

Term: Spring 2013
Class Title: Scene Design 1
Class #: TPA 2063 001 **Cr. Hours:** 3
Class meets: M W - 11:00 –12:20
Class Location: PA 109
Prerequisites.: THE 2000 - Visual Imagination

Professor: Gvozden Kopani
Email: dkopani@fau.edu
Office: AH 104b
Office Hours: M W (9-10) T R (9-10,4-5)
Telephone: 561-297-3815
Course Meets: BA and BFA Program Requirements

SYLLABUS

Course Catalog Description: Classroom and laboratory study of the principles of modern scene design for the theatre

Course Description: Classroom and laboratory study of the principles of modern scene design for the theatre. An introduction to the elements of design with a focus on design conceptualization and problem solving .

Course Objectives

- To introduce the student to fundamental principles inherent to scenic design for the theatre, including: collaboration, accommodation of creative expression and literary values, integration of form and function, and the elicitation of emotional, intellectual and aesthetic response.
- To introduce the student to the fundamental design processes inherent to scenic design for the theater, including: script analysis, planning, period and style research, graphic communication and expression ideas or concepts.
- To use dramatic literature, drawn from a variety of periods and styles, as a vehicle for developing stage design.

Student Learning Outcomes:

1. The student will be able to use the elements of design and principles of composition to create practicable scenic designs.
2. The student will be able to discuss and analyze and address the needs of successful scenic design.
3. The student will be able to create technical documents, sketches, perspective drawings, renderings and models and will be able to communicate and discuss their ideas about the design.
4. The student will be able to demonstrate rudimentary skills in sketching, drafting and use of multiple mediums.

Course Format:

The class structure will consist of lectures, demonstrations, in-class design work and presentation and critique of student work.

Required Readings:

- Parker, W. Oren, Wolf, R. Craig, and Dick Block. *Scene Design and Stage Lighting*. 8th ed. Wadsworth Publishing; (November 14, 2002)
- *Antigone* by Sophocles – any edition and/or translation will do. I am sure that the library has several editions. It can be downloaded from www.gutenberg.com for free. Kindle editions are as cheap as \$.99.
- *When You Comin' Back Red Ryder* by Mark Medoff – any edition will do. Published by Dramatists Play Service.
- Other supplemental reading material will we also be distributed in class, which you will be expected to **read, and discuss. (See Project and Assignments section in the Schedule.)**

Note: Students are expected to have read the appropriate sections of the class text and any additional materials by the assigned date.

Recommended References and Reading:

Burris-Meyer, & Cole, Scenery for the Theater
 Crabtree and Beudert. *Scenic Art for the Theatre, History, Tools and Techniques.*
 Pecktal, Lyn, Designing & Drawing for the Theater
 Pecktal, Lyn., Designing & Painting for the Theater
 Payne, Darwin, The Scenographic Imagination
 Payne, Darwin, Theory and Craft of the Scenic Model
 Reid, Francis, Designing for the Theatre
 Thorne, Gary, Stage design: A practical Guide
 Arnold Aronson, American Set Design.
 Ronn Smith, American Set Design 2.

Assignments:

- The class will be working on 3 projects for a total of 19 **assignments** during the course of the semester.
- Unless otherwise notified, all assignments must be completed by the due date specified in the course schedule.
- Assignments and project will be reviewed on the day they are due and the grade will be given by the following class session.
- The assignments are designed to address specific aspects and skills of the scene designer's work.
- The assignments are arranged in a particular sequence to aid in the logical development of the project. It is, therefore, essential that the student keep up with the work.
- Every student works at his or her own pace. Hours spent completing assignments will therefore vary from student to student. Some of you may choose to take your work at home, while others may choose to remain late in the design studio.
- In addition to these assignments, readings will be assigned from the text. Additional articles and study materials may be handed out in class.

Note 1: You are required to have all your supplies to class at all times. Find appropriate storage containers and carry case. Not being able to work in class because you don't have your supplies is equivalent to being absent.

Note 2: Depending on the projects you choose to work on more supplies may be necessary, the above is an approximation based on previous classes.

Exams and Quizzes:

There will be a **Midterm Exam** which will be based on class lectures and reading material. **Pay close attention to the terminology used in class.** A lot of material is covered in the first several sessions in particular. The Midterm Exam is objective and evaluated on the accuracy of response rather than opinion.

