

Eastern Illinois University  
Department of Theatre Arts  
Spring Semester 2013

**THA 3257: Graphics II**  
**Introduction to CAD for the Theatre**

Instructor: Nicholas Shaw  
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581-5958  
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Office Hours: MW 10:00 to 11:30am  
R 12:15 to 1:45pm  
Also by Appointment

Class Meets: MWF 8:00 to 9:40 am  
Doudna Fine Arts Center 2020

Texts: *Adobe Creative Suite 5 Design Premium Classroom in a Book*  
Additional Scripts as needed

Class Description: (3-3-3) This course, a technical course for the Theatre Arts major, will serve as a prerequisite to further design studies in certain areas of scene, lighting and costume design. A basic knowledge of Macintosh computers is helpful, but not required.

Credit Hours: 3.00

## Objectives

1. Develop an understanding of the iMac computer.
2. Develop an understanding of how the computer is commonly used in technical theatre.
3. Develop a basic understanding Photoshop, Sketch-Up, Vectorworks, Poser, and Illustrator.
4. Apply the above programs in a theatrical context.

## Conduct of the Course

1. Attendance- Attendance at all class meetings is expected. Three unexcused absences will be permitted. Tests and quizzes missed on those days cannot be made up (unless the instructor has prior notification). Absences for approved University events and serious illness are excused. In addition, the student will lose 50 POINTS PER ABSENCE over the allotted number. Students arriving after 8:00am will be considered tardy. Students arriving after 8:10am will be considered ABSENT. Two tardies will be counted as an unexcused absence. Students are required to see all faculty directed productions this semester: *Dutchman/Florence*, *25<sup>th</sup> APCSB*, and *Cloud 9*. A student ticket is \$5.00.
2. Academic Accommodation- If you have a documented disability and wish to receive academic accommodation, please contact the Coordinator of the Office of Disability Services at 581-6583

3. Academic Integrity- Committing plagiarism by copying the words or the original ideas of another person without giving that person full and proper credit is an especially serious violation of the University academic dishonesty policy. If you violate this policy you will be reported immediately for disciplinary action. The complete standards of student conduct can be accessed at [www.eiu.edu/~judicial/code.html](http://www.eiu.edu/~judicial/code.html).
4. Cell Phones- Please turn off all cell phones and electronic devices. This is a courtesy to your fellow students and myself, This includes TEXTING! Also, headphones are not allowed unless I give permission during an open work session. Students are not permitted to use nonclass related websites during class, including open work time.
5. Paper writing- All papers submitted in this class must have 1.5 spacing and 1” margins on all sides. The font must be 12 point Times New Roman or Arial. Please put your name on each page of a multiple page paper.

## **Assignments**

1. Critiques- Students are required to see all university productions. A 2-page critique on the technical elements of the production is due after the show closes.
2. Image Alterations- Students will find a theatrical image and then alter it in Photoshop. Both images will be presented to the class side by side.
3. Technology Paper- Students will write a 5-page paper and present their topic to the class. They will choose an element of theatre in which computers are used. Choices must be approved by instructor.
4. Quizzes- There will be four exams throughout the semester.
5. Poser Project- students will create 10 croquis using Poser.
6. SketchUp- Students will create scenery in SketchUp.
7. Vectorworks- Students will create a ground plan and light plot in Vectorworks.
8. Photoshop Projects- Students will create three separate projects using Photoshop; costume renderings, scenic rendering, and lighting renderings.
9. Tutorial Presentation- Students will find a Photoshop tutorial online and will present it to the class, along with the student’s attempt at the tutorial
10. Collage Project- Create an image collage for a play.
11. Final Project- Students will create a scenic, lighting, or costume project using at least two of the programs discussed in class.

## **Grading**

1. Assignments will be due on Friday of each week. They will be graded within one week of turn in date. Students will have the opportunity to raise their grades by reworking projects and turning them in during finals week. Late projects will reduced one letter grade and cannot be raised by resubmitting. No assignment will be accepted over a week late.
2. Projects will be critiqued and discussed in class. We will work through each phase of a project throughout the semester and portions of a project will be due prior to the final due date for the project. This is designed to help you keep up with the work throughout the semester. The project discussions are extremely important and will be part of your grade on each project.

3. Students are graded based on their ability to complete each assignment, their growth during the project, on craftsmanship, and on the merit of the design; in that order. A project that fulfills the requirements set forth by the instructor will be guaranteed a C. A project that shows growth in craftsmanship or the artistry of design will merit a better grade.

Participation and Attendance	200 pts.
Critiques (2 @ 75 pts. each)	150 pts.
Image Alteration (6 @50 pts. each)	300 pts.
Technology Paper	150 pts.
Quizzes (4@ 50 pts. each)	200 pts.
Poser Project	100 pts.
Sketch-up Project	100 pts.
Vectorworks Project	100 pts.
Photoshop Project	300 pts.
Tutorial Presentation	100 pts.
Collage Project	100 pts.
Final Project	200 pts.
<b>TOTAL POINTS</b>	<b>2000 pts.</b>

A = 90%+ of total points	1800 – 2000
B = 80-89% of total points	1600 - 1799
C = 70-79% of total points	1400 - 1599
D = 60-69% of total points	1200 - 1399
F = 59% and less	under 1199

### **Additional Resources.**

A Dozen Questions for Script Analysis For Theatrical Designers

1. Who is the playwright and why did they write the play?
2. What are the central issues of the play?
3. Is the conflict metaphoric?
4. Where is the play set and why is it set there?
5. When is the play set and why?
6. Who are the characters?
7. From the text, what has happened before the play begins?
8. What is the function of each character in the play?
9. What is the mode of dialogue?
10. What is the play's theme?
11. What is the concept for the entire production?
12. How do the design aspects fit into the concept?