TH3334: Scenic Design

Course Description
Basic techniques of scenery design; ground plans, renderings, elevations; perspective drawing.

Course Objectives
After successfully completing this course you will be able to:
- To enable students to identify, employ and obtain mastery of fundamental key design competencies necessary for application in theatre.
- To understand concept, research, and play analysis as it relates to the theatre designer.
- To understand and perform basic perspective sketching, figure drawing, rendering, and drafting.

Grading Policy

<table>
<thead>
<tr>
<th>Grade Distribution</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>Class Participation/Readings</td>
<td>10%</td>
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<tr>
<td>Sketchbook</td>
<td>5%</td>
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<tr>
<td>Craft &amp; Art of Scenic Design Projects</td>
<td>15%</td>
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<tr>
<td>Why Man Creates</td>
<td>5%</td>
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<tr>
<td>Performance Critiques (2)</td>
<td>10%</td>
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<tr>
<td>Postcard Project</td>
<td>10%</td>
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<tr>
<td>Scene Design Project 1</td>
<td>20%</td>
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<tr>
<td>Scene Design Project 2</td>
<td>25%</td>
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<td><strong>TOTAL POINTS</strong></td>
<td><strong>100%</strong></td>
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The grade of “C” is given for work that completes all of the assignment requirements and is submitted on time.

The grades of “B” and “A” are given for work that meets the “C” requirements and clearly demonstrates development in appropriate skills and aesthetic understanding.

Critiques: There will be both one-on-one as well as group critiques. We will critique both work-in-progress and finished projects. During critique the full participation of each student will be expected.

Texts
- *The Craft and Art of Scenic Design* – Klingelhofer
- *Disgraced* – Akhtar
- *God of Carnage* - Reza
- *Clybourne Park* – Norris
- *Water by the Spoonful* – Hudes

Software
Each student is required to download the free educational version of Vectorworks 2018 from Nemetschek USA. To request the download, go to [http://student.myvectorworks.net](http://student.myvectorworks.net) by the end of the 1st week of class.
Attendance and Participation Policy

Quality participation in class is required. Students contribute to the learning environment and demonstrate their understanding of the material by participation. Therefore, class attendance is required and the attendance policy is as follows:

- Attendance will be taken at the beginning of each class period. 0-5 minutes late will count as a tardy. Students who are more than 5 minutes late for class will be considered absent for that class. Tardiness is seriously frowned upon. 2 Tardies count as 1 absence.
- My attendance policy is strict. Missing 3 classes will lower your final grade by 10%. Every class missed after that will result in another 10% reduction.
- Missing more than 7 classes will result in a Failing grade for the semester.
- Students who leave class early without prior consent will be marked absent.
- Students who are late for class on presentation days will only be given the allotted class time to complete their presentation.
- An excused absence will be granted only for documented health and family purposes. (This means you must provide “official documentation” such as an official doctor’s/clinic note, a newspaper clipping, or official university letter etc. to be excused within 24 hours of missing the class.)
- Students representing ASU (traveling groups, class field trips, etc.) will be granted an excused absence, but prior notification must be given to me in writing at least one week in advance.
- Remember, an absence is not an excuse for a late assignment. If you have prior knowledge of your absence (such as a class trip), please turn in your assignment prior to your absence. Note: Doctor’s appointments are to be scheduled at a time as to not conflict with this class. Having a doctor’s appointment is not an excuse for missing class.
- Missing class on a scheduled presentation day can jeopardize your grade for the semester. Missing class because you haven’t finished an assignment is a questionable choice and results in both a lower grade on the assignment and the loss of valuable class time.
- Regardless of attendance, you are responsible for class notes, handouts and deadlines. There are no make-ups. If you are absent on test days or when assignments are due, you will receive a zero for that grade. Please see the professor if there are some special circumstances.

Rationale:
I value attendance and participation. A class is only as useful as the time you put into it, and, more than lecturing, I think we learn from active discussion and debate.

Base Score:
Points for participation include coming to class and participating, if not in the large class discussion, in the smaller groups at least. If you are reserved, I understand, and I won’t ask you to do anything that I might assign in class that an actor might enjoy. But, oral communication is a key part of the designer job and it is essential that you learn to communicate as a designer. Using class time to discuss non-class topics, non-engagement, and absence will eat away at your grade.

