

SYLLABUS: THEATRE 393 B

STUDIES IN THEATRE DESIGN AND PRODUCTION WORKSHOP: SCENIC DESIGN

Spring 2023- Tuesday/ Thursday 11:00am- 12:15am

Instructor: Brian C. Seckfort

Room Number: Carver 338

Office: Fisher 0014A

Office Hours: M/W 9:00am- 12:00pm

Email: Seckfort@iastate.edu

Course Goals

- Understand and implement scenic design process including analysis, research, sketch, drafting, rendering, model making, and presentation.
- Enhance hard skills in model making, computer drafting, and painting.
- Enhance soft skills in critical thinking, script analysis, and project planning.
- Produce a finished scenic package for a multi scene production.

Course Requirements

1. Be an active member of the discussion, analysis, and conversation. Participate with the understanding that no answer is wrong, and anything can lead you to a breakthrough
2. Complete projects to the fullest extent of your capability. Be proud of the work you are doing and speak with confidence.
3. Build yourself and others up! Remember we are all learning. Critique must be addressed as what to improve on for the next assignment.
4. Communication in and outside of the classroom and between you and the instructor is always important.

Text

Scripts will be provided virtually on Canvas for all assignments.

Equipment

- Computer with Vectorworks 2022/2023 installed. (Chromebooks will not support)
- Small sketchpad with no lines
- Pencils
- Standard Scale Ruler

Grading

VW Assignment 1: Set up, tools, and basic drafting practices	5 pts
VW Assignment 2: Complex objects and line types	5 pts
Project 1: Research, Analysis, and Thumbnails	10 pts
VW Assignment 3: Groundplans	5 pts
VW Assignment 4: Elevations	5 pts
Project 2: Groundplan and Elevations- <i>Topdog/Underdog</i>	20 pts
VW Assignment 5: Planning for Model Making	5 pts
Project 3: Color Model- Parade Float Project	10 pts
VW Assignment 6: 3D model making and Rendering	5 pts
Final Project: Full Drafting Packet and Color Model/Rendering- Multi Scene	30 pts
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Total	100pts

Grading Scale

A	93% - 100%	C	73% - 76%
A-	90% - 92%	C-	70% - 72%
B+	87% - 89%	D+	67% - 69%
B	83% - 86%	D	63% - 66%
B-	80% - 82%	D-	60% - 62%
C+	77% - 79%	F	0% - 59%

Assignments and Project Details

VW Assignments 1-6:

These are lead tutorials you will finish at home. Videos will be available for you to watch whenever you are able. This is a great way to learn Vectorworks and the many tools it has in a slow and controlled pace. Each tutorial video will contain an assignment that you will be lead through. To finish the project in PDF and Vectorworks format, submit on Canvas showcasing you completed the tutorial and gained the knowledge.

Project 1: Research, Analysis and Thumbnails

Using the assigned scene from *Almost, Maine*. Use your critical analysis skills to create a cohesive design vocabulary (at least 5 terms) that can be used to shape your research. Using the designated position on the class Miro page, create a visual collage filling the section with research-based images inspired by your design vocabulary. Craft an 8- minute presentation connecting your design vocabulary, research, and ideas regarding the set to created thumbnail sketches. These sketches should include a groundplan and perspective view. A successful presentation/collage will feature both realistic and artistic images which you can verbally present in terms of design elements and principles which are utilized in your sketches. All elements should link back to the storytelling necessities of the script. No idea is too large.

Project 2: Topdog/Underdog

Following the method discussed in class create a scenic design for *Topdog/Underdog*. Utilizing Miro collect design images related to your design vocabulary drawn from yours and the classes analysis of the play. Create thumbnail sketches to produce ideas and formulate out concepts. Create a finalized, drafted groundplan entirely labeled and thought out. Produce elevations corresponding to the groundplan with full details. Plate both the groundplan and Elevations into a design packet (on 11x17 paper) which will include: Groundplan, Section, Elevations, Special units as needed. Submit these via PDF on Canvas to the appropriate assignment, assuring all documentation to be properly labeled and named. Present your drafting to the class in a brief presentation of 10 minutes which focuses on your design's unique features.

Project 3: Parade Floats

You are now in charge of creating a parade float for the Krewe of Cyclone parade. Utilizing the dimensional information and helpful guides provided. Your float must fit the parade theme and have its own specific look, design and style. In pairs of two brainstorm ideas for parade float design, remember parade floats should take into consideration the people on it as well! Utilizing your chosen float style create designs by drafting an orthographic projection of the parade float (Front, Top, Back, Left and Right elevations) Using the methods discussed in class create a color version of the drafting using digital or physical media. Utilizing color create a color model in ¼" scale featuring provided ¼" model figures. Prepare to answer questions regarding your float to the three chosen judges of the parade during presentation day in class.

Final Project: Multi Scene Show Design

Utilizing the skills learned in the course, read and analyze a full length, multi-scene play/musical and craft a design for said production. The play can be your choice but must be approved by the instructor before beginning. Like all other projects, create a design vocabulary and produce research which utilizes this vocabulary on Miro. Produce a scene, location, necessities chart. Produce thumbnail sketches, rough concept sketches and prelim groundplans. Produce finalized groundplans for each scene, taking careful consideration to think through how scene shifts happen. Produce a finalized model in full color which captures each scene of the show. Photograph the model for each scene remembering to include a scale figure for reference. If you choose not to do a color model you may produce a rendering storyboard showcasing each scene. Produce a plated design on Vectorworks. Turn these in via Canvas in PDF format under the specified section before the final presentation time. In a 15-minute final presentation showcase your design giving a brief synopsis of the show, your concepts, and what parts of the design you are most proud of!

