DESIGN STUDIO

TPA 6009
Fall 2023
Monday & Wednesday 12:50-2:45

OBJECTIVES:

The purpose of this course is to develop the artistic and practical aspects of designing for theater in the student's area of focus, with emphasis on conceptual thinking and the collaborative design process. This class prepares a student to conceptualize, design, and promote their work creating skills that sync with the needs of their future career. Students will investigate the work of significant practitioners in the field and the history of stage design as a foundation for their exploration of collaborative work. The course is designed to introduce students to the design processes and expectations for realized work within the School of Theatre and Dance. Guiding the students through group work sessions provides faculty mentors the opportunity to identify strengths as well as areas for improvement in order to broaden and refine individual abilities and an understanding of the other areas of design.

PROGRAM OUTCOMES:

This course addresses the following program outcomes:

- Giving students background and developing skills necessary to address design work in the departmental curriculum.
- Providing students with training and information required to complete work in the practical production program.
- Teaching students how to develop and apply research, design fundamentals, techniques for collaboration, and presentation skills during the design process as an essential component of assignments and production work

LEARNING OUTCOMES:

After completing this course, students should be able to:

- Conceive and research design projects.
- Organize and translate conceptual work into practical applications.
- Communicate ideas visually and verbally.
- Manage their time efficiently.
- Have critical conversations about the history and future of the field.

REQUIRED TEXTS:

- Shakuntala by Arthur Ryder
- The Dramatic Imagination by Robert Edmond Jones
- Sculpting Space in the Theatre by Babak Ebrahimian
- Assassins by Stephen Sondheim

RECOMMENDED TEXTS:

Bringing Set and Costume Designs to Fruition: Made by Teams: Dasher, Shimon, Koscielniak

Late and Great: American Designers 1960—2010 edited by Bobbi Owen

SUPPLIES:

Students will need a variety of supplies (digital and physical) for rough and final work on the design projects; these will vary according to individual preference.

PROJECT DESCRIPTIONS:

DESIGN PROJECTS will follow the process and expectations laid out in the All-Designers Documents which can be found on canvas. These theoretical designs teach the expected process you will follow in realizing productions at The School of Theatre and Dance. Each meeting laid out in the All-Designers document corresponds with a Design Meeting in the course calendar. At Design Meetings please be prepared to present as laid out in the guidelines. Work sessions in between these meetings are scheduled into the course calendar to allow for work as a design team on dates you meet on Zoom and as feedback sessions with your advisor on days you meet in the classroom. You are expected to be prepared for each session with progress towards your next design meeting and the appropriate materials to work during class. Each step of your process will be submitted as one .pdf to Canvas for grading.

PROJECT 1 : Shakuntala
PROJECT 2: Assassins

PROFESSIONAL MATRIALS: Every semester you will work on creating materials needed to launch your professional career. Materials may include: resume, portfolio, cover letter, logo, CV, contract, paperwork templates,etc. We will assess where you are in the creation of these materials as you enter the program and go over in-depth what is expected in each material. We will select for each student the goals they need to work towards this semester. Your progress will be reassessed on the due date and feedback

given for more improvements before portfolio reviews.

DESIGN CONCEPTS: Students will be required to read and present visual and verbal proposals of directors concepts for 3 scripts.

DESIGNER RESEARCH: Each student must propose a designer within their area of focus to research and present to the class. Proposals must be approved by faculty. Presentations should be no longer than 15 minutes and be an analysis of the designer's aesthetic and visual language. Best research practices require a variety of sources; please plan to utilize the variety of research options available to you through UF libraries. Presentations must include:

- Biographical Information
- Arch of Career and why designer is relevant
- In depth analysis of one to two designs
- Your response to designer's work

GRADING:

The projects will be evaluated and critiqued in stages, with the project grade based on these stages of work, including artistic/conceptual work application of feedback, presentation, and adherence to deadlines. In theatre, time is money, and opening night is unlikely to be delayed until a designer manages to complete work. The grading scale will be as follows:

A 94-100 % A- 90-93% B+ 87-89%
B 83-86% B- 80-82% C+ 77-79%
C 73-76% C- 70-72% D 68-69%
E 0-67%

ALL PROJECTS MUST BE SUBMITTED TO CANVAS FOR GRADING

The university grading policies for assigning grade points may be found at
https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx

- Projects will be weighted as follows:

