
THSP 3630 Topics in Design/Technical
Introduction to Scenic Design
TR 9:25AM – 10:40AM
Pre-Requisites: THSP 1430 or Department Head
Approval
The University of Tennessee at Chattanooga

Instructor: Adam Micielica
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Office Hours: MW: 9:00PM – 12:30PM or by appointment

Course Description:

As an introduction into scenic design for the theatre, students will focus on developing a basic understanding of the art of scenic design, the process a designer uses in the creation and development of their work, and the tools needed to communicate one's design to others.

Course Objectives:

The main objective of this course will be the development of one's personal design/creative process which is the core of successful theatrical design. As part of the design process, special attention will be placed on the importance of the script as the primary blueprint of all design work. Special attention will also be placed on research methods, the translation of research into a concept, and then taking that conceptual idea from a thought into drawings and models which convey the design idea to others.

Course Format:

First and foremost this is not a class for observers. Though the method of instruction will change on a daily basis, the variable which will remain constant is participation. Whether we are doing a 'standard' lecture, discussing a reading, working on an in class project, or presenting and critiquing work, students must actively participate in every class. There will be no tests in this class. You will be assessed primarily on projects given to you throughout the course of the semester. The capstone of this class will be the scenic design of a play of your choosing from a list provided. Though parts of this project will be due throughout the semester, you will be presenting this project in its entirety at a showcase at the end of the semester.

Student Learning Outcomes:

- **Demonstrate the knowledge of script analysis and visual research.**
- **Demonstrate knowledge of the process of conceptualization and working in a collaborative environment.**
- **Understand the differences in historical styles and architecture.**
- **Demonstrate drawing skills to create renderings and sketches utilizing color, value, and texture.**
- **Demonstrate the ability to work in both 2 and 3-Dimensions using the elements of design and the principles of composition.**
- **Demonstrate knowledge of the standards of theatrical drafting as adopted by the United States Institute of Theater Technology.**
- **Demonstrate a critical aesthetic and appreciation of theatrical set design.**

Text:

Required:

Wolf, R. Craig, Dick Block. Scene Design and Stage Lighting. 10th ed. Boston: Wadsworth, 2013.
Jones, Robert Edmond. The Dramatic Imagination. New York: Theatre Arts Books, 1987. (handout)
Lorca, Federico Garcia, The House of Bernarda Alba. Trans. David Hare. London: Faber, 2005. (handout)
USITT Education Commission. USITT Scenic Design and Technical Production Graphic Standard. Syracuse, NY: United States Institute for Theatre Technology, Inc, 1999. (handout)
Script for the semester long project. (See list)
Assorted Other Handouts

Suggested:

Orton, Keith. Model Making for the Stage: A Practical Guide. Marlborough, UK: Crowood, 2004.
Winslow, Colin. Handbook of Model-making for Set Designers. Marlborough, UK: Crowood, 2008.

Supplies:

Below you will find a list of supplies that are needed for this class. Please shop around to get the best price. Good sources are Amazon, Dick Blick, Wal-Mart, Michael's, and Hobby Lobby. Some stores have weekly coupons which will make this more affordable. For example, Hobby Lobby has a 40% off coupon every week that is printable or downloadable onto your phone. You can get 40% off of one item when you present the coupon. Everything is not needed right in the beginning of the semester. I would purchase drawing and painting supplies and collage board first. Dropping this class because of the supply list is not a valid reason to drop this class. If you have problems affording these items please come see me. We can make it work.

Item

Description

Drawing and Painting

Sketchbook	9 X 12, Preferably perforated.
Drawing Pencils	Either a sketching set, reg. #2, or ebony.
Eraser	Pack of good quality plastic erasers.
Acrylic Paint Set (Student Grade)	Reeves 24 pack.
Acrylic Brush Set (Student Grade)	Various size round, flats, angled.
Water Cup	Do not purchase. An old mug will work.
Mixing Palette	Do not purchase. An old plate will work.
Color Pencils	Not necessarily required but a good thing to have.

