

Course:	Rendering	Instructor:	Gvozden Kopani
Course Number:	TPA 2071	Email:	dkopani@fau.edu
Term:	Spring 2012	Office:	AH 114B
Room:	PA 109	Office Hrs.:	TR 11:00 - 1:00
Days -Time:	M & W - 11:00 – 12:20	Phone:	561-297-3815
Prerequisites:	THE 2000, TPA 2061	Course Meets:	BA Design/ Tech Program Req.
Credits:	3		

## Syllabus

**Course Catalog Description:** Classroom and laboratory study of drawing, painting, and presentation techniques employed in the rendering of designs for the theatre.

### Course Description:

Design Studio – Rendering introduces the student to the basic requirements of design presentation employed in scenic, costume property and lighting design for the theater. The course focuses on the use pencil, watercolor and guache as presentation mediums. The student is expected to develop a notable degree of drawing proficiency, and a working knowledge of presentation techniques through home and studio work. Because the student will ultimately use sketches, renderings and other visual matter in their portfolio, a segment of the course also deals with portfolio development.

### Course Objectives

The course intends to meet the following objectives:

- to expose the student to methods and techniques employed in the presentation of design ideas or concepts as they are employed in scenic, costume, property and lighting design.
- to introduce the student to the materials and methods of visual presentation.
- to develop a facility in sketching and communicating with line and shape.
- to introduce the student to color rendering techniques employed in scenic, and costume design.
- to introduce the student to the process and aesthetic of portfolio preparation.

### Requirements

- **Materials and Supplies:** Purchase supplies as needed: Additional materials may be required by your particular projects.

Soft, medium, and hard wood case pencils	A Pencil sharpener
A ruby eraser and a kneaded eraser	1 - Sanguine pencil
1 - Ebony pencil	1ea. Fine, extra fine and reg. Sharpie
1- 9” x 12” pad of drawing paper (50 sheets)	10 sheets 24” x 36” vellum
1- 42” T-Square	1- 30/60/90 deg. Triangle – 12” or larger
A set of 12 watercolor or guache tubes	1ea – 0, 1, 2 – pointed watercolor brushes
A mixing tray (an empty egg container will do)	1ea. – 2, 4 – flat watercolor brushes
small Styrofoam or paper cups	1 - 30” x 40” cold press illustration board
1- roll of 14” wide tracing paper.	1 pad of Watercolor paper or 2 board

**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 all main stage productions is required** so that we may discuss the production values and design choices of the productions.

**Required Texts:**

Huaixiang, Tan. *Character Costume Figure Drawing: Step-by-Step Drawing Methods for Theatre Costume Designers*. New York: Focal Press, 2003. ISBN: 0-240-80534-8.

Pinnell, William. *Perspective Rendering for the Theatre*. Carbondale IL: Southern Illinois University Press, 1996. ISBN: 0809320533

**Note:** Other reading material will also be periodically distributed in class.

**Note:** Students are expected to read the appropriate sections of the class text and any additional materials before the class meets.

**Recommended Reading:**

*Drawing in Perspective* by J.M. Parramon. London. Fountain Press. 1973. ISBN 0 85242 332 2

*Perspective Drawing For the Theatre* by Harry Morgan. Drama Book Specialists. New York. 1979. ISBN 0 910482 87 X

*Sketching and Rendering Interior Spaces* by Ivo Drpic. Whitney Library of Design. New York. 1988. ISBN 0 8230-4854 3

*Architectural Sketching in Markers* by Harold Linton and Roy J. Strickfaden. Van Nostrand Reinhold. New York. 1991. ISBN 0 442 31883 9

**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.

## Assignments:

There will be a total of 10 homework assignments, and two projects assigned during the course of the semester. All assignments will be reviewed in class, and graded on the day they are due. The two projects will consist of a Final Class Project, and a Final Homework Project, both due at the end of the term. The assignments and projects are arranged in a particular sequence in order to provide a logical structure for the student's development. It is, therefore, essential that the student keep up with the work.

