What's a good groundplan?

The machine for acting

30 groundplans in 60 minutes

C. FIRST READING AND UNDERSTANDING THE PROBLEM (2 weeks)

Freehand drawing, proportion and perspective
Sketching thumbnails
Rapid visualization of light and shadow
Brainstorming and freeing techniques

D. IMAGES AND ANALYSIS (1 week)

Creating an image file
Collages of visual references
Script analysis, script rereading, script breakdowns
Practical considerations
The designer/director relationship

E. FINDING FIRST INSIGHTS (1 week)

Creative research for theater
Style, dramaturgy, serendipity and discovery

F. PLAN, ELEVATION AND CROSS SECTION (2 week)

Revising preliminary groundplans
Mechanical drawings based on orthographic projection

G. MODEL MAKING (2 weeks)

Materials and techniques for model making
Making a white model from mechanical drawings

H. FINISHED RENDERINGS (2 weeks)

Drop point perspective
The camera obscura and the picture plane
Watercolor techniques

I. DESIGNER DRAWINGS (1 weeks)

Elevation and cross section of scenic units
Painter's elevations
Props drawings

IV. EVALUATION METHODS

The FINAL GRADE will be determined through an average of grades given over the semester weighted by the percentages indicated below.

a. Participation (10%)

Critiques of student projects by other students in the class are a fundamental teaching and learning method of the course. Students must articulate their own creative ideas, and their reactions to the ideas of others, in order to develop at the appropriate cognitive level. The instructor will qualitatively and quantitatively record evaluation of participation during critique sessions.

b. Course Projects (80%)

Scene design is a visual medium best learned by guided activity and reflection. Students will complete a series of related projects, each of which builds upon the previous projects. Projects will include, but are not limited to: design research and conceptualization including freehand drawing, floorplan drafting and white models, renderings and designer elevations. Students will be evaluated on their ability to:

1. Create an image file
2. Form and present a conceptual framework for making design choices
3. Analyze and research a script
4. Draft a set of design drawings for a play using appropriate design graphics
5. Build a scale white model for the design of a play
6. Draw and color a rendering using perspective drawing techniques
7. Use freehand sketches to communicate design ideas.

c. Final Presentation (10%)

A comprehensive understanding of the scene design process will be demonstrated through a student's presentation of a portfolio of his/her work at the end of the semester with particular emphasis on the connections between projects, and growth of learning.

V. REQUIRED TEXTBOOKS:

Rose, Richard. *Drawing Scenery for Stage and Film*, 1994.
Dorn, Dennis and Mark Shanda. *Drafting for the Theatre*, 1997
Play scripts of the instructor's choice for project work

Supplemental:

Howard, Pamela. *What is Scenography?* 2001.
Gillette, J. Michael. *Theatrical Design and Production*. 4th Ed. 2000.

VI. SPECIAL RESOURCE REQUIREMENTS:

Architect's Scale Rule
Compass
Circle template
A good watercolor set including brushes
.3, .5 and .9 mm mechanical pencils, or 2H, H and HB lead holders
Illustration board as needed
Drafting vellum in 18"X24" sheets (12 or more sheets), a few 24"X36"
A sketch book 11X14"
Drafting triangles

VII. BIBLIOGRAPHY:

Aronson, Arnold. *American Set Design*, 1985.
Dorn, Dennis and Mark Shanda. *Drafting for the Theatre*, 1997.
Gillette, J. Michael. *Theatrical Design and Production*, 4th Ed., 2000.
Howard, Pamela. *What is Scenography?*. 2001
Jones, Robert Edmond. *The Dramatic Imagination*. 1941.
Larson, Orville K., *Scene Design in the American Theatre from 1915 to 1960*. 1989.
Payne, Darwin Reid. *Materials and Craft of the Scenic Model*. 1976.

Payne, Darwin Reid. *The Scenographic Imagination*, 3rd ed., 1993.
Pecktal, Lynn. *Designing and Painting for the Theatre*, 1975.
Pecktal, Lynn. *Designing and Drawing for the Theatre*, 1995.
Rose, Richard. *Drawing Scenery for Stage and Film*, 1994.
Theater Design and Technology magazine

Section 2: Summary of Proposed Revision

This revision:

- a. Changes prerequisite from THTR 120 Stagecraft, to THTR 116 Fundamentals of Theatrical Design
- b. Specifies objectives of the course which build on the objectives of TH116.

Section 3: Justification/Rationale for the Revision

It has been at least 15 years since the syllabus of record for THTR 320 Scene Design was revisited. In 1995 the Department of Theater and Dance created a new course, THTR 116 Fundamentals of Theatrical Design, at the suggestion of our accrediting agency-- National Association of Schools of Theatre. The purpose of THTR 116 was to provide an introductory overview of theatrical design required for all majors. The purpose of this course, THTR 320, is now to build upon the fundamentals learned in THTR 116 by teaching a method for designing theatrical scenery. It is certain that curriculum drift has moved this course from its origins. Furthermore we wish to change the prerequisite for the course commensurate with its new place in the department's curriculum.

Section 4: Old Syllabus of Record

The old syllabus of record is absent from departmental files, probably an indication that it hasn't been revisited in quite some time. The attached course syllabus from 1992 represents how the course was taught from the syllabus of record.

The current catalog description of the course reads: *An introduction to the principles of scenic composition, analysis, concept development, and graphic communication methods used by the scenographer.*

It is currently offered for 3c-01-3sh, which would not change.

THEATER 320: SCENE DESIGN

SPRING - 1992

PROFESSOR: Dr. Thomas Ault
104-B Waller Hall

TELEPHONE: (412) 357-2169 (Office), 349-4677 (Home)

OFFICE HOURS: Monday-Friday 10:30-11:30 a.m.

