



“The Doyle and Debbie Show Milwaukee Repertory Theatre
 Scenic Design: Joe C. Klug
 Lighting Design: Aimee Hanyzewski
 Props Master: Jim Guy

THEA 245: Properties Design

General Information:

Instructor: Joe C. Klug, Assistant Professor of Scenic Design

Meets: M & W 11-12:50 p.m.

Room: NFAC 129

Office Number: NFAC108

Email: jklug@uwsp.edu

Office Hours: M & W 10:00 - 11:00 a.m.

Phone: 715-346-4429

Course Objective:

In this class students will explore and discover the process and paperwork required to design the properties for a production. We will explore the process from the beginning design phase with research, properties packets, drafting, and finally finishing with how to make a prop a reality.

This course will focus on the details of a production and how a Scenic Designer communicates these choices to a Props Master. Organization and attention to detail are crucial. A successful student will discover how to articulate their choices in a clear, concise and organized fashion and gain the skills needed to be a successful assistant designer or props artisan.

Projects:

Project 1: Props Research “Black Comedy”: 50 pts.

Goal of Project 1: Students will do Period style research for the various prop elements of the show. (Should be the beginning research and dramaturgy to help decide the Aesthetic of the Props.)

Project 2: Set Dressing Packet 75 pts.

Goal of Project 2: Students will create a Set Dressing Packet for “Black Comedy.” Will include all Research for all set dressing, and furniture pieces.

Project 3: Hand Props Packet 75 pts.

Goal of Project 3: Students will create a Hand Props Packet for “Black Comedy.” Will include Research for all Hand Props.

Project 4: Specialty Prop Drafting 100 pts.

Goal of Project 4: Students will select one of the plant puppets from “Little Shop of Horrors”, Design and Hand draft it with details.

Project 5: Furniture and upholstery Project 150 pts.

Goal of Project 5: Students will learn about Furniture building techniques and upholstery techniques. They will then create a small step stool using these new skills.

Project 7: Fake Fast Foods Project 150 pts.

Goal of Project 7: Students will select one Fast food Restaurant and then one meal from their menu to recreate a stage version of. Should include all packaging etc...

Project 8: Found Object Antique Gun 200 pts

Goal of Project 6: Students will apply all of the skills they learned in the semester. They will select a style and create a ray gun from found objects that fit the chosen style. They will collect visual research, create drafting, and finally create the object.

Class Participation: 100 pts

Total pts: 900 pts

Required Text:

+ “Black Comedy” By: Peter Shaffer

Grades:

Grades are based on overall achievement, understanding, improvement, and your level of engagement in class. You will be exploring and discovering the various parts of the props design process throughout the semester, and will be required to present your discoveries. It is important that you have your work completed on time in a presentable manor. (This means you could present it to a director at that moment. So please plan accordingly.)

You will also be graded on how organized, clear, and concise your information is presented. It should be laid out in a way that makes it easy to follow along and to understand the desired aesthetic of the production. You will be graded accordingly if your paperwork does not meet the expectations laid out in class.

Grading Scale:

A= 900-810 , B=809-720 , C= 719-630, D=629-540 , F=539-0

The Grading Scale for Final Grade Percentages is as Follows:

A = 100-94	B- = 83-80	D+= 69-67
A- = 93-90	C+= 79-77	D = 66-65
B+ = 89-87	C = 76-74	F= 64-0
B = 86-84	C- = 73-70	

Class Participation Grading:

This class is an open dialogue about design, story telling techniques and the cultural landscape of the play. Class participation will be graded. I expect you to be fully engaged in class. You are expected to actively and respectfully listen to peers, the instructor, and guests. Your comments should reflect understanding of the assignment, the concepts being presented, and the feedback being provided.



“Into the Woods” University of Illinois
 Scenic Design by Joe C. Klug,
 Lighting Design by Joe Burke
 Costume Design by Kim Curtis
 Props Design: Megan Dietrich

Policy on Incomplete or Late assignments:

The projects in this class will take several hours to complete. Late work or incomplete work is unacceptable. As a designer it is your job to clearly express your design choices. Therefore Late work will not be accepted. As a designer we are constantly working to meet multiple deadlines at a time. It is unacceptable to miss a deadline in the real world and this class will be no different.

