

TPA4066 – Scene Design

Fall 2023

Instructor: Kaitlin Hannah

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Office Hours: By appointment (via Zoom)

T, R | Periods 8-9
(3:00 PM - 4:55 PM)

CON 218

OBJECTIVES:

- Explore the process of scenic design
- Develop skills for communication and collaboration in design process
- Foster creativity and problem solving in theatrical design

LEARNING OUTCOMES:

- Translate a text into a solution for the space
- Create a design package that effectively communicates scenic ideas to multiple departments
- Utilize programs and artistic mediums to communicate effectively

RECOMMENDED MATERIAL AND SOFTWARE:

It is recommended to wait to purchase materials until we discuss in class.

- Autocad – (Required) Free to Students
- Sketch-up (Required) - \$55/year for students or free through UFAPPS
- Adobe Photoshop - (*Recommended but not required*) Adobe has a student package including all programs available for \$19.99/month or \$239.88/year. If you want just Photoshop you can obtain that for \$9.99/ month or \$119.88/year with the “Photography package”
- Architectural Scale Rule
- Model-making & Rendering Supplies including foam core, illustration board, 14/17 Watercolor paper, Bristol board, paint, paintbrushes, mixing pallet, and various other materials depending on design choices made by the student particular to the project.
- Drafting Instruments: 45-degree, straight edge, T-square, compass. Student may choose to draft digitally or by hand based on personal preference. Materials and software may be purchased accordingly.

RECOMMENDED TEXTBOOKS FOR REFERENCE: (*These texts are not required but are good references.*)

- *Designing and Drawing for the Theatre* by Lynn Pecktal
- *Theatrical Design and Production* by J. M. Gillette
- *Backstage Handbook* by Paul Douglas Carter

ATTENDANCE REQUIREMENTS:

Discussion and class participation are a vital part of this course. Only two (2) unexcused absence from class will be permitted without penalty. Each additional unexcused absence will lower your final grade by 5%. Two (2) late arrivals and/or early departures to/from class will count as one (1) absence. Three unexcused absences will result in a failing grade in this class. Excused absences are consistent with university policies in the undergraduate catalog and require appropriate documentation.

([https:// catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/](https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/))

In cases of illness or special circumstances, a Zoom option for attendance will be available. Be sure to provide notification via email at least an hour before class if possible if you wish to participate via Zoom.

COURSE SCHEDULE:

*indicates final presentation

*indicates discussion assignment

*indicates informal presentation of progress

Day	Class Topic	Homework
R 8-24	Discuss Syllabus • Obtaining Programs	
T 8-29	Discussion about Design	Find a Set Designer whose work inspires you. Bring in a few images to discuss next class.
R 8-31	Discuss Set Designer Research Homework Overview of the Scenic Design Process Introduce Project #1	Find a song + visual word (architectural style, descriptive, time period, etc.) + emotional word associated with a song from a musical.
T 9-5	Discuss Song + Words Homework	
R 9-7	Discuss Drafting/Creating a Groundplan Discuss Rough Sketches/Renderings	Create a Rough Groundplan and Sketch of Project #1
T 9-12	Project #1 Rough Sketch/Groundplan Presentation	Discussion Feedback to 3 other students due by <i>midnight 9-13</i> .
R 9-14	In-Class Workday for Project #1	
T 9-19	Project #1 Presentation	
R 9-21	Discuss Project #2 Discuss Creating a Scene Breakdown	Read <i>Hedda Gabler</i> & Create a Scene Breakdown
T 9-26	Discuss <i>Hedda Gabler</i>	
R 9-28	Project #2 Concept Research	
T 10-3	Overview of Autocad Discuss Creating a Section View	
R 10-5	Overview of Sketchup	

T 10-10	Project #2 Rough Sketches & Rough Groundplans	Discussion Feedback to 3 other students due by <i>midnight 10-11</i> .
R 10-12	In-Class Workday/Building a Model Box	
T 10-17	Project #2 – Revisions/Elevation & Section	
R 10-19	In-Class Workday/Special Topics	
T 10-24	Project #2 - Presentation	Discussion Feedback to 3 other students due by <i>midnight 10-25</i> .
R 10-26	In-class Design-Editing Exercise Discuss Project #3	Read <i>She Kills Monsters</i> & Scene Breakdown
T 10-31	Discuss <i>She Kills Monsters</i>	
R 11-2	Project #3 – Concept + Research	
T 11-7	Creating Paint Elevations/Photoshop Overview	
R 11-9	Project #3 – Rough Sketches + Groundplans	Discussion Feedback to 3 other students due by <i>midnight 11-13</i> .
T 11-14	In-Class Workday/Special Topics	
R 11-16	Project #3 – Revisions/Elevation & Section	
T 11-21	In-Class Workday/Special Topics	
R 11-23	HOLIDAY	
T 11-28	In-Class Workday	
R 11-30	In-Class Workday/Last Questions	
T 12-5	Final Presentation of Project #3 or In-Class Workday TBD	

GRADE AND PROJECT BREAKDOWN:

Participation/Discussion/Attendance/Homework (15%)

- Collaboration is one of the most important parts of the Scenic Designer's job. In addition to presenting your own projects, you will be expected to provide constructive insight and critique for your peers both in-class and through online discussion posts.
- At certain points throughout each project, students will give written feedback to three peers via Canvas. Each discussion post should be a short paragraph (50-125 words) and include at least one element that is working exceptionally well within the design and one element that could use further thought or exploration. In an attempt to provide everyone with equal feedback, please work together as a team to comment on posts that have not been addressed before writing feedback for other posts.