Drafting

Mechanical Pencil	A better quality .05mm.
Architectural Scale Rule	ARCHITECTUAL <u>NOT</u> ENGINEER
45°/90° Triangle	At least 6" and no bigger than 12." Can be bought in a kit.
30°/60° Triangle	At least 6" and no bigger than 12." Can be bought in a kit.
Adjustable Triangle	A little on the pricier side but very useful.
Protractor	Can be bought in a kit.
Compass	Can be bought in a kit.
Eraser Shield	Can be bought in a kit.

Paper, Boards, and Model Supplies

Illustration Board	You will probably need one 20" x 30."
3/16" Foam Board	20" x 30" x 3/16." Black/black. Multiple sheets.
Collage Board	15" x 20." Black. At least 2
Metal Straight Edge	12" - 18." Must be able to lay flat.
X Acto Knife	#1(trimming and light duty) and #2(medium and heavy duty)
X Acto Blades	#1(light duty) and #2(medium heavy duty)
Foam Board Cutter	Not required because it is a little on the pricey side.
Aleene's Tacky Glue or Elmer's Glue All	

Supplies I Will Provide

Drafting Vellum	18" x 24"
Printer Paper	8.5" x 11"
Card Stock	8.5" x 11"
Gesso	

Attendance Policy:

Attendance and participation in all classes is required. Absences are excused only for documented illness (such as a note from a doctor), documented official university business (such as a note from a coach for a sporting event or a field trip for another class), or for extreme emergencies. Please notify me in advance if you are unable to attend class. I will give you two "freebie" unexcused absences. For each subsequent unexcused absence your final grade will be lowered by 5% of your final grade. This means if you are pulling a low A at the end of the semester and you have a total of 3 absences (2 freebies + one unexcused) then your final grade will be dropped down to a high B and so on and so forth. This isn't the

type of class where you can borrow somebody's notebook or just read the textbook. You need to be here, plain and simple.

Tardiness is also not acceptable. I will give you two or three unexcused tardies. Anything after that will result in a 2% drop in your final grade. Please come to class on time.

Attendance is not only limited to coming to class and being on time. Students must come prepared to work and actively participate in class. All readings must be done the day that they are due. In-class discussions will be based off of readings and students are expected to actively participate in these discussions. Students must also come to class prepared with the supplies that they need to work with during in-class projects days. If we are painting in class for example, you must bring your paint, brushes, your water cup, palette, and paper to class. Grades on each project where you have class time to work on them will be lowered by up to 3% if you are not prepared for class.

Cellphone and Computer Policy:

Cellphones are prohibited in the classroom. Meaning before you walk through the door your phone must be silenced and put away. I never want to see or hear your phone in class. I'll give you two 'freebies,' then after that it is 2% of your final grade for each infringement.

I will allow computers in class as long as you are using them for class purposes. No Facebook or Minesweeper. I'll give you two 'freebies,' then after that it is 2% of your final grade for each infringement.

Late Work:

It is imperative that you do not get behind in this class as all work builds upon previous work. All work is due at the beginning of class on the days specified in the course outline. Work not completed prior to the beginning of class on the day it is due will be considered one day late. Unfinished project work must still be presented the day that it is due. Any work turned in late, regardless of the excuse, will result in a grade reduction of one full letter for each calendar date it is late (an A would become a B and so on). You must make every effort to turn your work in on time even if you have an excused absence for the day it is due. Any work turned in more than 4 calendar days late will receive an automatic F. If you are having difficulty completing your work on time, please speak to me privately so that I can work out an arrangement with you.

Electronic Communication: Scripts, images, and other handouts needed for class will be available on Blackboard.

Class Participation:

As stated numerous times in this syllabus, participation is mandatory for this class. You will be graded on a daily basis for actively participating in class. See grading and evaluation section of this syllabus.

Presentations:

All project work will be presented in front of the class the day that it is due. It is imperative to your growth as an artist that you have the ability to discuss your work articulately. It is also essential that you learn how to critique others' work and to have the ability to take criticism of your own work.

During presentations students are required to explain the choices that they made and explain to the class how they think their choices work in the communication of the idea they are trying to express. All students are expected to give and receive criticism for all work presented. Though this may seem difficult to do, it is essential for your personal growth as an artist. Presentations are not a time to apologize for your work or to give criticism that is not constructive. It is meant to give you the opportunity to give and receive valuable feedback of your work.