There will also be a **Quiz** close to the end of the term also based on terminology and understanding of design processes, drawing methods, symbols, class lectures and reading material dealt with since the **Midterm**

Live Performances:

Students in this class are **required** to attend the FAU Department of Theatre and Dance productions of:

EquusFebruary 15 – February 24
Lysistrata..... April 12 – April 21

Materials and Supplies:

- **Drafting and Design Material and Supplies**

Quant.	Item	Quant.	Item
1	Triangular architect's scale rule	1	Erasing shield
2	#H, #2H, #3H and pencils, #2B OR	1	Small circle template
3	Mech. pencils (5mm, 7mm, 9mm)	1	Erasing shield
1 ea.	Leads (5mm-2H & 3H, 7mm- H, 9mm-2H)	1	10" 30/60/90 triangle
1	Eraser bag (Scum bag)	1	45/45/90 triangle
1	Pencil sharpener	1	Ames Lettering Guide
1	White plastic eraser	1	24" T square
1	Furniture template 1/4" scale, (Optional)	1	6" plastic protractor
1	Drawing board 18" x 24" w	1	6" compass
1	Drawing board cover (vinyl) 18 x24 w/ adhesive Tape.	1 roll	Tracing paper
1 pad	18 x 24 Clearprint drafting vellum	1	6" dividers
1 roll	Drafting tape or dots	1	Pencil sharpener



- **Model Building and Rendering Materials and Supplies:**

Supplies (as needed): For model building you should be prepared to buy some quantities of the following types of materials. Don't buy them until you know what you are going to use!

Quant.	Item	Quant.	Item
1	metal straightedge 12" to 16"	1	cold press illustration board
1 roll	12" graphite paper	1	Mat board (color to match rendering)
?	white and black foam core board	1 bot.	Zap-a-Gap adhesive
?	balsa and/or bass wood	1	hot glue and hot glue gun
1 pack	T- pins (long)	1cont.	Elmer's glue
1	acrylic paint kit (asst. colors)	1 jar	white acrylic gesso
3	brushes (asst. sizes)	1 doz.	X-Acto knife and #11 blades
1pad	9x12 sketch pad	1	Fine Sharpie
1 can	Spray adhesive	1	Extra fine sharpie



Balsa wood



White gesso



T-Pins



Metal straightedge (ruler)



Foamcore board Black/white & illustration board

Mat board
Color to be determined

Sketch pad



Graphite paper



#3M -77 adhesive



Zap-a-gap adhesive



Elmer's glue



Hot glue gun



Hot glue

Watercolor set
or
Acrylic paint

Assorted brushes



Sharpie "fine"



Sharpie "extra fine"

Xacto knife &
#11 blades

A selection of art supplies is available from the following vendors:

Michael's Arts and Crafts 8903 Glades Rd. Boca Raton, FL 33434 Phone:(561) 477-9888	Easel Art Supply Center 810 Park Ave Lake Park, FL 33403 (561) 844-3111	Michaels Arts & Crafts 2075 N. University Dr. Pompano Beach, FL 33071 (954) 344-1383
Crafts & Stuff 250 N Congress Ave Boynton Beach, FL 33426 (561) 736-5668	Michaels Arts & Crafts 521 N State Road 7 West Palm Beach, FL 33411 (561) 784-8574	Ace Fine Art Supplies 5670 W Sample Rd Pompano Beach, FL 33073 (954) 978-6991
Art Shop Lake Worth Inc 705 Lucerne Ave Lake Worth, FL 33460 (561) 582-1045	Utrecht Art Supplies 6250 Dixie Hwy. Deerfield Beach FL 33441 Phone: (305) 740.7077	Pearl Arts and Crafts 1033 E. Oakland Park Blvd. Fort Lauderdale, FL 33334 (305) 374-1622
Jerry's Artarama South 2601 S Military Trl. Ste 12 West Palm Beach, FL 33415 (561) 434-2288	Jerry's Artarama 270 S. Federal Hwy Deerfield Beach, FL Phone:(561) 276-4194	

Apparel:

Wear shoes and clothing appropriate for long hours of design work. Be comfortable. You will, at times, also be working with materials that can potentially ruin clothing- watercolor, adhesives etc.

