

Instructor: **Campus Phone:**

Office Hours:

COURSE PRE-REQUISITES: None. Satisfies the Core Curriculum Fine Arts requirement.

COURSE DESCRIPTION: “This course focuses on understanding foundational elements of theatrical design and developing the skills to translate text into visual content. It involves an introduction to script analysis, visual and dramaturgical research, creative exploration and visual communication.”

- This is a lecture and demonstration course with an emphasis on creative projects and student presentations.
- This course introduces you to the basic fundamentals of design, which are the same for theatre, architectural design, and fine arts. These fundamentals are important not only to a designer, but to a director, actor, stage manager, technician, and informed audience member.
- This course emphasizes the exploration process and communication tools that designers use to solve problems and communicate *DESIGN IDEAS*.

THEATRE ARTS AND PERFORMANCE STUDIES PROGRAM GOALS:

1. Students will increase their understanding and awareness of the multidisciplinary applications of the Theatre Arts and Performance Studies within domestic and international contexts.
2. Students will demonstrate the ability to synthesize theory (knowledge) and praxis (skills) in their work as scholar-practitioners.

THEATRE ARTS AND PERFORMANCE STUDIES LEARNING OUTCOMES:

1. *Students will develop both a conceptual understanding and practical application of technical skills related to the theatre discipline in performance and theatre productions.*
2. *Students will show an increase in creative thinking skills from the collaborative experience and theoretical examination of theatre practice.*
3. Students will show an increase in organizational competence through their work in the theatre discipline.

COURSE OBJECTIVES:

- To provide an introduction of the elements and principles of design and build upon these with creative assignments, presentations, discussion, and script analysis
- To culminate these skills in an intensive Final Project based on a theatrical script
- To introduce and explore the general elements and principles of design
 - Elements: line, shape and form, space, color, texture, movement**
 - Principles: balance, rhythm, emphasis, contrast, unity, proximity, variety**
- To prepare for participation in THEATRE and other areas where an appreciation of *DESIGN* is important
- To gain an understanding of the CREATIVE RESPONSE as part of the overall design process
- To become exposed to a range of theatrical productions and styles
- To heighten skills in oral and visual communication of artistic ideas
- To understand how designers contribute to the theatrical design process as a whole
- To introduce script analysis as an integral part of the theatrical design process

COURSE PHILOSOPHY:

I believe students are as much responsible for their own education as their professors are. It is imperative that you read the textbook or handouts before coming to class. In class we can clarify and synthesize the information you have read and add real life examples and situations to help you understand. Please come to class with an open mind, a willingness to speak, and an enthusiasm for participation.

CLASS REQUIREMENTS:

- Class Attendance and participation in discussions is required (Ask Questions, Give opinions)
- Active reading of the text and handouts is required
- Short in class writing assignments and/or quizzes will be given on the text, generally given at the beginning of class when reading is due (not always on syllabus)
- Students are required to see 1 on-campus play: and write a 3-4 page analysis of the design elements and principles of the production
- Students are required to see 1 OFF-CAMPUS professional play: and write a 3-4 page analysis of the design elements and principles of the production
- Students will work on multiple projects throughout the semester both in class and outside of class

TEXTS: *An Introduction to Theatre Design* by Stephen Di Benedetto (ITTD)

***From Page to Stage* by Rosemary Ingham (FPTS)**

Scripts: to be revealed...

REQUIRED SUPPLIES: *Please put identification on all your own equipment and supplies!*

Tickets to 2 plays (one USD, one Professional--a group ticket may be provided)
1" 3-Ring Binder for class handouts and sketches with approx 25 Sheets of white paper
Drawing Pencil (suggestion: Ebony Pencil)
#1 size X-acto knife with #11 Blades
Metal Straight-edge with cork back (12" minimum, 18" preferred)
White glue (Aleen's Tacky Glue or Sobo)
Foam core, 3/16" thick, White and Black, 20" x 30", at least 3 sheets
1 small can of Spray Adhesive, any brand, but it should NOT be re-positionable
Glue Stick
Scissors
Self-healing Cutting Surface (minimum 9x12", OR thick cardboard)
Various paints, papers, textures tbd
1" 3-Ring Binder for Final Project (per team)
Imagination (not available in bookstore)

Please Note: Additional supplies such as cardboard, paint, etc., may be necessary for some projects, in which choosing them will become part of your decision making process.

Cost is approximated to be from \$40-100 over the course of the semester

ATTENDANCE:

In class quizzes and presentations cannot be made up for full credit without an EXCUSED absence.

If you will be absent from class you may let me know ahead of time, but do not ask me for permission.

ONLY EXCUSED absence: signed Dr's note for illness, OR USD sanctioned event (ex. Track meet, USITT),

You will need to provide an official letter to me prior to the planned absence.

