393B Advanced Scenic Design Studio

Syllabus
Spring 2019
MWF 10:00-11:00 Rm 0338 Design Lab Carver Hall

Instructor:
Robert Sunderman                         Office Ph # 294-4482 E-mail rsunder@iastate.edu
Office: 0314 Carver Hall Hours: MW 11:00-12:00 and TTH 1:00-2:30 or by appointment.

Credits:
3 total

Text: (optional)
Scenic Art for the Theatre by Susan Crabtree & Peter Beudert, ISBN 0-240-80462-7

Course Objective:
Design Studio 393B is intended to give advanced students in scenic design the ability to do in depth study of the design technical aspects of scenic design process. This class focuses on specific technical of model building and rendering. After the projects have been selected, the student with the instructors will set deadlines for the various aspects of the design process. Class time will be spent in discussion, working on projects, field trips and reviewing progress of the projects. Instruction for this class by the instructor will be done by discussion, demonstrations, fieldtrips, mentoring and monitoring the progress of these projects. Grading will be based on quality and execution of the design projects, participation, discussion, attendance, presentations of designs and project tardiness. Students will be expected to be able to draft, draw, build models, render sets and paint with some proficiency. Projects can be tied into scheduled productions if possible. These projects are intended to prepare student’s portfolios for entry into graduate school and the professional world. You will also be expected to exhibit your design work towards the end of the semester.

Course Goals:
The student will acquire a basic understanding of a professional scenic designer’s process and background.
The student will acquire the skills and knowledge of advances scenic design research.
The student will acquire the skills and knowledge of basic scenic design sketching and thumbnail drawings.
The student will acquire the skills and knowledge of combining the use of digital and hand drawn renderings and elevations.
The student will acquire the skills and knowledge of basic rendering.
The student will acquire the skills and knowledge of basic designer construction elevations and color elevations.
The student will acquire the skills and knowledge of basic white model and color model construction.
The student will acquire the skills and knowledge of communication and the conceptual process as a scenic designer.
The student will acquire the skills and knowledge of basic portfolio assemblage for a job applications or grad school.

Attendance Implications:
Attendance is mandatory in this class and will be taken each class. You will be allowed FOUR EXCUSED absences at which point each further absence will drop your grade ½ letter grade.

Requirements:
• Attendance in class is mandatory. There will be a sign in sheet for each class.
• Projects need to be turned in on time. Late project will not be accepted.
• Public exhibition of projects or portfolio at end of semester.
• 3 scenic designs
• 8-10 specific technical projects (the number will depend on project complexity).
• Research and copy a specific design rendering.
• 1 final project