In addition to these assignments, readings will be assigned from the text. Additional articles and study materials may also be handed out in class.

Assignments will be of four types:

1. Exercise assignments: assignments intended for laboratory practice to reinforce concepts discussed in class.
2. Foundation assignments: assignments intended for the purpose of Laying the foundation for subsequent work.
3. Development assignments: assignments developing from foundation Assignments.
4. Projects: assignments intended to implement the concepts learned in class, of portfolio value in particular.

\*\* Assignment completion is critical to the successful completion of the course. Since development assignments will be started in class and are based on foundation assignments, missing previous deadlines can prove catastrophic. Not being prepared will be considered an absence. You will need to keep up.

\*\* Assignments can only be made up if they are due to excused absences

■ There will be no exams.

## 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
- **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 will be based on the following scale:

Grading Scale		Assess. Method	Quant.	Value	Cum.	Grade%
93 -100	A	Exercise Assignments	4	3 pts. ea	12 pts.	12
91-92	B+	Foundation Assignments	3	6 pts. ea	18 pts.	18
83-90	B	Development Assignments	3	10 pts.	30 pts.	30
81-82	C+	Projects	2	20 pts.	40 pts.	40
73-80	No C-	<b>TOTAL</b>			<b>100 pts,</b>	<b>100</b>
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*

**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

Week	Mon.	Day	Date	Topic	Assignment
1	J A N	M	7	Introduction to the course: Perspective tools:	
		W	9	Holiday	
		F	11	History of Perspective and Perspective in the Theatre	
2	U A R Y	M	14	Perspective sketching: Observation and point of view	Assignment #1
		W	16	Still life study	
		F	18	Still life study	Assignment #1 due
3		M	21	Perspective sketching: Light, shade, tone and texture	
		W	23	Still life study	Assignment #2 due
		F	25	Still life study	Assignment #2 due
4		M	28	Perspective sketching; Estimating and division	Assignment #3
		W	30	Perspective sketching cont.	
5	F E B R U A R Y	F	1	Perspective sketching cont.	Assignment #3 due
		M	4	Perspective sketching: Circles, ellipses, hexagons etc	Assignment #4
		W	6	Perspective sketching cont.	Read play #1
6		F	9	Perspective sketching cont.	Assignment #4 due
		M	11	Thumbnail Sketches: pencil	Assignment #5
		W	13	Pencil work	
7		F	16	Pencil work	Assignment #5 due
		M	19	Thumbnail Sketches: marker	Assignment #6
		W	21	Marker work	
8		F	23	Marker work	Assignment #6 due
		M	26	Perspective Systems: One-point perspective	Assignment #7
		W	28	One-point perspective	Read Play #2
		F	30	One-point perspective	<b>Project #1</b>
9	M	2-6		SPRING BREAK	
10	A R C H	M	9	Perspective Systems: Two-point perspective	Assignment #7 due
		W	11	Two-point perspective	Assignment #8
		F	13	Two-point perspective	<b>Project #1 due</b>
11		M	16	Perspective Systems: Three-point perspective	
		W	17	Three-point perspective	Read Play #3
		F	19	Three-point perspective	Assignment #8 due
12		M	22	Three-point perspective	Assignment #9
		W	24	Three-point perspective	
		F	26	Three-point perspective	
13		M	29	Perspective Systems: Perspective grid	Assignment #9 due
		W	31	Perspective Systems: Perspective grid Cont.	
14	A P R I L	F	2	Perspective Systems: Stage Perspective	<b>Project #2</b>
		M	5	Stage Perspective: The modified office method Cont.	Assignment #10
		W	7	Stage Perspective: The modified office method Cont.	
15		F	9	Stage Perspective: The modified office method Cont.	
		M	12	Stage Perspective: The modified office method Cont.	
		W	14	Stage Perspective: The modified office method Cont.	Assignment #10 due
16		F	16	Perspective Rendering: project 2 class work	
		M	19	Perspective Rendering: project 2 class work	
		W	21	<b>Final Project Due</b>	<b>Project #2 due</b>