IF YOU DO NOT PROVIDE WRITTEN DOCUMENTATION, YOUR ABSENCE WILL BE MARKED AS

UNEXCUSED, EVEN IF YOU HAVE LET ME KNOW YOU ARE SICK.

ALL LATE PROJECTS or PAPERS without excused absence may be accepted for partial credit (10% reduction per day)

The course will often take a on seminar/discussion format, so arrive on time.

The class begins with roll. Don't be late.

EACH UNEXCUSED absences will reduce your overall class participation grade by 20 points

(AFTER YOUR ONE FREEBIE-use wisely)

Tardiness OR departing early will reduce your overall class participation grade by 10 points per day

You are responsible for finding out information from missed classes from your classmates AND FOR FOLLOWING THE GUIDELINES OF THIS SYLLABUS. (signature requested on info sheet)

CLASSROOM POLICIES:

- Please TURN OFF cell phones during class (this includes texting or note taking)
- No food, but drinks ok
- If you fall asleep you will be asked to leave and counted absent
- Visitors are not allowed
- Always clean up after yourself when you have completed working, making sure your equipment and supplies are returned to their proper places.
- No laptops for taking notes. Often, you will need to 'sketch' with notes, so pencil/pen and paper is better.

All papers/ home work due at the beginning of class and must be printed out, NO EXCEPTIONS
If you decide to email me the work and I have to print it out, it will reduce your grade by 50%

ACADEMIC DISHONESTY:

Academic dishonesty is unacceptable. Cheating includes (but is not limited to) crib sheets, copying answers from another student's exam, use of recording devices, use of a calculator capable of storing alphanumeric data, and gaining unauthorized prior access to current exams, old exams, or answers. It is generally defined as giving or receiving aid in examinations or on assignments which are intended to be done individually or the presentation of the work of other persons as one's own. On quizzes and examinations, all information other than that which is in your head is unauthorized unless I specifically inform the class otherwise. No talking or communication of any type is authorized during the taking of an examination. No communication about a quiz or examination is authorized between students who have completed the examination and those who have not. Any talking or looking in the direction of another person's paper is presumed to be cheating and will be treated as such. Leaving the room while taking an exam will be considered an attempt at academic dishonesty. Disciplinary action will be taken against those caught cheating and may be grounds for dismissal.

SPECIAL NOTE:

This is a time intensive, hands-on course. Make sure you have scheduled enough time to get your projects and reading done. Putting it off until the evening before it is due may not allow you enough time to finish it. The textbook is dense, and packed with information that may take time to understand and absorb. Allow yourself the time to do this. The class periods are your opportunities to discuss questions and concerns that you don't understand...but if you don't read, you won't have the opportunity to MIS-understand, and your time to ask questions will be lost. And glue takes time to dry!

POINTS POSSIBLE:

Analysis of On-Campus Play:	50 pts.
Analysis of Professional Play	50 pts.
Creative Projects	250 pts.
Quizzes #1, #2, #3	150 pts. (50 each)
Script based creative projects	200pts.
Final Project Presentation	125pts
Sketchbook, checked on occasion	25 pts
Participation	150 pts.
Total:	1000

GRADE PERCENTAGE BREAKDOWN:

A 95-100%	B+ 88-90%	C+ 77-80%	D+ 67-70%	F 60% and below
A- 91-94%	B 84-87%	C 74-76%	D 64-66%	
	B- 81-83%	C- 71-73%	D- 61-63%	

Please Note: Simply showing up for class and turning in assignments meets the minimum expectations and is considered average performance, which will earn an average grade of "C". To earn a higher grade your work must be exceptional in quality and you must show great interest and enthusiasm for the subject over and beyond the standard expectations. Be prepared to discuss the reading assignments, offer your opinions, ask questions and be an active member of the class!

Fundamentals of Theatrical Design Grade Tracking Sheet spring 2015

<i>Description</i>	<i>Possible Pts.</i>	<i>Actual Pts.</i>
Project #1 Picture This	50	
Project #2 visual vocab example	10	
Project #3 image cards	25	
Project # 4 Word	50	
Project #5 Word in a Theatre	25	
Project #6 Word: Light/Color	25	
Project #7 Word: Costume	50	
Project #8 "April Showers" script analysis	15	
On-Campus Play Response	50	
Professional Campus Play Response	50	
Quiz #1	50	
Quiz #2	50	
Quiz #3	50	
FINAL DESIGN PROJECT #9		
Script Analysis	25	
Response assemblage	25	
FINAL Concept statement and sketches	25	
Research boards (team)	50	
Prelim 'white' model /Character Boards/Light&Sound	75	
Final Project Presentation (w/ full binder and updates/changes)	125	
Participation	150	
Absences, Tardies	-	-
Total Points	<u>1000</u>	

_____ # of unexcused absences

_____ # of excused absence

Reason: _____ and paperwork _____

Participation Grading Evaluation:

126-150 pts Student brought examples and comments to each and every class meeting. Student was engaged and had positive energy. He/She openly shared observations and thoughts during discussion and when viewing student work. Had supplies, book, sketchbook at all times.