- Shakuntala: 30%

- Assassins: 35%

- Research on Designer: 10%

- Design Concepts 5%

- Professional Materials:5%

- Participation: 10%

<mark>Late work will be reduced by one letter grade per class meeting.</mark>

ONLINE COURSE EVALUATIONS:

Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at https:// evaluations.ufl.edu. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students https://evaluations.ufl.edu/results/

STUDENTS WITH DISABILITIES:

Students with disabilities requesting accommodations should first register with the Disability Resource Center (352- 392-8565, www.dso.ufl.edu/drc/) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

HEALTH AND WELLNESS:

- *U Matter, We Care*: If you or someone you know is in distress, please contact umatter@ufl.edu, 352-392-1575, or visit umatter.ufl.edu/ to refer or report a concern and a team member will reach out to the student in distress.

- *Counseling and Wellness Center:* Visit counseling.ufl.edu/ or call 352-392-1575 forinformation on crisis services as well as non-crisis services.

- *Student Health Care Center:* Call 352-392-1161 for 24/7 information to help you find the care you need, or visit shcc.ufl.edu/.

- *University Police Department:* Visit police.ufl.edu/ or call 352-392-1111 (or 9-1-1 for emergencies).

- *UF Health Shands Emergency Room / Trauma Center:* For immediate medical care call 352- 733-0111 or go to the emergency room at 1515 SW Archer Road, Gainesville, FL 32608; ufhealth.org/emergency-room-trauma-center.

ACADEMIC RESOURCES

- *E-learning technical support:* Contact the UF Computing Help Desk at 352-392-4357 or via e-mail at helpdesk@ufl.edu.

- *Career Connections Center:* Reitz Union Suite 1300, 352-392-1601. Career assistance and counseling services career.ufl.edu/.

- *Library Support:* cms.uflib.ufl.edu/ask various ways to receive assistance with respect to using the libraries or finding resources.

- *Teaching Center:* Broward Hall, 352-392-2010 or to make an appointment 352-392-6420. General study skills and tutoring. teachingcenter.ufl.edu/

- *Writing Studio:* 2215 Turlington Hall, 352-846-1138. Help brainstorming, formatting, and writing papers. writing.ufl.edu/writing-studio/

- *Student Complaints On-Campus:* sccr.dso.ufl.edu/policies/student-honor-codestudent-conduct-code/

- *On-Line Students Complaints:* distance.ufl.edu/student-complaint-process/ /

COURSE SCHEDULE

DATE	IN CLASS ACTIVITY	DUE ON CANVAS
8/23	Intro to Class	
8/28	Discuss The Dramatic Imagination	
8/30	Professional Materials Review	
9/4	NO CLASS: Labor Day	
9/6	Shakuntala Discussion, Design Working Session	
9/11	Discuss Reading #1, Mentorship Session	
9/13	Shakuntala Design Working Session	
9/18	Discuss Reading #2, Mentorship/Working Session	
9/20	Shakuntala Design Presentation	Mid-Point Design Presentation
9/25	Script #1: Concept Presentation, Discuss Designer Research Proposals	
9/27	Shakuntala Design Working Session	
10/2	Discuss Reading #3, Shakuntala Mentorship Session	
10/4	Discuss Reading #4, Design Working Session	
10/9	Shakuntala Final Design Presentation	Final Design Presentation
10/11	Discuss Reading #5, Script #2 Concept Presentation	
10/16	Discuss Assassins	

10/18	Assassins Design Working Session	
10/23	Professional Materials Review	
10/25	Designer Presentation #1, Assassins Design Working Session	Designer Presentation #1
10/30	Discuss Reading #6, Assassins Mentorship Session	
11/1	Designer Presentation #2, Script #3 Concept Presentation	Designer Presentation #2
11/6	Assassins Design Presentation	Mid-Point Design Presentation
11/8	Assassins Design Working Session	
11/13	Designer Presentation #3, Assassins Mentorship Session	Designer Presentation #3
11/15	Discuss Reading #7, Assassins Design Working Session	
11/22	NO CLASS - Thanksgiving	
11/27	Designer Presentation #4, Assassins Mentorship Session	Designer Presentation #4
11/29	Designer Presentation #5, Assassins Design Working Session	Designer Presentation #5
12/4	Assassins Design Working Session	
12/6	Assassins Final Design Presentation	Final Design Presentation