Class Schedule

Week 1

Tues 1/17- Introduction/ Syllabus/ What is Scenic Design/Process

Read: Assigned Section from *Almost, Maine*

Thurs 1/19- Design Vocabulary, Research and Presentation (Miro)

Assignment: VW Assignment #1

Week 2

Tues 1/24- Design Fundamentals: Elements and Principles

Thurs 1/26-Thumbnail, 3 different approaches

Assignment: VW Assignment #2

Week 3

Tues 1/31- Project 1 Presentations (Group A)

Thurs 2/2- Project 1 Presentations (Group B)

Assignment: VW Assignment #3

Read: *Topdog/Underdog*

Week 4

Tues 2/7- Class analysis: *Topdog/Underdog*

Thurs 2/9- Research: *Topdog/Underdog*

Assignment: VW Assignment #4

Week 5

Tues 2/14- Sketches: *Topdog/Underdog*

Thurs 2/16- Groundplan: *Topdog/Underdog*

Week 6

Tues 2/21- Elevations: *Topdog/Underdog*

Thurs 2/23- Workday: *Topdog/Underdog*

Week 7

Tues 2/28- Workday: *Topdog/Underdog*

Thurs 3/2- Workday: *Topdog/Underdog*

Week 8

Tues 3/7- Project 2 Presentation (Group B)

Thurs 3/9- Project 2 Presentation (Group A)

Read: Project 3 Guidelines

Week 9

Tues 3/14- NO CLASS: SPRING BREAK

Thurs 3/15- NO CLASS: SPRING BREAK

Week 10

Tues 3/21- Research: Parade Float

Thurs 3/23- Sketches: Parade Float

Assignment: VW Assignment #5

Week 11

Tues 3/28- Groudplan/Elevations: Parade Float

Thurs 3/30- Workday: Parade Float

Week 12

Tues 4/4- Workday: Parade Float

Thurs 4/6- Project 3 Presentation (Everyone)

Assignment: VW Assignment #6

Due: Play selection for Final Project

Week 13

Tues 4/11- Research- Final Project

Thurs 4/13- Sketches- Final Project

Week 14

Tues 4/18- Groundplans- Final Project

Thurs 4/20- ½ of units drafted: Final Project

Week 15

Tues 4/25- Workday: Final Project

Thurs 4/27- Workday: Final Project

Week 16

Tues 5/2- Workday/Rendering: Final Project

Thurs 5/4- Workday/Rendering: Final Project

Final Presentation- May 12th, 9:45am.

Iowa State University Policies

The Following policies are universal of all Iowa State University courses and must be abided by at all times.

Academic Dishonesty

The Class will follow Iowa State University's policy on academic dishonesty. Anyone suspected of academic dishonesty will be reported to the Dean of Students Office.

Accessibility Statement

Iowa State University is committed to assuring that all education activities are free from discrimination and harassment based on disability status. Students requesting accommodations for a documented disability are required to work directly with staff in Student Accessibility Services (SAS) to establish eligibility and learn about related processes before accommodations will be identified. After eligibility is established, SAS staff will create and issue a Notification Letter for each course listing approved reasonable accommodations. This document will be made available to the student and instructor either electronically or in hard-copy every semester. Students and instructors are encouraged to review contents of the Notification Letters early in the semester as possible to identify a specific, timely plan to deliver/receive the indicated accommodations. Reasonable accommodations are not retroactive in nature and are not intended to be an unfair advantage. Additional information or assistance is available online at www.sas.dso.iastate.edu, by contacting SAS staff by email at accessibility@iastate.edu, or by calling 515-294-7220. Student Accessibility Services is a unit in the Dean of Students Office located at 1076 Student Services Building.

Prep Week

This class follows the Iowa State University Prep Week policy as noted in section 10.6.4 of the Faculty Handbook.

Discrimination and Harassment

Iowa State University does not discriminate on the basis of race, color, age, ethnicity, religion, national origin, pregnancy, sexual orientation, gender identity, genetic information, sex, marital status, disability, or status as a U.S. Veteran. Inquiries regarding non-discrimination policies may be directed to Office of Equal Opportunity, 3410 Beardshear Hall, 515 Morrill Road, Ames, Iowa 50011, Tel. 515-294-7612. Hotline 515-294-1222, email eooffice@iastate.edu.

Religious Accommodation

Iowa State University welcomes diversity of religious beliefs and practices, recognizing the contributions differing experiences and viewpoints can bring to the community. There may be times when an academic requirement conflicts with religious observances and practices. If that happens, students may request the reasonable accommodation for religious practices. In all

cases, you must put your request in writing. The instructor will review the situation in an effort to provide a reasonable accommodation when possible to do so without fundamentally altering the course. For students, you should first discuss the conflict and your requested accommodation with your professor at the earliest possible time. You or your instructor may also seek assistance from the Dean of Students Office at 515-294-1020 or the Office of Equal Opportunity at 515-294-7612.

Free Expression

Iowa State University supports and upholds the First Amendment protection of freedom of speech and the principle of academic freedom in order to foster a learning environment where open inquiry and the vigorous debate of a diversity of ideas are encouraged. Students will not be penalized for the content or viewpoints of their speech as long as student expression in a class context is germane to the subject matter of the class and conveyed in an appropriate manner.

Group Assignments

Group A

Macey Brackin

Camille Danner

Matthew Hennesey

Zachary Hodgson

Alexis Murdock

Courtney Sabotta

Jacob Thrap

Group B

Bobbie Buie

Ethan Matthews

Jackson Newhouse

Nathaniel Oh

Kaushik Raghavan

Stella Webster