Additionally you will be presenting the entirety of your final project in a class showcase at the end of the semester. I will be looking to change the time of our scheduled final to a later date and a time in the evening, preferably the last day of finals. This will be decided upon in the first two weeks of class. Students are expected to dress up and present their work to the department faculty as if they are trying to sell their design to a producer or director. This will be an invaluable experience which will not only give you more confidence in talking about your work but you will get feedback from other professors of your work.

Additional Requirements:

Reviews/Responses:

You are required to attend one performance of each of the two productions being produced this semester. Students are required to write a 2 - 3 page response/review of both university produced main stage productions paying special

emphasis to each of the design areas. All response papers are due the week after the production closes. Check syllabus for exact dates. I will be handing out a document with the exact requirements and I will also post it on Blackboard.

Sketchbooks:

The ability to draw is an essential skill that a designer must develop, and the only way you will develop these skills is through drawing on a regular basis. Drawing not only helps a designer communicate his/her ideas to others but helps in the development of one's "eye" as a designer. With this being the case all students will be required keep a sketch book in which they will sketch 2 SKETCHES PER WEEK or 30 TOTAL SKETCHES. The only limitation is that you draw what you see and try to vary what you draw as much as possible. Architectural elements, faces, body parts, bowls of fruit, landscapes are all excellent examples of what I want to see. No puppies, anime, or unicorns please. Draw what you see including value! Sketchbooks should be no smaller than 9 x 12. Sketchbooks will be checked at mid-semester and are due the day of your final. Each completed sketch will be worth 5 points.

Grading and Evaluation:

Grading for a class in design is difficult to quantitate and at time purely subjective. Unlike other classes we are not solving problem that have definitive answers. Theatrical design is about choices, and it is hard to say that a choice is right or wrong. There are stronger choices and weaker choices. You will not only be graded on the choices you made but by your ability to articulate and defend why you made the choices you did in your design work. Meaning I may not agree with a design choice you make and I may find it to be a weaker choice, however if you can articulate why you made that choice and why you think it works well with the message you are trying to achieve then your grade will not be adversely effected. Your grade will also be dependent on how you take the advice and criticism and either choose to use it or not use it in the development of the design.

There will be some projects that will be more traditionally graded, for example writing projects and drafting will be handled in a more traditional structure. There are correct and incorrect methods of drafting and papers with typos, poor grammar, and poor organization will be graded based on execution.

Your work will not be compared to others in the class in regards to grading. Each student will be evaluated on an individual basis, based upon a clearly defined set of criteria provided on each project handout and upon individual growth. Students must also be active participants in the classroom, meaning that all readings must be done on time and that everyone actively participates in classroom discussions and presentations.

<u>Assignment</u>	<u>Points</u>
Dream Box	100
Metaphor Design Project	125
Analysis	50
Research Collage	50
Still Life Drawing	125
Mill Fire Response Paper	50
Initial Sketches	75
Ground Plan Drafting	75
Final Pencil Rendering	100
Drafting Elevations	100
1/8" White Model	100
Response Paper for <i>You Can't Take It with You</i>	50
Prop Plates	50
1/4" Color Model	150
Sketchbook	150
Participation	150
Total	1500 Points

A:	90 –	B:	89 –	C:	79 –	D:	69 –	F:	<59%
	100%		80%		70%		60%		

Academic Integrity:

In academia as well as in the professional world plagiarism is a death sentence to your career and to your personal integrity. Everyone has the right to the protection of the ideas or the work of art in which they are the author. Every paper, project and design created in this class is to be the work of the individual student, except in the case where collaboration between multiple students is expected.

Honor Code Pledge:

I pledge that I will neither give nor receive unauthorized aid on any test or assignment. I understand that plagiarism constitutes a serious instance of unauthorized aid. I further pledge that I will exert every effort to insure that the Honor Code is upheld by others and that I will actively support the establishment and continuance of a campus-wide climate of honor and integrity. (UTC Student Handbook)

Extra Credit:

All work submitted during the course of the semester can be resubmitted for a higher grade if the following three criteria are met:

- 1.) The project was handed in finished and presented on time.
- 2.) Student has taken critiques and criticism and improved their work.
- 3.) Initial grade must be lower than a 'B.'