Project #1 – Scene from a Musical (15%)

Space: Constans Theatre

- Student will bring in a song + visual word (architectural style, descriptive, time period, etc.) + emotional word. (10pts.)
- Research + Concept Statement (15pts.)
- Groundplan (20pts.)
- Rough Sketch (15pts.)
- Color Rendering/Sketch (40pts.)

Project #2 – Set Design for *Hedda Gabler* (25%)

Space: UF Blackbox

- Scene Breakdown
- Research + Concept Statement (10pts.)
- Groundplan (15pts.)
- Section (15pts.)
- Sketches (15pts.)
- Drafted Elevation for one element (15pts.)
- 1/8" Card Model/White Model (Physical or Digital) (30pts.)

Project #3 – Set Design for *She Kills Monsters* (25%)

Space: Glimmerglass

- Scene Breakdown
- Concept Statement + Research (10 pts.)
- Sketches (15 pts.)
- Groundplan (15 pts.)
- Section (15 pts.)
- Paint Elevation for one element (15 pts.)
- 1/8" Card Model/White Model (Physical or Digital) (30 pts.)

Final Project (Finalizing Project #3) – *She Kills Monsters* (20%)

- Continue developing to produce a Full Color Model
- Model Photos Showcasing 3-5 Different Moments in Show
- Color Rendering of a Scene

Syllabus and course schedule are subject to change throughout the semester based on student needs and special circumstances. If there is any subject related to Scenic Design not listed on the syllabus that you wish to learn more about please feel free to discuss it with me and if possible, I will do my best to make accommodations to address said topic. Space is allotted in the course schedule to discuss special topics.

Grading & Expectations: Grades for design work are extremely subjective. There are no objective right or wrong choices within creative work. As a result, grades are based on the overall strength and evolution of the design as well as progress in skills and achievements throughout the process. Your grade will be reflective of your commitment and communication as evidenced through your design materials and final presentation. All midpoint and final presentations should be submitted to canvas discussion board before the start of the class in which they are due. Discussion responses should be posted by midnight of the next day. Academic fraud or plagiarism are not acceptable and will result, at a minimum, in a zero for that assignment.

The policies outlined by the university for grading and for assigning grade points can be located at this website:

<https://catalog.ufl.edu/UGRD/academic-regulations/grades-grading-policies/>

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%

Class Demeanor: Students are expected to arrive on time and be considerate of others in the class. Please turn off all phones or place them in silent mode while in class. The use of cell phones or other mobile devices is disruptive, and therefore is prohibited during class. Except in emergencies, those using such devices must leave the classroom for the remainder of the class.

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/>

University Honesty Policy: UF students are bound by The Honor Pledge which states, “We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: “On my honor, I have neither given nor received unauthorized aid in doing this assignment.” The Conduct Code specifies a number of behaviors that are in violation of this code and the possible sanctions. Click here to read the Conduct Code. If you have any questions or concerns, please consult with the instructor or TAs in this class.

Students Requiring Accommodations: 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.

In-class Recording: Students are allowed to record video or audio of class lectures. However, the purposes for which these recordings may be used are strictly controlled. The only allowable purposes are (1) for personal educational use, (2) in connection with a complaint to the university, or (3) as evidence in, or in preparation for, a criminal or civil proceeding. All other purposes are prohibited. Specifically, students may not publish recorded lectures without the written consent of the instructor. Publication without permission of the instructor is prohibited. To “publish” means to share, transmit, circulate, distribute, or provide access to a recording, regardless of format or medium, to another person (or persons), including but not limited to another student within the same class section. Additionally, a recording, or transcript of a recording, is considered published if it is posted on or uploaded to, in whole or in part, any media platform, including but not limited to social media, book, magazine, newspaper, leaflet, or third party note/tutoring services. A student who publishes a recording without written consent may be subject to a civil cause of action instituted by a person injured by the publication and/or discipline under UF Regulation 4.040

Health Resources

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

Counseling and Wellness Center: Visit the Counseling and Wellness Center website or call 352-392-1575 for information 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 the Student Health Care Center website
University Police Department: Visit UF Police Department website 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; Visit the UF Health Emergency Room and Trauma Center website.

GatorWell Health Promotion Services: For prevention services focused on optimal wellbeing, including

Wellness Coaching for Academic Success, visit the GatorWell website or call 352-273-4450

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

Library Support: 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.

Writing Studio: 2215 Turlington Hall, 352-846-1138. Help brainstorming, formatting, and writing papers

Student Complaints On-Campus: Visit the Student Honor Code and Student Conduct Code webpage for more information.

On-Line Students Complaints: View the Distance Learning Student Complaint Process.