Clean-up:

This class has the potential of becoming messy. Everyone is required to clean up after him/her self prior to leaving class. This space is used by other classes, so be respectful of that. I or my assistant will be checking for this, and **will deduct attendance points** if you leave any stray materials behind.

Late Work:

- Late assignments will be reduced by one letter grade of the grade earned and will not be reviewed.
- Assignments will not be accepted more than one class session late.
- Only in the case of an **excused absence** will late assignments may be accepted without penalty. Please speak to me prior to an anticipated absence, or immediately after an absence regarding make up work, during my office hours.
- Extra credit will only be accepted if all assignments have been submitted, *not* to make up for classes or work missed.
- **Graduate Credit:**
Graduate Students may be sharing the same class but are frequently working on advanced projects and have somewhat different assignments additional components will be assigned. The nature of these components will be discussed after the Midterm Exam.

Attendance:

- Attendance is mandatory: You cannot learn if you are not here and your fellow students are deprived of your insights and contributions.
- Chronic absences will result in a **“recommendation to withdraw.”**
- The University policy regarding attendance will be followed.
- The first two (2) unexcused absences will lower your final grade by one letter grade. Every additional absence lowers the final grade another letter grade.
- Three tardies of more than 10 minutes each, will equal one absence.
- In exceptional situations a student may have an **excused absence**. If a student wants his/ her absence to be excused, he /she must provide an **official letter, from an official source on official stationary not an email or a fax**. Example: doctor, funeral director, clergyman, coach, band director, another teacher etc. **I will not be reminding students of this.**
- **Attendance at main stage productions** is also required, so that we may discuss the scenic elements of the productions.

Evaluation and Grading:

This is a skill building course where the grades will be based on the following criteria:

- **Promptness** – Late assignments will be reduced by one letter grade. Assignments will not be accepted more than one class session late.
- **Degree of Completion** – A project that is either incomplete in execution or does not address all the necessary design criteria will be reduced in grade.
- **Craftsmanship** – The degree of care and precision used in presenting and executing the assignment
- **Support of dramatic action** – The degree to which the design supports and enhances the dramatic action of the play as indicated in the script.
- **Composition of visual elements** – The degree to which the elements of design are arranged and employed to draw the audience's attention on the central action.
- **Originality of design** -- How imaginatively the design idea is developed and supported by research.
- **Clarity of design** -- How clearly the design idea is graphically communicated.
- **Participation** -- How well you offer and receive criticism during the design development and critique process.

Grades can be both earned and deducted.

Points will be *earned* through the following:

- **Assignment completed and submitted on time**
- **Assignment completed accurately and carefully**
 - Executed with precision
 - Meeting the criteria of the assigned project. **Read or follow the assignment directions carefully.**
 - Devoid of carelessness or sloppiness (spillage, smudges, etc.)
- **Midterm exam grade**
- **Personal improvement** - a demonstration of continuous growth in skills by the end of the term.

Points will be *deducted* from the total “earned” for the following:

- **Attendance/ Tardiness** 10 points will be deducted for each unexcused absence
5 points will be deducted for each time tardy
- **Late submittal of assignments-** 1 full letter grade deduction
- **Cleanliness** 5 points will be deducted for leaving your supplies unstored.

Note: No incomplete grades will be given unless an excused absence coincides with the Final Exam (project).

Grading Scale		Assess. Method	Quantity	Value	Cumulative	Percent
93 -100	A	Assignments	14	4 pts. ea	56 pts.	56%
91-92	B+	Assignments	4	8 pts. ea	32 pts.	32%
83-90	B	Quiz	1	4 pts.	4 pts.	4%
81-82	C+	Midterm	1	8 pts.	8 pts.	8%
73-80 No C-	C	TOTAL			100 pts,	100%
65-72	D					
-65	F					

Policy relating to student behavior in the class:

- **Disruptive behavior:** Students will be warned to cease any disruptive behavior, failure to do so will result in a request to leave the classroom.
- **Use of electronic devices** in the classroom: Please turn off your cell phones. This is a courtesy to your fellow students and me. **This includes TEXTING!**

- University policy on the use of electronic devices states:

“In order to enhance and maintain a productive atmosphere for education, personal communication devices, such as cellular telephones and pagers, are to be disabled in class sessions.”

Accommodation for Students with Disabilities:

- In compliance with the FAU policy and equal access laws, I am available to discuss appropriate academic accommodations that may be required for students with disabilities. Requests for academic accommodations are to be made during the first two weeks of the semester, so arrangements can be made.

