TPA4066 – Scene Design   Fall 2024   Monday 12:50 PM – 3:50 PM CON 218

Instructor: Kay Wacasey   Email: cwacasey@ufl.edu

Office Hours: by appointment   Phone: 417-849-5609

Objectives:

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

Learning Outcomes:

- Students will analyze and interpret a given text in order to develop a scenic concept.
- Students will create a design package specific to the scenic design area.
- Students will utilize software programs and artistic mediums to concisely and effectively communicate scenic ideas.

Required Textbooks:

- *Hedda Gabler** by Henrik Ibsen
- *Xanadu* by Douglas Carter Beane (Music by Jeff Lynne and John Farrar)

*This text contains material that may be potentially disturbing to some readers and audiences. Please feel welcome to see the instructor prior to reading with any questions or concerns.

Recommended Materials & Software:

- Drafting materials and/or programs (AutoCAD, Vectorworks)
- 3D modeling supplies and/or programs (SketchUp, Shapr3D, Rhino)
- Drawing and painting supplies and/or rendering software (Photoshop, Procreate, Concepts)

Recommended Textbooks for Reference: (These texts are not required)

- *Drafting for the Theatre* by Dennis Dorn and Mark Shanda
- *Backstage Handbook* by Paul Douglas Carter
- *Scenic Design and Stage Lighting* by W. Oren Parker

Attendance Requirements:

Since discussion and participation are a vital part of this course, only two (2) unexcused absences 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.

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.

Tentative Course Schedule:

Date	Class Topic	Homework
8/26	Discuss syllabus, intros, questions; Explore scenic designers	Find a scenic designer whose work resonates with you. Bring a few images to discuss. Choose a piece of music and visual/emotional words for Project #1.
9/2	**No Class – Labor Day**	
9/9	Class discussion of Hedda Gabler; introduce Project #1 *Lecture: Scenic Designer's Process*	
9/16	Project #1 presentations and in-class critique; introduction of Project #2 *Lecture: Scenic Designer's Final Package*	Read *Hedda Gabler* and be ready for a class discussion; submit scene breakdown to Canvas by midnight 9/16
9/23	In-class work on Project #2 *Demo: Concept Sketches and Perspective Drawing*	Short self-reflection on Project #1 due on Canvas by midnight 9/23
9/30	Progress check of Project #2 *Demo: Drafting, Creating Groundplans and Elevations*	
10/7	Project #2 presentations and in-class critique; introduction of Project #3 *Demo: 3D Modeling: Using SketchUp and Shapr3D*	Read *Xanadu* and be ready for a class discussion Submit scene breakdown to Canvas by midnight 10/7

10/14	In-class work day on Project #3 *Demo: Paint Elevations and Basic Paint Treatments; Working with a Charge Artist*	Short self-reflection on Project #2 due on Canvas by midnight 10/14
10/21	Progress Check of Project #3 *Demo: Creating a Final Rendering in Procreate*	
10/28	In-class work day on Project #3 *Demo: Polishing the Final Product*	
11/4	In-class presentations of Project #3; introduce Project #4	
11/11	**No Class – Veterans Day**	Short self-reflection on Project #3 due on Canvas by midnight 11/12
11/18	In-class work day on Project #4	
11/25	Progress check on Project #4 *Demo: Special Topics and Questions*	
12/2	Final Presentations – Project #4	

Grade & 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 to your peers in class.
- ➢ Reflecting upon oneself and one's work is also crucial to improvement. Following in-class presentations, students will compose a short (~150-300 words) reflection upon their own successes and areas for improvement based on comments from peers and the instructor.

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

- ➢ Student will bring in a song + visual word (architectural style, descriptive, time period, etc.) + emotional word to swap with another student. (10pts.)
- ➢ Visual Research + Concept Statement (15pts.)
- ➢ Rough Groundplan (15pts.)
- ➢ Rough Sketch (20 pts.)
- ➢ 1⁄2" Color Rendering/Sketch (40pts.)

Project #2 – Set Design for *Hedda Gabler* (25%) Space: UF Black Box Theatre

- ➢ Scene Breakdown
- ➢ Research + Concept Statement (10pts.)
- ➢ Groundplan (15pts.)

- ➢ Sketches (15pts.)
- ➢ Drafted Elevation and Paint Elevation for one element (15pts.)
- ➢ Rough Model of One Scenic Element (Physical or Digital) (30pts.)

Project #3 – Set Design for *Xanadu* (25%) Space: UF Constans Theatre

- ➢ Scene Breakdown
- ➢ Concept Statement + Research (10 pts.)
- ➢ Sketches (15 pts.)
- ➢ Groundplan (15 pts.)
- ➢ Drafted and Paint Elevation for one element (15 pts.)
- ➢ Rough Model or Colored Sketch (Physical or Digital) (30 pts.)

Final/Project #4 – 1⁄4" Color Model (20%)

- ➢ Choose Project #2 or #3 to continue developing to produce a finished color 1⁄4" scale model
- ➢ Model Photos Showcasing 3-5 Different Moments in Show
- ➢ Finalized Groundplan & Drafting

 *Syllabus and course schedule are subject to change throughout the semester based on student needs and special circumstances.

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 of 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 Student Disclaimer: This syllabus represents the instructor's current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.

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.