TEXT: None.

DRAWING MATERIALS

Two lead holders of different colors.

One tube of 4H leads.

One tube of 2H leads.

One tube of HB leads. (Optional)

One rotary lead pointer.

One quality, non smudge eraser, pencil type preferred.

One gum eraser. Do not substitute plastic!

One "bunny bag."

One eraser guide.

Fox tail brush, (1)

Architect's scale - Must have 1/8"-1/4" and 1/2"-1" scale. Read it to be sure before you buy it!

One good bow compass. (Do not try to use a cheap compass with a pencil stuck in it! Your work will be inaccurate.)

Sand paper block mounted on paddle to point leads in compass.

Two French Curves: One should be the "dolphin" type and the other the "question mark".

One pad of newsprint for sketching.

for lettering.

Drafting paper, tape and a drawers for your drawings and equipment will be provided.

A drawing case or mailing tube will be need to transport your drawings if you need to take them outside the class room. A nice drawing case can be had for around \$20.00. It is very convenient

and makes you look very arty and professional where ever you go, (not to mention attractive to the opposite sex).

Drawing tables with drafting machines are also provided so triangles and "T" squares are no longer needed. However, a good set of triangles can still be very useful. The traditional triangles are the 45-90 degree and the 30-60-90 degree. They are still used widely. However, the adjustable triangle with a rotating protractor, calibrated in degrees, is much more flexible and one of these costs about the same as two good triangles of the other variety. An inexpensive "T" square can be useful for laying out models and graphics but it is not necessary for drawing.

EVALUATION

Tracing.....	5 Points
Beat sheet.....	5
Front & side elevations.....	5
Collage.....	5
Rough sketches & ground plan.....	5
Color analysis.....	5
Ground plan, first project.....	10
Elevations, first project.....	10
Model or rendering, first project.....	10
Perspective Drawing.....	10
Ground Plan, final project.....	10
Elevations, final project.....	10
Model or rendering, final project.....	10
TOTAL.....	100 Points

A=100-90 B=89-80 C=79-70 D=69-60 59>=ZIP

Drawings will be evaluated on the basis of accuracy, completeness of information, functionality, clarity and presentation. Models and renderings will be evaluated on the basis of their agreement with their supporting technical drawings and aesthetic merit.

CLASS SCHEDULE: 3:00 - 4:30 P.M., TUESDAYS & THURSDAYS

KEY: L=Lecture D=Demonstration P=Practical A=Assignment
X=Assignment Due

JAN

T 19 L & P: Layout procedures: preparing to draw.
A: Choose a one act play for first design project. (Due 1/28)

R 21 L: Drawing conventions for ground plans.
P: Tracing.

T 26 L: Drawing conventions for ground plans.
P: Tracing

R 28 L: Types of Performance Spaces.

818

P: Tracing & Lettering.
X: One act play due for first project.

FEB

- T 2 L: Making a "beat sheet". Pictorial drawing.
P: Orthographic projection. Lettering.
A: Make a beat sheet for your play. (Due 2/9)
- R 4 L: Researching: concept, period & style. Isometric drawing.
P: Orthographic projection. Isometric drawing.
- T 9 L: Elements of Design. Pictorial drawing.
P: Isometrics.
X: Beat sheets due in class.
- R 11 L: Principles of Composition. Pictorial Drawing.
P: Front elevations.
A: Make an abstract collage, representing your play. (2/18)
- T 15 L: Pictorial Drawing.
P: Side elevations.
- R 18 L: The Production meetings. Pictorial Drawing.
P: Elevations.
X: Present abstract collages in class.
- T 23 L: Concept Drawing: Sketching the play.
P: Finish elevations.
A: Make rough sketches for your one act play. (Due 3/2)
- R 25 L: Concept Drawing: The Ground Plan.
P: Sketching.
A: Make a rough ground plan for your one act play. (Due 3/2)

MARCH

- T 2 L: Presenting the idea.
P: Catch up.
X: Present rough sketches and ground plans in class.
- R 4 L: Drafting the Ground Plan.
P: Ground plans.
A: Acquire model making materials. (Needed by 3/23)
- T 9 P: Ground plans.
- R 11 L: Defining color. Color theory.
P: Playing with color.
A: Color analysis of a picture. (Due 3/23)
NOTE: First projects are due in one month: 4/8.

(March 13 - 22, Spring Break)

T 23 L: Period Color.
D: Model making.
P: Model making.
X: Presentation of color analysis in class.

R 25 D: Rendering.
P: Rendering.
NOTE: First projects are due two weeks from today: 4/8.

T 30 P: Working Drawings for the Designer. Rendering or model,
finished ground plan, elevations for your one act play.

APRIL

R 1 P: Working Drawings for the Designer: Continued.
Note: First projects are due one week from today, 4/8.

T 6 P: Working Drawings for the Designer: Continued.
A: Choose a play for your final project. (Due 4/13)

R 8 L: Analysis of a set design, (TBA).
X: Presentation of individual set projects in class.

T 13 L & D: Perspective Techniques.
P & A: Perspective drawing. (Due 4/27)
X: Play for final project due.

R 15 L: Practical considerations of design: Facilities.
P: Perspective drawing.
A: Begin final project.

T 20 L: Practical considerations of design: Costumes & Lights.
P: Perspective drawing.

R 22 L: Practical considerations of design: Props & sound.
P: Perspective drawing.

T 27 L: Individual instruction.
P: Final Project.
X: Present perspective drawings in class.

R 29 L: Individual instruction.
P: Final Project.

MAY

T 4 (LAST DAY OF CLASS)
L: Individual instruction.
P: Final Project.

Final Exam: Saturday, May 10, 10:15 - 12:15 a.m. Final Projects
presented in class.