In compliance with the Americans with Disabilities Act (ADA), students who, due to a disability, require special accommodation to properly execute course work must register with the Office for Students with Disabilities (OSD) -- in Boca Raton, SU 133 (561-297-3880); in Davie, LA 240 (954-236-1222); in Jupiter, SR 110 (561-799-8010) -- and follow all OSD procedures.

Code of Academic Integrity policy statement

Students at Florida Atlantic University are expected to maintain the highest ethical standards. Academic dishonesty is considered a serious breach of these ethical standards, because it interferes with the University mission to provide a high quality education in which no student enjoys an unfair advantage over any other. Academic dishonesty is also destructive of the University community, which is grounded in a system of mutual trust and places high value on personal integrity and individual responsibility. Harsh penalties are associated with academic dishonesty. For more information, see the Code of Academic Integrity in the University Regulations: [http://www.fau.edu/regulations/chapter4/4.001 Code of Academic Integrity.pdf](http://www.fau.edu/regulations/chapter4/4.001_Code_of_Academic_Integrity.pdf)

Copyright :

Departmental policy: Any plagiarism will result in automatic failure and further action as outlined in the University Catalog.

This class policy: In addition to adhering to Departmental and University policies, any work submitted for credit, in this class, determined to be accomplished dishonestly, will be submitted to the Dean of the College for review, with the recommendation that the citation become part of the student’s permanent record.

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SYLLABUS SCHEDULE

Day	Date	Topic	Assignments	Assignments Due
Week 1				
M	Jan. 7	INTRODUCTION: Course overview and purpose Tools, materials and Supplies The purpose of scenery The role of the scene designer	Read Jones Read P/W Ch 1&2	
W	Jan.9	THEATRE, STAGE, SETTING AND SCENERY The Theatre as Space The Objectives of Spectacle <ul style="list-style-type: none"> • Design objectives • Design as communication 	Read P/W Ch 3 Read Design Conference / Meetings handout Read Antigone	

Week 2				
M	Jan.14	THE COLLABORATIVE PROCESS <ul style="list-style-type: none"> • The Director and the “production concept” • The Design Approach • Period and Style Scenic Styles: Representational and nonrepresentational <ul style="list-style-type: none"> • The design conferences and meetings • Discussion of Jones’ article 	Read P/W Ch. 4	Jones Read Design Conference / Meetings handout read
W	Jan.16	ARRIVING AT A DESIGN CONCEPT I Addressing the script: <ul style="list-style-type: none"> • Time and Place • Activity (action) • Mood • Atmosphere Theme (s) ARRIVING AT A DESIGN CONCEPT II Addressing the Staging: <ul style="list-style-type: none"> • Scheme Wing and Drop, Projections, Modular, Unit sets (Simultaneous sets), etc. • Scope 	Read Gorelik Assignment #1 (script analysis)	<i>Antigone</i> read

Week 3				
M	Jan, 21	MARTIN LUTHER KING HOLIDAY		
W	Jan. 23	THE DESIGN PROCESS: Addressing the scenic design: <ul style="list-style-type: none"> • Defining design criteria • Arriving at a design metaphor • The haiku as an exercise Discussion of Gorelik’s article	Assignment #2 (Metaphor and haiku)	Assignment #1 Due: (script analysis) Gorelik Read

Week 4				
M	Jan. 28	VISUALIZING THE CONCEPT I: Arranging stage space for performance:		Assignment # 2 Due :(Metaphor and

		preliminary drawings • Floor-plan sketching – classroom exercise		haiku)
W	Jan. 30	VISUALIZING THE CONCEPT II: Arranging stage space for performance: preliminary drawings • The thumbnail sketch – classroom exercise	Assignment # 3 (Thumbnails)	

Week 5				
M	Feb. 4	DEVELOPING THE DESIGN I: Communicating the design • The scale rule and proportions • Drafting conventions • Page format and title block • Lettering and indication	Assignment # 4 (Lettering) Read graphics handout	Assignment # 3 Due: (Thumbnails)
W	Feb. 6	DEVELOPING THE DESIGN II: The floorplan: Space planning, drafting and symbols The formalistic setting	Assignment # 5 (floorplan) Read P/W Ch.5	Assignment # 4 Due (Lettering) Graphics handout read