	Student asked questions.
99-125 pts	Some voluntary participation, Answered questions when called upon. Participation existed but needed prompting, Prepared with materials MOST of the time.
76-100 pts	Occasionally answered questions when called upon. Not always prepared with supplies, book, sketchbook
75 pts	Very little verbal participation, Student distracted and/or not interested

Theatre Arts & Performance Studies (TAPS) IMPORTANT DATES Spring 2015:

Student Lab production **DOG SEES GOD** __C131 Black Box: March 12-15

MFA production of **TRELAWNY of the "WELLS"** __ Studio Theatre: Feb 28-March 4

MFA production of **CLYBOURNE PARK** __Studio Theatre: April 16-19

TAPS production of **12 ANGRY WOMEN**__Black Box C131: April 30-May 7

TAPS Mandatory Advising Meeting is Thursday, March 26 at 12:15 to 2:00 pm in room Camino 119.

It is for all majors, minors and interested students.
Students are to bring a print out of their DARS report.
Fall 2015 registration begins April 7th.

Final Exam (presentation) for **section 1:** Thursday, May 14nd in C102 from 8am to 10am

Final Exam (presentation) for **section 2:** Tuesday, May 19th in C102 from 11am to 1pm

TAPS Annual Year-End Bonfire on Fiesta Island: MAY TBD

ADDITIONAL DATES:

Invited dress rehearsal for UNCANNY VALLEY at San Diego Repertory Theatre April __2015

SPRING 2015 Schedule 1/23/15

Bring the textbook: AN INTRO TO THEATRE DESIGN to every class, also called *ITTD*

1 TU 1-27 **Expectations, scope of class, supplies**

Homework: SKETCH # 1 and fill out INFO sheet

Sketch: Look at an object in your room/house and break it down into geometric shapes (circle, triangle, square...)

Simplify the object and break it down into its most basic parts/shapes. Think of it like a diagram or simplified 'graphic' of the object. Use PENCIL.

2 TH 1-29 Robin's **Presentation of: Picture This!**

DUE: Information sheet and sketch #1:

Handout: Project #1: "Picture This"

HW: Research plus Sketches/notes: ideas/abstractions for "Picture This"

Purchase/find exacto knife, scissors, straight edge, cutting surface, glue stick-bring to next class

3 TU 2-3 **In class work on Picture This!**

DUE: abstracted sketches for "Picture This"

Bring to class: straight edge, e-xacto knife/blade or scissors, glue stick, cutting surface

Start PICTURE THIS assignment in class

HW will be to finish this project and bring **completed project** to next class to pin up

4 TH 2-5 **Student Presentation of Picture This!**

handout of Visual Vocabulary project #2

HW: Find Examples to share regarding Visual Vocabulary Project #2 TO **POST ON BB BY Monday 2-9, 8pm**

HW: READ Chapter 3 "The Vocabulary of Visual Thinking" in AN INTRO TO THEATRE DESIGN

5 TU 2-10 **Chapter 3: "The Vocabulary of Visual Thinking"**

DUE: Visual Vocabulary examples on BlackBoard post by 8pm Mon 2-9

In Class Demo of "image cards"

Handout: Project #3: "image cards"

HW: Project #3: "image cards" research and completion of 10 cards

6 TH 2-12 **"image card" Conversations in class and Visual Vocabulary**

DUE: Completed Image Cards

Handout: Project #4 "WORD"

HW: Read Chapter 1: "The Theatre Designer's Job"

HW: Brainstorm your 'word project' with sketches

7 TU 2-17 **Discussion of Chapter 1: "The Theatre Designer's Job"**

Additional Questions on "WORD"

Handout: Study Guide for Quiz #1

HW: Continue to Brainstorm your 'word project' with additional sketches after meeting with Robin

Sign up for office hours meeting with Robin before class on Thursday

8 Th 2-19 **QUIZ #1** (chapters 1, 3) and "Molly Bang" handouts 50 pts

Discuss: WORD project + Design Analysis Paper Guidelines

HW: Complete Project #4 WORD

9 TU 2-24 STUDENT PRESENTATIONS of Project #4 “WORD”
DUE: Project #4 “WORD” (take cell phone photos of your project)
Handout: Project #5 “WORD in a THEATRE”
HW: READ: Chapter 4 “The Artistry of the Set”

