

Salt Lake Community College

Fine Arts Department THEA 2513/FLM 2513

Design for Stage and Screen

Instructor:

Phone

Office

E-mail:

Office Hours T,Th 1:30 – 3:30:00 or by appointment

Text: Scene Design and Stage Lighting, tenth edition; Wolf and Block ISBN: 978-1-111-34443-6

Description: This class examines process – designer’s script analysis; conceptualization; collaboration; forms of presentation of a design (drawings, paintings, models, etc.); and preparation of design documents necessary for the physical execution of a design. Prerequisites; THEA 1513 or FILM 1513

Goals:

- Students will demonstrate ability to analyze a script for time, period, and place while also analyzing possible metaphorical and symbolic subtexts.
- Students will demonstrate their ability to communicate conceptual information regarding set design through sketches and scale models.
- Students will successfully execute scaled drawings based on their conceptual work demonstrating their ability to translate concept into physical reality.
- Students will demonstrate their ability to accurately draft design documents such as (but not limited to) scaled ground plans, sections, elevations, isometric and oblique details.

Requirements: In addition to attendance, students will, over the course of the semester, generate plans for the set of an assigned play. These plans will include: ground plan, section, elevations, and details as assigned and/or as needed for clarity. All students will also be required to work at minimum, 10 hours on the construction, lighting and sound crews as needed, and possibly, on the running crew for department productions. This commitment outside of normal class meeting times may involve some evening and weekend work. Attendance at scheduled work sessions is mandatory and affects your grade. Dates and times of work sessions will be made available in advance and you will be expected to arrange your schedule accordingly. Evaluation: Students will be evaluated on:

Attendance and participation: Lecture sessions and production related activities during lab hours including, but not limited to, design specific assignments. The specific nature of these activities is

determined by the needs of the designs being executed during the semester. If you attend and complete assignments, you will receive credit. Attendance is heavily weighted because you don't learn if you're not here; there's a severe limit to what you can learn from the text. Example: 45 class sessions = 8.8 points for each day attended = 400 points - 40% of your grade (this allows for three sick days without adverse effect)

Final Set Design assignment including: Ground Plan, Section, Elevations, and Details. 300 points possible: 30% of your grade

Participation in Fine Arts Department production activities: These activities are heavily weighted in the grading because your failure to participate has a dramatic impact on the rest of the crew, and the performers.

For example: 8 hours dance load-in, 4 hours dance focus, 3 hours dance strike = 15 hours. 20-25 hours = 200 points. 15-20 hours = 175 points. 10-15 hours = 150 points. 20% of your grade

Response Paper to Set Design: All students are required to attend one performance of a professional theatrical production. Students will write a response/critique paper of at least 1000 words dealing with the conceptual and physical aspects of the set design. 10% of your grade

Grading scale based on 1000 possible points:

950-1000 =A 710-740 =C

910-940 =A- 670-709 =C-

870-900 =B+ 630-669 =D+

830-860 =B 590-629 =D

790-820 =B- 560-599 =D-

750-780 =C+ Below 559=E

Course Sequence: Topic

Week 1 Scene Design; Theatre Space; Design as a Visual Art

Ch 2, 3

Week 2 The Design Process; Script Analysis

Ch 4

Week 3 Style, Visual Presentation of the Design Roughs, Sketches, Models, Renderings

Week 4 Other Venues for Set Design Color Theory and Application

Ch 5

Week 5 Drafting the Design; Computer Assisted Design

Ch 6

Week 6 Drafting (cont)

Week 7 Drafting (cont)

Week 8 Projections as a design element

Ch 12

Week 9 Handling scenery; Shifting, and Rigging for the designer

Ch 10

Week 10 Script Analysis for final design

Week 11 Concept presentations for final design

Week 12 Models for final design

Week 13 Ground Plan and Section for final design

Week 14 Elevations for final design

Week 15 Painters Elevations for final design Response Paper Due

Week 16

Detail Drawings for final design

Final Exam as scheduled by the College