Week 6				
M	Feb. 11	DEVELOPING THE DESIGN II: The formalistic setting: The floor plan – classroom exercise	Read: <i>When you Comin' back Red Ryder?</i>	
W	Feb. 13	DEVELOPING THE DESIGN II: The formalistic setting: The drop elevations - classroom exercise	Assignment # 6 (Drop elevations)	Assignment # 5 Due: (floorplan)

Week 7				
M.	Feb. 18	DEVELOPING THE DESIGN II: Sections –classroom exercise	Assignment # 7 (Sections)	Assignment # 6 Due: (Drop elevations)
W	Feb. 20	DEVELOPING THE DESIGN II: The Paper Model – classroom exercise	Assignment # 8 (Paper model)	Assignment # 7 Due: (Sections)

Week 8				
M	Feb. 25	DEVELOPING THE DESIGN III: Discussion of <i>A Hatful of Rain</i> The box set and the realistic interior The Floor plan: Drafting and symbols	Assignment # 9 (Floor plan)	<i>When You Comin' Back Red Ryder</i> Read
W	Feb, 27	Midterm Review DEVELOPING THE DESIGN III: The box set and the realistic interior The Elevations: Drafting and symbols		Assignment # 8 Due (Paper model)

Week 9				
	March 4 -10.	SPRING BREAK/		

Week 10				
M	Mch. 11	Midterm Exam DEVELOPING THE DESIGN III: The Elevations: Drafting and symbols	Assignment # 10 (Elevations)	
W	Mch 13	DEVELOPING THE DESIGN III: The box set and the realistic interior The white model: materials and		Assignment # 9 Due: (Floor plan)

Week 11				
M.	Mch 18	DEVELOPING THE DESIGN III Sections and Detail s– classroom exercises	Assignment #11 (Detail)	Assignment # 10 Due: (Elevations)

W	Mch 20	DEVELOPING THE DESIGN III: The Painters Elevations – classroom exercise	Assignment #12 (Painter's Elevation)	
Week 12				
M	Mch 25	DEVELOPING THE DESIGN III: The white model: materials and methods– classroom exercise	Assignment #13 (white model)	Assignment #11 Due: (Detail)
W	Mch 27	DEVELOPING THE DESIGN III: The white model: materials and methods– classroom exercise		Assignment #12 Due: (Painter's Elevation)
Week 13				
M	Apr. 1	Perspective Drawing and Rendering	Assignment #14 (Perspective drawing)	Assignment #13 Due: (white model)
W	Apr. 3	Perspective Drawing and Rendering		
Week 14				
M	Apr.8	Perspective Drawing and Rendering Quiz review	Assignment #15 (Perspective Rendering)	Assignment #14 Due: (Perspective Drawing)
W	Apr. 10	Perspective Drawing and Rendering Quiz on all material since Midterm		
Week 15				
M	Apr. 15	THE FINAL PROJECT: The TV set. Composition, Making choices Class work on final Project. The finished model	Final Project Assignment # 16 (floorplan) Assignment # 17 (elevations), Assignment # 18: (rendering or finished model)	Assignment #15 Due: (perspective rendering)
W	Apr. 17	THE FINAL PROJECT: Class work on final Project.		
Week 16				
M	Apr. 22	THE FINAL PROJECT: Class work on final Project.		Assignment #16 Due: (floorplan)
W	Apr.24	THE FINAL PROJECT: Class work on final Project.		Assignment #17 Due: (elevations)
Week 17				
W	May 1	FINAL EXAM DAY 10:30 – 1:00 PM		Assignment#18 Due: (Section) Assignment:#19 Due: (finished model or rendering)

Assignments at a Glance:

#	Assignment	Point Value
1	Script analysis of time, place, atmosphere and mood	4
2	Metaphor and haiku	4
3	Thumbnails	4
4	Lettering assignment	4
5	Floorplan (formalism)	4
6	Drop elevations (formalism)	4
7	Section (formalism)	4
8	Paper model	4
9	Floor plan (realistic interior)	4
10	Elevations(realistic Interior)	4
11	Detail (realistic interior)	4
12	Painter's Elevation (realistic interior)	8
13	White Model	8
14	Perspective Drawing	4
15	Perspective Rendering	8
16	TV Floorplan	4
17	TV Elevations	4
18	Rendering or finished model	8