

THA 3434 - BASIC THEATRICAL DESIGN (3-3-3)
MWF - 11:00 am -12:40 pm – DFAC 2060/2020
Spring '14

Instructor: Mr. David Wolski

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Office Hours: MW: 2:00-3:00 pm, TR: 1:00-2:30 pm and by arrangement

Telephone #: 581-3417

Purpose of the Course:

This course will study the designer's procedure from script analysis and concept to completed production drawings. It will explore design in terms of aesthetics, genre, production modes and historical periods and styles in two design areas: scenery and lighting. Other goals include:

- 1) To explore the basic skills and techniques in drafting theatrical productions.
- 2) To acquaint the student with the basic "tools" of design. These are the items that will aid you as a technician as well as a designer.
- 3) To teach the student how to translate the design into theatrical graphics that can be viewed/read/understood by a production team with ease and in a professional manner.

Text: Dennis Dorn and Mark Shanda, Drafting for the Theatre

Drafting Supplies Needed for this Class:

Lighting template: Plan view (1/4" scale)

Lighting template: Section view (1/4" scale)

Architect's Scale

30-60-90 Degree Triangle

45-45-90 Degree Triangle

Drafting pencils (HB or 2H, 4H or 6H)

Sharpener (dependent on type of pencils)

Compass (of good quality)

Drafting Vellum (roll or sheets - 18" x 24") with preprinted borders (?)

Drafting tape/dots

T-Square (24", 30" or 36")

Flexible Curve

Erasers (kneaded rubber, art gum or pink pearl)

Sketch Book (spiral bound, at least 11"x14")

Rendering Medium (colored pencils)

Swatch Book (supplied)

Optional Supplies (not required, but they do make drafting easier):

Various Templates (circle and square)

Drafting Board

Erasing Shield

Dusting Brush

Skum-X Pad

Poster Board (for top of drafting table)

Conduct of the Course:

- 1) Lectures/Demonstrations: 3 (100-minute) lectures and/or demonstrations per week for a total of 43 meetings
- 2) Attendance Policy: Class attendance is mandatory. Three unexcused absences will be permitted. However, quizzes or short writes missed on those days cannot be made up. The student is expected to complete reading assignments on schedule. An enjoyable aspect of this course is to be able to share ideas and learn from each other. Participation in class discussions will help borderline grades.

(You will be expected to attend performances of the Theatre Arts Department productions. Though you will not be writing about them, we may refer to them in our discussions.)
- 3) Quizzes: 2 based on reading assignments, lectures and demonstrations
- 4) Short Writes: 2 in-class, reaction papers based on reading assignments and lecture material
- 5) Concept Papers: 2 (1-2 page) typewritten papers will be due on plays that YOU choose from a selected list. Some of the plays selected will be from the list of ACTF Design Projects! **NO LATE PAPERS WILL BE ACCEPTED. PAPERS ARE DUE DURING THE CLASS PERIOD ONLY!**
- 6) Projects: 11 different projects that will help in learning the scenic/lighting design process. Some will include class presentation. **NO LATE PROJECTS WILL BE ACCEPTED. PROJECTS ARE DUE DURING THE CLASS PERIOD ONLY!**

NOTE: Any of the first 9 Projects may be resubmitted ONCE for a better grade (as long as the Project was turned in initially on the Due Date). **ALL REDONE PROJECTS ARE DUE BY APRIL 28th!**

- 7) Lab: each student is expected to put in 15 hours of set construction work and 5 hours of lighting work on the Department's productions over the course of the term (20 hours total). You have through the strike of BEANIE AND THE BAMBOOZLING BOOK MACHINE to complete your hours. Lab hours are in addition to any other course's requirements. To clarify: **YOU CAN'T GET PRACTICUM CREDIT OR PAID FOR LAB HOURS!** Be sure you keep accurate records in regard to which shop you were working. The regular shop sign-in sheets will be used.
- 8) Sketch Book: each student is expected to keep a sketchbook that will be collected and graded 4 times over the course of the semester. Each period has different expectations. Period 1 = Texture, Period 2= Rendering Shapes/Forms, Period 3 = Shading and Plasticity and Period 4 = The Human Figure
- 9) Tests: NONE
- 10) Academic Accommodation: If you have a documented disability and wish to receive academic accommodation, please contact the Coordinator of the Office of Disability Services (581-6583) as soon as possible.

Grading:

2 Quizzes (@ 25 points each).....50 pts.

2 Short Writes (@ 15 points each).....	30 pts.
2 Concept Papers (@ 35 points each).....	70 pts.
Lab.....	40 pts.
Sketch Book (@ 30 points each).....	120 pts.
Projects: 1) Simple Rear Elevation.....	20 pts.
2) R.E. Door and Window.....	20 pts.
3) R.E. Arches.....	20 pts.
4) Poster Design.....	25 pts.
5) Simple Ground Plan.....	30 pts.
6) Modern Set Design.....	75 pts.
7) "Good" Lighting.....	25 pts.
8) Color and Lighting.....	25 pts.
9) Picture Postcard.....	50 pts.
10) Electrical Hookup.....	25 pts.
11) Final Project.....	75 pts.
 TOTAL POINTS-----	 700 pts.