ADA Statement:

Attention: If you are a student with a disability (e.g. physical, learning, psychiatric, vision, hearing, etc.) and think that you might need special assistance or a special accommodation in this class or any other class, call the Disability Resource Center (DRC) at 425-4006 or come by the office, 102 Frist Hall <http://www.utc.edu/disability-resource-center/> .

If you find that personal problems, career indecision, study and time management difficulties, etc. are adversely affecting your successful progress at UTC, please contact the Counseling and Career Planning Center at 425-4438 or <http://www.utc.edu/counseling-personal-development-center/index.php> .

THSP 3610 Topics in Design/Technical
Introduction to Scenic Design
Course Schedule

Below is the suggested schedule for Introduction to Scene Design. With the nature of this class some adjustments may need to be made to the day to day scheduling of lectures, in class work days, and project due dates. If changes are made this schedule, project due dates will never be made earlier than what is scheduled. All major changes in scheduling will be discussed in class.

<u>Month</u>	<u>Date</u>	<u>Day</u>	<u>What's Going On?</u>	<u>Due/Bring to Class</u>
Aug.	20	T	Course Introduction	
	22	TH	Discuss: Intro. to Scenic Design	Ch. 1 & 2, <i>Scene Design and Stage Lighting</i>
	27	T	Discuss: <i>The Dramatic Imagination</i>	Ch. II & IV, <i>The Dramatic Imagination</i>
	29	TH	Present: Dream Box Project Final Proposal	Dream Box
Sept.	3	T	Discuss: Elements of Design	Ch.3, pg. 20-27, <i>Scene Design and Stage Lighting</i>
	5	TH	Discuss: Elements of Composition	Ch. 3, pg. 28-36, <i>Scene Design and Stage Lighting</i>
	10	T	Discuss: Design Process	Ch. 4, pg. 37-61, <i>Scene Design and Stage Lighting</i>
	12	TH	Present: Metaphor Design Project	Metaphor Design Project
	17	T	Discuss: Analysis/Research	<i>The House of Bernarda Alba</i>
	19	TH	Discuss: Bernarda Alba & Concept Development	
	24	T	Present: Discussion of Semester Plays	Analysis of Final Plays
	26	TH	Discuss: Intro. to Perspective Drawing	Bring Sketchbook and Pencils
Oct.	1	T	In Class Still Life Drawing	Bring Sketchbook and Pencils
	3	TH	Present: Research Collage for Final	Research Collage for Final Plays
	8	T	Work Day – Initial Sketches	Still Life Drawing
	10	TH	Work Day – Initial Sketches	<i>Mill Fire</i> Response Sketchbook Review
	15	T	Present: Initial Sketches	Initial Sketches
	17	TH	Discuss: Drafting a Ground Plan	Ch. 6, pg. 94–102, <i>Scene Design and Stage Lighting</i> Bring Drafting Supplies

	22	T	Fall Break	
Oct.	24	TH	Work Day - Drafting	Bring Drafting Supplies
	29	T	In Class: Perspective Drawing	Ground Plans for Final Bring Drawing Supplies
	31	TH	In Class: Perspective Drawing	Bring Drawing Supplies
Nov.	5	T	Present: Final Value Rendering Discuss: Drafting Elevations	Ch. 6, pg. 106–112, <i>Scene Design and Stage Lighting</i> Final Value Rendering
	7	TH	Work Day – Drafting Elevations	Bring Drafting Supplies
	12	T	Work Day – Drafting Elevations	Bring Drafting Supplies
	14	TH	Work Day – Drafting Elevations	Bring Drafting Supplies
	19	T	Discuss: Stenographic Model	Bring Model Supplies Final Drafting Due
	21	TH	Work Day – 1/8" White Model	Bring Model Supplies
	26	T	Present: 1/8" White Model	1/8" White Model for Final <i>You Can't Take It with You</i> Response
	28	TH	Thanksgiving	
	Dec.	3	T	Reading Day
5		TH	Final: 8:00 am – 10:00 am Showcase Time & Date TBD	