The Catch:
Worse than absence and not participating is actively detracting from the learning environment. I really, really, really, really hate having to stop the class because someone is chatting with their friends, writing notes to each other, making faces, texting, or reading the newspaper. It is disrespectful to those of your classmates who have paid good money and want to learn something. This has a far worse effect on your grade. In other words, if I have to say something to you, or if I just have a bad feeling of any kind about you that day, I will subtract points from your final grade (not just your participation grade). If I’m in a particularly bad mood, I will ask you to leave the classroom.
Contact Info
Professor Mike Burnett – michael.burnett@angelo.edu
Phone: 325-486-6190 office, 325-812-4155 cell (please use between 10am-11pm only)
Office Hours:
- Monday/Wednesday 130p-330p
- Tuesday/Thursday 130p-330p
- Friday by appointment
Information regarding this class will be posted on BLACKBOARD.

Homework/Paper Requirements
All assignments in the class are to be:

- **TYPED** using either Times New Roman, or Arial font, in Size 12 of course.
  - Double-spaced. Use the MLA format.
- **All Hand-Printed work (drafting, storyboards, etc)** are to be in ALL CAPS.
- All homework assignment answers should be well thought-out and in complete sentences.
- Don’t forget: Spell check is your friend! And, proof reading helps a lot, too!
- If you are thinking about taking a shortcut on some assignments, be sure to read the syllabus page and the university information on plagiarism. If you paraphrase the idea of another, use another scholar's words, or consult a source, you must cite the source in your writing. Failure to cite sources can result in a failing grade or in expulsion from the University. Citing sources does not mean you cannot generate ideas on your own; on the contrary, it shows that you have read another scholar's work and you have something to say about it. Do not use a paper you have used for another course without consulting me. This includes play performance critiques you may be using for other theatre courses.
- Any assignment that is typed must be submitted via BLACKBOARD.

In General
I RARELY offer extra credit work nor do I accept late assignments. However, if you are having trouble keeping up - please come and see me. I would much rather you come and talk to me than let your work slide. I am in during my office hours, during the shop, and other times, and I can be easily reached by email. You will find I am usually pretty agreeable if you take the initiative and communicate with me.

Drafting/Art Materials
Students will need to provide a wide variety of drafting and art materials for the course. While some elements may be shared amongst the class, the basic elements (notated with an asterisk *) should be purchased for individual use ASAP.

- Scale rule (architect)*
- 30-60-90 triangle*
- 45-45-90 triangle*
- erasers* white (drafting eraser) pink (art eraser)
- sketching pencils* kit with various hardness (from 6B to 2H) or the following hardnesses
  - 6B, 4B, 2B, B, HB, 2H
- Sketch Books - 8.5x11 with at least 75 sheets - sketch journal
- compass
- protractor
- water colors
- paint brushes
- various art papers (depends on your likings)
- Bristol Board, Canson Paper, Watercolor Paper, Newsprint, Construction Paper, Foam Core Board
- Glue
- Colored Pencils
- Model Making supplies (TBD)
Plagiarism: What it means to do it, and the consequences of being caught.

I was a student myself, and I understand the pressures students face in this department. It's getting close to the end of the semester and you just opened a show. You have three research papers due, an acting scene, and four final exams. You haven't started on your design project because you've been in rehearsal every night until midnight. Your scene partner has been flaking out on you. One of your finals is in biology and another in college algebra. You've fallen behind in all of your classes - and you don't particularly like anything we've studied in Scenic Design. Really - you'd rather deal with biology assignments than think about design. Understandable. You can cut down on all of this, you think, if you just find some quick material on the internet on a Diseased and copy them in, work in some of the material from your friend's notes (you didn't go to class the day we discussed them), and "voila!" A design project! Worse yet, you find just the project or paper you're looking for from a friend. Only $10 a page... this is too perfect!

After the exam you get an email from me telling you that your design concept seems to match another one found online. It will be investigated. You find yourself in a disciplinary hearing - your scholarship is revoked, you flunk Scenic & Lighting Design or, worse, you are expelled from the University.

You finish your degree elsewhere. You audition for an MFA program. They'd take you in a heartbeat, they say, but it appears that you were expelled from a school for academic misconduct; they can't possibly admit you to the program. Other graduate programs turn you down. Employers for stupid bank jobs even balk at your record. You waste your life working in an insurance office job that your loser brother got you in Kalamazoo.