Class Attendance:

Regular attendance is expected. You cannot participate if you are not in class. You are allowed two absences. Your grade will be lowered one full letter grade (i.e. A to B) for each absence in excess of your two absences. After your 5th absence you will receive a failing grade. You are responsible for material communicated while you are absent. Late assignments will not be accepted.

Also we will be working in a shop atmosphere. Therefore appropriate clothing is expected. Please come ready to work in Work Clothes, things that you do not mind getting paint no or ruined, closed toed shoes, etc... Having to ask to go change or to go get your work clothes will result in an absence. Please plan accordingly.

Changes to the Schedule:

The Instructor reserves the right to change the sequence, material and or assignments as needed to accommodate the progress of the class. Changes to deadlines and schedule will be discussed in class prior to implementation.



“Black Comedy” Bristol Valley Theatre
 Scenic Design by Joe C. Klug,
 Lighting Design by Sarah Aker
 Costume Design by Danielle Preston

Religious Holidays:

The University's policy on religious holidays as stated in the University Catalog and Student Handbook will be followed in this class. Any student may request to be excused from class to observe a religious holy day of his or her faith. Please provide a list of the religious holidays for the class no later than 3 week after classes have started.

Disability Notice:

Students with disabilities who may need reasonable accommodations to have equal access to this course must contact the Disability and Assistive Technology Center. The main office for the Disability and Assistive Technology Center is 609 in the Learning Resource Center. You may still connect directly with Assistive Technology at 715-346-4980 in 604 LRC and with Disability Services at 715-346-3365 in 609 LRC. The center will review your disability documentation and make determinations about what accommodations and/or services you are eligible for.

Professionalism:

Students are expected to behave in a respectful, collegial fashion throughout the course. Students may eat/drink during class so long as it is not distracting to the class. Cell phone and music player use in class without the instructor's permission is not allowed.

Please also note that though this class is may be taught in a computer lab, use of computers or personal devices for anything not strictly related to coursework is not allowed. If you are found to be using computers or personal devices for other means (facebook, pinterest, email, other classes etc) you will be asked to leave the class and will be penalized one absence.

The Rights and Responsibilities of UWSP students are available at:

<http://www.uwsp.edu/stuaffairs/Documents/rightsrespons/SRR-2010/rightsChap14.pdf>



“The Little Mermaid” Orlando Rep.
Scenic Design by Joe C. Klug,
Lighting Design by George Jackson
Costume Design by Megan Szloboda
Properties Design: Tara Kromer and Steven Lopez

Schedule:

Week 1:

9/5: **No Class Labor Day**

9/7: Syllabi/ Course expectations/What is a Prop?

Week 2:

9/12: Primary Vs. Secondary Research

9/14: Props Research

Week 3:

9/19: **Prop Research Packet Presentations**

9/21: Set Dressing

Week 4:

9/26: Set Dressing Packet Presentation

9/28: Hand Props

Week 5:

10/3: **Hand Prop Packets Presentation**

10/5: Specialty Props

Week 6:

10/10: Drafting Drafting Overview

10/12: Drafting Work Time

Week 7:

10/17: Drafting Work Time

10/19: **Presentation of Drafting**

Week 8:

10/24: Furniture and Upholstery

10/26: Furniture and Upholstery Work Time

Week 9:

10/31: Furniture and Upholstery Work Time

11/2: Furniture and Upholstery Work Time

Week 10:

11/7: Fake Foods and Photoshop **Upholstered Stool Due**

11/9: Fake Foods and Photoshop

Week 11:

11/14: Fake Foods Work Time

11/16: Fake Foods Work Time

Week 12:

11/21: Found Object Antique Gun Project **Fake Food Project Due**

11/23: No Class Thanks Giving

Week 13:

11/28: Found Object Antique Gun Project Work Time

11/30: Found Object Antique Gun Project Work Time

Week 14:

12/5: Found Object Antique Gun Project Work Time

12/7: Found Object Antique Gun Project Work Time

Week 15: FINAL WEEK!! Found Object Antique Gun Project Presentation



“Oh What a Lovely War” University of Illinois Theatre
Scenic Design by Joe C. Klug,
Lighting Design by Aaron Lichamer
Props Master: Megan Gerber
Costume Design by Aimee Chimelinski