10 TH 2-26 Discussion of ITTD-Chapter 4: “The Artistry of the Set”
Homework: Read ITTD-Chapter 6: “The artistry of Light”

11 TU 3-3 Discussion of Chapters 6: “Light”
HANDOUT: Project #6: LIGHT/COLOR
HW: Project #5 Bring updated ‘word in a theatre’ to next class

12 TH 3-5 WORD In a THEATRE
DUE: alterations to “Word” for “Word in a Theatre” and write up
Take photos of your project with cell phone camera
HW: sketch (IN COLOR) of Word Project with TWO ‘looks’ w/ new color and lighting ideas with added scale figure

13 TU 3-10 LIGHTING WORKSHOP: ‘WORD IN A THEATRE’
DUE: color/lighting sketch of Word Project CHANGEUP
Homework: write up of Light Change up

14 TH 3-12 continued LIGHTING WORKSHOP
Homework: write up of Light Change up
HW: Read Chapter 5 in ITTD “The Artistry of the Costume”

15 TU 3-17 ROBIN AT USITT: GUEST INSTRUCTOR
Discussion of ITTD-Chapter 5: “The artistry of the costume”
Handout Project #7: costume/character project
HW: Begin Costume Character project
Homework: Study for Quiz #2

16 TH 3-19 ROBIN AT USITT: GUEST INSTRUCTOR
Quiz #2 ITTD- Chapters 4, 5, 6: “artistry of Set, Costume, and Light”
Handout: “April Showers” and script analysis questions, imagination worksheet
HW: Complete Costume Character project

17 TU 3-24 Costume Project presentations
DUE: Project # 6: Costume/Character
Bring **From Page to Stage** to next class
HW: READ **From Page to Stage**, Ch 1, 2, and 3: & “April Showers”
HW: complete script analysis from “April Showers”

18 TH 3-26 Discuss chapters 1, 2, and 3: FROM PAGE TO STAGE and “April Showers”
Assign Final Project script to read over break
DUE: completed script analysis from “April Showers”

TU 3-31 **SPRING BREAK**
TH 4-2 **SPRING BREAK**

19 TU 4-7 Discussion of Final Project
HW: READ **ITTD**, Ch 8: “Collaborative Process” and **FPTS** Ch 8: “DESIGN PROCESS”

HW-Individual Creative Response Assemblage project

20 TH 4-9 Discussion of COLLABORATIVE PROCESS and DESIGN PROCESS
DUE: Creative Response "assemblage"
TEAMS ASSIGNED TODAY: set design and sound/lighting design and costume design
HW-READ: "design concept" handout

21 TU 4-14 Discuss 'DESIGN CONCEPT'
Teams to choose their specific design areas
HW: individual script analysis, concentrate on your area of design when answering the questions

**22 TH 4-16 RESEARCH LECTURE: Factual and Inspirational
Field Trip to library 'scavenger hunt'**
DUE: individual script analysis
HW: Brainstorm concept and work on Research Board, due 4-21
HW: READ scenic design info (on black board)

23 TU 4-21 RESEARCH BOARDS DUE
Due: Research Boards-factual and inspirational
HW: completed script analysis and proposed design concept supported by research boards
HW: prep for Quiz

**24 TH 4-23 MODEL BUILDING WORKSHOP
Scenic Environment Discussion/Costume and Color swatches**
Due: Proposed Design Concept based on script analysis and research
HW: QUIZ PREP & READ handout of costume design (on Blackboard)

**25 TU 4-28 QUIZ #3 (FPTS chapters 1, 2, and 3, 8 and ITTD chapter 8)
Costume and Character Discussion**

**26 TH 4-30 Additional Costume/Scenic Environment Discussion
Teams work in class together regarding scenic, costumes, lighting and sound**
DUE: Typed FINAL Concept statement and brainstorming sketches
Sign up for critique appointments for Monday/Tuesday with Robin
HW: character analysis and character research due 5-6

**27 TU 5-5 IN CLASS WORKSHOP
Prelim model AND prelim costume/character boards/analysis due today**
Individual critiques with teams (plus additional office hour appts)
Student teams to meet & discuss projects, work in class
DUE: Character Analysis and costume research
HW: Preliminary scenic design rough models and prelim character boards and research

**28 TH 5-7 Prelim model AND prelim costume/character boards/analysis due today
Discussion of class overall AND questions re final project presentations**

FINAL EXAM SLOT FOR section 1: THURSDAY MAY 14th from 8am to 10am in C102

FINAL EXAM SLOT FOR section 2: TUESDAY MAY 19th from 11am to 1pm in C102

PRESENTATIONS OF FINAL PROJECT

I have received and read the syllabus for this course and understand the requirements and parameters.

_____ (signed) _____ (date)