Materials that are available for you to plagiarize are available to me to review. I have read most of the printed sources you are likely to use, and I also can purchase ready-made essays from the same vendors - if they can sell to you, what is to stop them from making money from me? Plagiarism is a lousy shortcut, not just because it leads to the tragic scenario I outlined above, but also because:

1. Projects and Papers put together from lifted sources are usually of poor quality. If you think the people who produce these papers for hire are better writers than you, think again. They are usually 'C' quality papers at best.

2. You lose my respect, and the respect of others on faculty. It will affect the way we evaluate you in the future.

3. You cheat yourself of an opportunity to learn. I don't assign projects for my own enjoyment! I assign papers and projects because I want to give you an opportunity to explore in greater depth a topic you find interesting. I want to help you learn to be a better writer - to organize your thoughts, to think on a deeper level, and to analyze materials more effectively. What a great opportunity! You paid a lot of money for such an opportunity - and you cheat yourself of that. Think of how much money you are wasting by just 'getting by.'

Remember: Any paper you write yourself, with your own research, will usually be good enough for a 'B' grade or better. I appreciate the effort a student puts into a research project. Find a topic you like. ASK ME if you have any problems. I am happy to help you - even if you have to remind me a gazillion times. I take plagiarism very seriously, and I WILL catch you. I'm terribly zealous about it. So, don't do it.
Grade Appeal Process

As stated in the ASU Operating Policy and Procedure (OP10.03) a student who believes that he or she has not been held to appropriate academic standards as outlined in the class syllabus, equitable evaluation procedures, or appropriate grading, may appeal the final grade given the course. The burden of proof is upon the student to demonstrate the appropriateness of the appeal. A student with a complaint about a grade is encouraged to first discuss the matter with the instructor. For complete details, including the responsibilities of the parties involved in the process and the number of days allowed for completing the steps in the process, see OP10.03 at www.angelo.edu/opmanual/docs/Section_10_Academic_Policies-Students/OP_10.03_Grade_Grievance.doc

Academic Advising

The College of Arts and Sciences and Department of Communication, Mass Media and Theatre require that students meet with a Faculty Advisor as soon as they are ready to declare a major. The Faculty Advisor will set up a degree plan, which must be signed by the student, faculty advisor, and the department chair. Theatre majors who have questions about advising or declaring a major in the department, can call 942-22085. Undeclared majors are supported by ASU’s College of Arts and Sciences Advising located in Carr, and can be reached at 942-2710.

Non-Discrimination

Prejudice of any kind will not be accepted in the classroom. This includes age, race, political stance, religious preference, and ethnicity. Students are allowed to disagree and voice opinions if they do so in a non-offensive manner.

Academic Honor Code

Violations of academic integrity are very serious matters and are clearly documented in the ASU Student Handbook. The work a student submits in a class is expected to be the student's own work and must be work completed for that particular class and assignment. Plagiarism means intentionally or knowingly representing the words or ideas of another as one's own. This may include your own previous work. Plagiarism includes quoting or paraphrasing from other sources without acknowledging/citing the source of your information or presenting quoted material as your own words. You must be very clear about attribution of sources and you must know how to cite sources in a paper. Please see full Honor Code Policy at http://www.angelo.edu/cstudent/documents/pdf/Student_Handbook.pdf

Students with Disabilities

Angelo State University complies with the Americans with Disabilities Act in making reasonable accommodations for qualified students with disabilities. If you suspect that you may have a disability (physical impairment, learning disability, psychiatric disability, etc.), please contact the Dean of Student Life and Student Services at 942-2191. If you need disability accommodations in this class, please see me as soon as possible.

Incomplete Grades

The grade I (incomplete) is given when the student is unable to complete the course because of illness or personal misfortune. A grade of I can only be granted for documented health and family purposes. In the event of prolonged illness, please contact me personally or have a family member contact me as soon as possible. Furthermore, it is the student's responsibility to contact the Office of Student Services at 942-2193 and document your circumstance. Note: An incomplete will not be granted for students missing more than six (6) classes and/or for students who do not contact the Office of Student Services. An I that is not removed before the end of the next long semester automatically becomes an F. A graduate student will be allowed one year to remove a grade of I before it automatically becomes an F. To graduate from ASU, a student must complete all I's.

Instructor’s Philosophy

This course is both artistically and academically rigorous and requires a large amount of work outside the classroom. As is true in the industry, time is of the essence and therefore assignments are expected to be completed as scheduled. I believe in immersion (like a dunk-tank) teaching. While you should be willing to try new things and work on projects in ways with which you are not comfortable, the goal is for teaching and learning. Mistakes are nothing to be feared, rather expected and corrected.

