



White Model "Mid Summer Night's Dream"

THEA 241: Scenic Design 1 University of Wisconsin- Stevens Point

General Information:

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

Meets: T & TH 11-12:50 p.m.

Room: NFAC 126

Office Number: NFAC 0108

Email: jklug@uwsp.edu

Office Hours: T-TH 10 am to 11 am

Phone: 715-346-4429

Course Objective:

In this class students will dive deeper into the Scenic Design process. They will focus on learning how a designer "sees" and develops a point of view, as well as, explore how to shape and craft a landscape for a production. Through exploring these, the student will discover and begin to build a personal aesthetic and point of view as an artist.

Students will also explore, learn, and use the various process materials available to communicate effectively with all members of the production team. They will learn to develop a design from the initial script study through the collaborative process of design. At the end of the semester a successful student will have the tools to be a collaborator and artistic voice in the theatrical process.

Projects:

Project 1: Model Box

50 pts.

Goal of Project 1: Students will build a Model Box that they will use all semester to create their designs around.

Project 2: Dramaturgical and Visual Research

75 pts.

Goal of Project 2: Students will read and analyze the script for “True West”. They will then do Dramaturgical research and Visual research exploring the themes, location, and time period of the play.

Project 3: Rough Model Process “True West”:

100 pts.

Goal of Project 1: Students will explore space and landscape by creating various white models.

Project 4: Color Model “True West”

100 pts.

Goal of Project 4: Students will create a Color Model for their Design for “True West”

Project 5: Drafting “True West”:

100 pts.

Goal of Project 5: Students will create a ground plan and drafting details for 2 Scenic units in their “True West” Design.

Project 6: Visual Research Emotional Response Collage:

75 pts.

Goal of Project 6: Students will read and analyze the script for Beckett’s “Waiting for Godot”. They will then do Visual research and create an emotional Response collage

Project 7: Rough Model Process “Waiting for Godot”

100 pts.

Goal of Project 7: Students will explore space and landscape by creating various white models.

Project 8: Color Model “Waiting for Godot”

100 pts.

Goal of Project 8: Students will create a Color Model for their Design for “Waiting for Godot”

Project 9: Painter's Elevations "Waiting for Godot" 100 pts.

Goal of Project 8: Students will create a Painter's Elevation of the Floor and 1 major Scenic Unit in their Design for "Waiting for Godot"

Final Presentation: 200 pts.

Goal of Final Presentation: Students will build a presentation that highlights and showcases each step of the process for both designs.

Class Participation: 100 pts

Total pts: 1,100 pts

Required Text:

- + "True West" by Same Shepard
- + "Waiting for Godot" by Samuel Beckett

Suggested Readings (Not Required):

- + "Looking into the Abyss" by Arnold Aronson



Color Model "Devil's Music"

Grades:

Grades are based on overall achievement, understanding, improvement, and your level of engagement in class. You will be exploring and discovering the various areas of the Scenic design process throughout the semester, and will be required to present your discoveries. You will be expected to make progress and move forward in your design every class period. 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.)

Grading Scale:

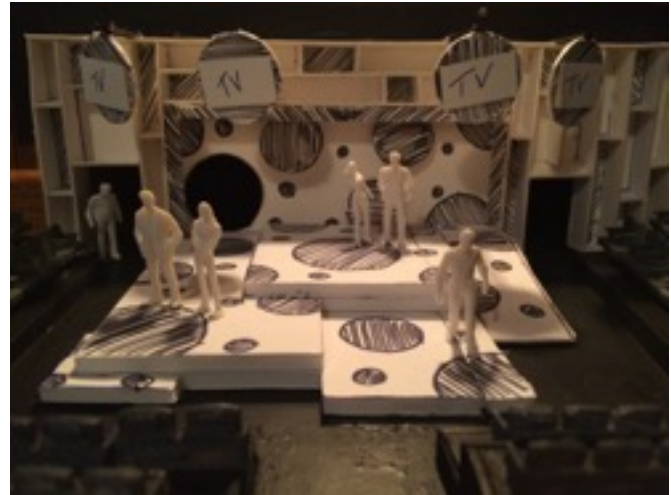
A= 1,100-990 , B=989-880 C=879-770,
D=769-660 , F= 659-0

The Grading Scale for Final Grades is as Follows (Percentages):

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, this means no cell phones and no sleeping 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.



White Model "Lillie's Purple Plastic Purse"

Policy on Incomplete or Late assignments:

The projects in this class will take several hours to complete. Any work not finished in class must be completed outside of class. In Theatre, we have deadlines we have to meet for a show to open. Not completing work for a presentation or class check in is unacceptable and will not be accepted. Work is to be completed at the beginning of class, including all printing, presentation boards etc. If work is not completed by the beginning of the class it is due, it will not be accepted for a grade.

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.

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.

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>

Schedule:

Week 1:

9/6: Syllabus/ Course Expectations/Visual Story Telling
 9/8: Scenic Design Process Overview.

Week 2:

9/13: Model Box Building: **(Model making supplies due)**
 9/15: Model Box Building Work Time

Week 3:

9/20: Primary vs. Secondary Research **(Model Box Due)**
 9/22: Dramaturgical Research

Week 4:

9/27: Dramaturgy Research Presentations **(Dramaturgy Packets Due)**
 9/29: Visual Research and How we Organize it

Week 5:

10/4: Discussion of *True West* and Dramaturgy
 10/6: **Presentation of Research Boards *True West*.**

Week 6:

10/11: Rough Model Process (Shaping Space Exercise)
 10/13: Rough Model Process Cont. (Feedback Day)

Week 7:

10/18: **Presentation of Finished Clean Detailed White Model**
 10/20: Painting a model

Week 8:

10/25: Painting a Model Cont.
 10/27: **Presentation of Finished Color Model for *True West***

Week 9:

11/1: Drafting Lecture (Quick Overview)
 11/3: Drafting Work Time

Week 10:

11/7: *Waiting For Godot* Class Discussion/ Dramaturgy.
 11/10: Rough model Process Start **(True West Drafting Due)**

Week 11:

11/15: Rough Model Process(Cont.) (Feedback)
 11/17: **Presentation of Finished Clean Detailed White Model**

Week 12:

11/22: Color Model Process Start
 11/24: **NO CLASS (Thanksgiving)**

Week 13:

11/29: **Presentation of Finished Color Model for *Waiting For Godot***
 12/1: Painter's Elevations Introduction

Week 14:

12/6: Painter's Elevations Cont.

12/8: **Painter's Elevations Presentation for *Waiting for Godot*.**

Week 15: **FINALS WEEK!**



Color Model "Iphigenia at Alus"