Schedule: (Dates Subject Location)
14 Jan Mon. Class intro; ASSIGN: Scenic Designer research paper (Carver 0338 Design Lab)
16 Jan. Wed. Work in class; DUE: Prelim Scenic designer background (Carver 0338 Design Lab)
18 Jan. Fri. Work in class; DUE: 5 Prelim Scenic Designer images; ASSIGN: Model box (Carver Design Lab)
21 Jan. Mon. Holiday No Class
23 Jan. Wed. Work on model box/check research project (KCACTF) (Carver 0338 Design Lab)
25 Jan. Fri. Work on model box check research project; (KCACTF) (Carver Design Lab)
28 Jan. Mon. Work in class on sketching; ASSIGN: sketching project (Carver 0338 Design Lab)
30 Jan. Wed. sketching project (Carver 0338 Design Lab)
1 Feb. Fri. DUE: model box; sketching project (Carver 0338 Design Lab)
4 Feb. Mon. research project in class; **DUE: sketching project** (Carver 0338 Design Lab)
6 Feb. Wed. research project in class (Carver 0338 Design Lab)
8 Feb. Fri. **DUE: sketching/research project/review; ASSIGN: rendering project** (Carver 0338 Design Lab)
11 Feb. Mon. work in class rendering (Carver 0338 Design Lab)
13 Feb. Wed. work in class rendering project (Carver 0338 Design Lab)
15 Feb. Fri. work in class rendering project (Carver 0338 Design Lab)
18 Feb. Mon. work in class rendering project; **ASSIGN: elevation project** (Carver 0338 Design Lab)
20 Feb. Wed. **DUE: rendering project;** work in class elevation project (Carver 0338 Design Lab)
22 Feb. Fri. Cason conversation about working with Designers; **DUE: Scenic Designer research paper** (Carver 0338 Design Lab)
25 Feb. Mon. work in class elevations; **ASSIGN: white model/GP project** (Carver 0338 Design Lab)
27 Feb. Wed. **DUE: elevation project;** work in class white model/GP project (Carver 0338 Design Lab)
1 Mar. Fri. work in class white model/GP project (Carver 0338 Design Lab)
4 Mar. Mon. work in class white model; **ASSIGN: color model** (Carver 0338 Design Lab)
6 Mar. Wed. color model (Carver 0338 Design Lab)
8 Mar. Fri. color model (Carver 0338 Design Lab)
11 Mar. Mon. color model (Carver 0338 Design Lab)
13 Mar. Wed. **DUE: white/color model ASSIGN: 1st design project/Read Play** (Carver 0338 Design Lab)
15 Mar. Fri. **DUE: prelim concept/analysis;** work in class 1st Design project (Carver 0338 Design Lab)
18 Mar. Mon. Spring Break No Class
20 Mar. Wed. Spring Break No Class
22 Mar. Fri. Spring Break No Class
25 Mar. Mon. work in class (Carver 0338 Design Lab)
27 Mar. Wed. work in class; **ASSIGN: 1st design project** (Carver 0338 Design Lab)
29 Mar. Fri. in class 1st design project (Carver 0338 Design Lab)
  1 April Mon. work in class 1st design project; **DUE: concept/analysis** (Carver 0338 Design Lab)
  3 April Wed. work in class 1st design project (Carver 0338 Design Lab)
  5 April Fri. **DUE: prelim elevations/GP/research images;** work in class design project (Carver 0338 Design Lab)
  8 April Mon. work in class 1st design project (Carver 0338 Design Lab)
  10 April Wed. work in class 1st design project (Carver 0338 Design Lab)
  12 April Fri. work in class 1st design project (Carver 0338 Design Lab)
15 April Mon. **DUE: 1st Design Project and Presentation; ASSIGN: Final Project** (Carver 0338 Design Lab)
17 April Wed. work in class Final Design Project (Carver 0338 Design Lab)
19 April Fri. work in class Final Project (Carver 0338 Design Lab)
22 April Mon. **DUE: Final Project Concept/Analysis** (Carver 0338 Design Lab)
24 April Wed. work in class work Final Project (Carver 0338 Design Lab)
26 April Fri. **DUE: Research, sketches & GP** work in class work Final Project (Carver 0338 Design Lab)
29 April Mon. work in class work Final Project (Carver 0338 Design Lab)
  1 May Wed. **DUE: White Model/Elevations** work in class work Final Project/portfolio review (Carver 0383)
  3 May Fri. work in class work Final Project/portfolio review (Carver 0338 Design Lab)
  7 May Tues. 9:45–11:45 **FINAL PROJECT PRESENTATION** (Carver 0338 Design Lab)

**Supplies & Equipment:**

**¼” Black foamboard:** (ISU Bookstore) (theatre black box for model) **(will need 2nd week of class)**

**Glue:**
Elmers glue or Sobo Glue. (model)
Insta-Glue & Intsa-Set (ISU bookstore only) (model) **(will need 2nd week of class)**

**Eraser:**
White drafting eraser or pink pearl eraser.

**Sketching Pencils:**
Castell B2 or softer B4.

**Drafting Pencils:**
Castell H2 (soft).

**Rulers:**
12” Stedtler architect scale ruler **(not metric)** (drafting & model) **(will need 2nd week of class)**

**Knife:**
Pro #1 Precision knife (model) **(will need 2nd week of class)**

**Brushes:**
Cotman One Stroke 3/4” watercolor brush (rendering & model)
Richeson 9000 #6, #3, and #0 watercolor brushes (model & rendering)
**Paper:**
- White 22” x 30” Arches watercolor paper #140 cold press $4.30 sht. (final project renderings).
- 8” x 11” White typing paper (exercises).
- 2 shts Black foamboard (model theatre box)
- 2ply & 3ply 18” x 24” Bristol white paper (models & rendering).
- 8” x 11” sketch notebook or larger.
- 18” x 24” or 12” x 16” watercolor paper (renderings)

**Tape:**
- Scotch Drafting tape (drafting and renderings)

**Paint:**
- *Watercolor tube* paint: cobalt blue or french ultramarine, cadmium red, gamboge hue (yellow), ivory black, chinese white (*these are not optional*), raw umber, burnt Sienna, permanent green or windsor green, permanent magenta, yellow ochre and cadmium orange (*these are optional*) per tube depending on the color. (exercises & renderings)

- Need to buy (group together it is cheaper that way).
- On line Dick Blick or Hobby Lobby usually have cheaper prices.

**NOTE:** The specific supplies for each design project will be announced before they are assigned.

**Grades:**
- 200 pts class participation, class discussions, exhibition.
- 1400 pts various projects.
- 1000 pts design projects (see below)
- 300 pts research designers and copy projects.

**2900 Total Points**

**Scenic Design Projects:**
- 2 Scenic Design projects (300 pts ea.) (plays to be announced at a later date)
- 1 Final Scenic Design project (400pts) (play to be announced at a later date)

**Note:**
Students with documented disabilities that may require special accommodations to participate fully in the course are encouraged to speak with the instructor within the first two weeks of the course so that appropriate arrangements can be made.