* YOUR FINAL GRADE IS DETERMINED BY YOUR TOTAL POINTS *

A = 90-100% of total points.....	630-700
B = 80-89% of total points.....	560-629
C = 70-79% of total points.....	490-559
D = 60-69% of total points.....	420-489
F = 59% and less.....	under 420

Extra Credit: There are a number of ways to earn extra credit points.

- 1) Extra Production Work: By working up to 20 extra hours in one of the Shops (Scene, Light, Sound or Prop) the student may earn up to 20 points. That is, 1 point for each hour worked.
- 2) Write a Research Paper (5-7 pages) on some aspect of scenery or lighting that is of a particular interest. This may be an historical period, designer or technical equipment. Topics should be approved by the instructor. – 20 points
- 3) Create a Production Model for your Final Project Play (in addition to the required paperwork) – 20 points

YOU MAY ONLY ATTEMPT TO EARN 20 POINTS OF EXTRA CREDIT
ALL EXTRA CREDIT IS TO BE SUBMITTED NO LATER THAN APRIL 30th!

DEPARTMENT OF THEATRE ARTS PRODUCTIONS - Spring 2014

MACBETH
The Theatre

February 26-28, March 1 at 7:30 PM, and March 2 at 2:00 PM

'NIGHT, MOTHER

The Black Box

April 2-5 at 7:30 PM, and April 6 at 2:00 PM

BEANIE AND THE BAMBOOZLING BOOK MACHINE

The Theatre

April 21-24 TBD, April 25-26 at 7:30 PM & April 27 at 2 PM

BASIC THEATRICAL DESIGN

Tentative Schedule/Subject to Change

<u>DATE</u>	<u>LECTURE/ACTIVITY</u>	<u>ASSIGNMENT</u>
January	13	Introduction/Syllabus/Background
	15	Drafting Supplies Chapter 1
	16	Theatre Majors Spring Meeting/Movement Studio @ 5:30 pm
	17	Drafting Conventions/Lettering Chapters 2 & 3/Lettering Ex. A
	20	MARTIN LUTHER KING, JR. DAY No Class
	22	Drafting Tool Use Chapter 4/Drafting Ex. B
	24	Dimensioning/Flats - PROJECT 1 given Chapters 7 & 19
	27	PROJECT 2 given (Door and Window) PROJECT 1 DUE
	29	PROJECT 3 given (Arches) PROJECT 2 DUE
	31	Weight bearing Scenery/Irregular Flats PROJECT 3 DUE/Ch 20 & 21
February	3	Design Process/Components/Sketching Chapter 15
	5	Scene Design – History
	7	Scene Design - History
	10	Genres and Styles/PROJECT 4 given SKETCH BOOK #1 DUE
	12	Genres and Styles
	14	LINCOLN'S BIRTHDAY OBS. No Class
	17	PROJECT 4 work period QUIZ 1 on Scene Design

	19	Present PROJECT 4	PROJECT 4 DUE
	21	The Ground Plan/ PROJECT 5 given	Chapter 18
	24	PROJECT 5-work period	
	26	The Concept Paper	PROJECT 5 DUE
	28	Sample Concept Process	
March	3	Concept Paper Questions?	
	5	DEATH OF A SALESMAN, EQUUS or BURIED CHILD paper	CONCEPT PAPER 1 DUE
	7	Centerline Sections/Work on G.P., C.S., Drafting Ex. C F.E., Sketch and Painter's Elev.	
	10-14	SPRING BREAK	NO CLASS
	17	PROJECT 6 work period	
	19	PROJECT 6 work period	SKETCH BOOK #2 DUE
	21	Present PROJECT 6	PROJECT 6 DUE
	24	Lighting Designer Handout/Functions and Qualities/PROJECT 7 Given	
	26	Lighting Instruments	
	28	Lighting Instruments	
	31	Electricity/Cabling/Dimming/Patching/Control	
April	2	Light boards	QUIZ 2 on Lighting
	4	Color	
	7	Present PROJECT 7	PROJECT 7 DUE
	9	Intensity/PROJECT 8 given	
	11	Present PROJECT 8	PROJECT 8 DUE
	14	Lighting Design Drawings/ PROJECT 9 given	Chapter 22/ SKETCH BOOK #3 DUE
	16	PROJECT 9-work period/ PROJECT 10 given	
	18	Present PROJECT 9/	PROJECT 9 DUE

		PROJECT 10-work period	
	21	ACTF paper	CONCEPT PAPER 2 DUE
	23	Design Process - The Light Plot/Lighting Storyboard Demo	PROJECT 10 DUE
	25	FINAL PROJECT work period	
DUE	28	FINAL PROJECT work period	REDONE PROJECTS
	30	FINAL PROJECT work period	EXTRA CREDIT DUE/ Chapter 17/SKETCH BOOK #4 DUE
May	2	FINAL PROJECT work period	
	6	Present FINAL PROJECTS (G.P., C.L., L.P., H.S. and L.R.) 12:30-2:30 PM	FINAL PROJECT DUE

Other Important Dates to Know:

Last day to withdraw without a grade - January 27

Last day to withdraw with a "W" grade – April 4