“I always think of the actor when I design my stages.”
JC Serroni
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Classroom Policies

- The makeup room is used for a lot of things. Please follow posted instructions regarding setup, food and drink.
- Carr 202 (the Mac Lab) is not available for the use of this class.
- The Mac Lab is to be locked at all times when not in use. Failure to lock up the lab will result in losing your key privileges.
- Clean up after yourselves.
- No Food or Drink is to be in the Computer Lab. After hours in the Design Lab is OK, provided that it is cleaned up. If this becomes a problem, then this privilege will be revoked.

Reading Assignments

It is expected that you will read the assigned portions of the texts and other handouts prior to arriving in class. Lectures and in-class assignments will be based upon the assumption that these readings have been completed and lecture material will be related to the readings. However, lectures will not be rehashes of the readings. In order to facilitate in class discussions & lectures, students are required to post reading thoughts to a blog in Blackboard (the blog is similar to the discussion board but a little more user friendly). Each reading post should answer the following:
- What is your favorite passage in the assigned reading? Why is it important to you?
- What passage in the assigned reading is giving you difficulty or do you disagree with? Why?
- Is there a passage you can assimilate from this reading into your life in theatre? Describe it. (note…there should be something from each reading that you can use…answering “none” is not permitted)

Sketchbook

Each student will keep an 8 ½”x11” sketchbook for the class. Please use a new sketchbook for the class. You should regularly be sketching various objects in different sources and textures of light. The sketchbook should have a total of at least 50 sketches in it by the end of the semester. I strongly suggest that you make it a habit to sketch daily. Sketches for projects & exercises do not count towards this project. These should range from quick sketches to detailed drawings. If there are not 50 sketches in the book by the end of the semester, then the grade for this project will be a 0. 50 sketches = max of 100pts. 0-49 sketches = 0pts. There should be a marked improvement in the quality of the sketches from beginning to end and the sketchbook will be graded accordingly. It is strongly suggested that you attempt to recreate a scenic design drawing from a professional designer.

Your Sketchbook should include at least the following minimum sketches:
15 – scenery studies
15 – lighting studies

The remaining 20 sketches can be at your discretion but should be along the lines of Scenery for the stage. I will occasionally check your sketchbooks to make sure you are making adequate process. Be sure to bring the book daily to class.

25 drawings are due the day before Spring Break. The remaining 25 drawings are due at the end of the semester. See class calendar for due dates.
Why Man Creates – Video & Response

After watching the video WHY DOES MAN CREATE answer the questions on the handout and submit via Blackboard. Be prepared to discuss your answers in class.

Performance Critiques

Since this class is a theatre class, part of the class requirement is to actually experience theatrical performances. For this particular class, you are required to attend 2 live ASU theatrical productions (The Flick, Brighton Beach Memoirs).

Once you have attended a performance, you will write a 3-page critique paper on the production you saw. You will be critiquing the scenic design elements of the production. Critiques must be submitted via Blackboard.

Craft and Art of Scenic Design Projects

In order to help you grow your skills in Scenic Design, assignments from the Craft and Art of Scenic Design textbook and handouts will be assigned. These projects will range from simple sketches and studies to more complex scenic and lighting renderings. See the calendar for specifics and due dates on assignments. Assignments will be critiqued in class on the day due. Students are expected to post their work prior to arriving in class and begin studying their fellow students’ work. Each student will receive in-class critique from the professor and other students. Written assessment will come in the form of a student taking notes of the critique with a grade being assigned in Blackboard following the class session.

PROJECTS

Research a Designer p30
Sketch and Plan p31
Stage Pictures p52
Text p64
Researching the Play p85
The Designable Idea p106
Model Play p138
Space p139

Postcard Project

The purpose of this project is to help you understand production concept development and how it is used in scenic design for the theatre. In addition, you will be asked to further synthesize and utilize the knowledge acquired during the early part of this semester by incorporating the elements of design, the design process, and composition into this project. You will also incorporate large amounts of research into this project.

Each student will design a stage based on the image contained within a postcard (I will provide). You will create a concept for the design, ground plan, black and white rendering and a color model... You do not have a set budget for this design, but you must stay within reason (and follow the laws of nature and the USA).

TO TURN IN:
1. Typed Concept or Statement of Design Idea
2. Color model
3. Ground plan – in Vectorworks

“I believe there are failures in theatre where directors or producers do not give honor to technical people. Without it, they are nothing. With it, they will do anything for you.”
Martha Graham

“What I love about theatre is its theatricality and the fact that you’re not reproducing real life on stage – it’s something more than that.”
Richard Hudson
Scenic Design Project 1

The purpose of this project is to help you understand the roles of Scenic and how the designers collaborate on a play. You will be asked to synthesize and utilize the knowledge acquired during the first part of this semester by incorporating the elements of design, the design process, and composition into this project. Most of this design will be created thru the projects in the text. However, a complete design notebook/design will be presented on the due date in addition to the smaller projects.

For this assignment, each student will choose play to design. You must choose either *Disgraced* by Ayad Akhtar, or *God of Carnage* by Yasmina Reza. Regardless of which play you choose, you must read and familiarize yourself with both of the assigned plays. Each student will take on the role of scenic designer create that design.

<table>
<thead>
<tr>
<th>SCENARIO ANALYSIS</th>
<th>SCENIC DESIGN</th>
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<tbody>
<tr>
<td>Production concept paper/Statement of Design Idea</td>
<td></td>
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<tr>
<td>Scene/Act breakdown with production needs</td>
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<tr>
<td>Script Analysis</td>
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<tr>
<td>Scenic plot/chart</td>
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<tr>
<td>Ground Plan – in Vectorworks</td>
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<tr>
<td>Research Morgue – in Google Drive &amp; Printed</td>
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<tr>
<td>Color Perspective Rendering</td>
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<td>White Model</td>
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KCACFT Design Board (see kcactf.org for guidelines)

Scenic Design Project 2

The purpose of this project is to help you understand the roles of Scenic and how the designers collaborate on a play. You will be asked to synthesize and utilize the knowledge acquired during the first part of this semester by incorporating the elements of design, the design process, and composition into this project.

For this assignment, each student will choose play to design. You must choose either *Water by the Spoonful* by Quiara Alegria Hudes, or *Clybourne Park* by Bruce Norris. Regardless of which play you choose, you must read and familiarize yourself with both of the assigned plays. Each student will take on the role of scenic designer create that design.

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<td>Scenic plot/chart</td>
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<tr>
<td>Ground Plan – in Vectorworks</td>
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<td>Front Elevations – in Vectorworks</td>
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<tr>
<td>Color Elevations</td>
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<td>Research Morgue – in Google Drive &amp; Printed</td>
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<tr>
<td>Color Perspective Rendering</td>
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<td>Color Model</td>
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KCACFT Design Board (see kcactf.org for guidelines)

In Class Assignments

Please bring all art materials to class daily as we will be working on some creative projects in class. All In Class assignments are graded as either a positive (A), negative (F), or neutral (C). The In Class assignments are averaged together for 10% of your final grade.

Please Note

TIME MANAGEMENT AND TIMELY TASK COMPLETION are essential to success in this course! Blackboard assignments are due at 8am on the day they are scheduled. Other assignments are due at the beginning of class on the day they are scheduled. **Backing Up Files:** Losing work due to failed digital media or overwritten files is not an excuse for late work! Students are expected to implement an effective backup strategy for saving and documenting all their digital files. NOTE: ASU Lab computers are normally erased at the end of each day.
<table>
<thead>
<tr>
<th>DATE</th>
<th>TOPIC</th>
<th>READING</th>
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<tbody>
<tr>
<td>1</td>
<td>Tuesday, September 4, 2018</td>
<td>Ch 1 &amp; 2</td>
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<td>2</td>
<td>Wednesday, September 5, 2018</td>
<td>Ch 3</td>
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<td>3</td>
<td>Wednesday, September 19, 2018</td>
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<td>Wednesday, September 26, 2018</td>
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<td>Wednesday, October 10, 2018</td>
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<td>Monday, October 24, 2018</td>
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<td>Monday, October 15, 2018</td>
<td>Ch 11</td>
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<tr>
<td>11</td>
<td>Monday, October 1, 2018</td>
<td>The Fear of a Thousand Little</td>
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Assignment Due

- Project: Costume Design
- Project: Lighting Design
- Project: Set Design
- Project: Sound Design
- Project: Stage Management
- Project: Makeup Design
- Project: Prop Design
- Project: Fight Choreography
- Project: Technical Design
- Project: Scenic Design