393B Advanced Scenic Design Studio

Syllabus
Spring 2020
MWF 11:00-11:50 Rm 0338 Design Lab Carver Hall

Instructor:
Robert Sunderman
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Office: 0314 Carver Hall Hours: MWF 10:00-10:50 and TTH 11:00-11:50 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 and creative aspects of scenic design process. This class focuses on specific techniques 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, in class 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, project tardiness the understanding of a script and concept. 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 advance 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 application or grad school.
The student will acquire the skills and knowledge analysis a script through the eye of a designer.
The student will acquire the skills and knowledge of basic skills to work with the director’s concept in a collaborative way.

Attendance Implications:
You will receive 10.5 points for each class you attend and 0 for not attending. If you come to class 20 minutes late or later you will not receive points for attending the class. There is a total of 315 points for attendance during the semester. These are easy points to receive if you attend. You will receive 4 excused absences for illness, family issue or other class needs (you must notify me ahead of the day of class). When you go beyond 4 absences you will receive a notice from me. This policy will be adhered to stringently.

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 projects will not be excepted
• Public exhibition of projects or portfolio at end of semester
• 4 scenic designs (this may change)
• 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)

13 Jan Mon.
- Class intro
- **ASSIGN**: Scenic Designer research paper
- **ASSIGN**: Model box (Carver 0338 Design Lab)

15 Jan Wed.
- Work in class
- **DUE**: Prelim Scenic designer background (Carver 0338 Design Lab)

17 Jan Fri.
- Work in class
- **DUE**: 5 Prelim Scenic Designer images (Carver Design Lab)

20 Jan Mon.
- **Holiday No Class**

22 Jan Wed.
- **No Class KCACTF**
- Work on model box & check research project

24 Jan Fri.
- **No Class KCACTF**
- Work on model box & check research project

27 Jan Mon.
- Work in class on sketching
- **ASSIGN**: Sketching project (Carver 0338 Design Lab)

29 Jan Wed.
- Sketching project (Carver 0338 Design Lab)

31 Jan Fri.
- **DUE**: Model box
- **ASSIGN**: Sketching/research project
- Work on sketching project (Carver 0338 Design Lab)

3 Feb Mon.
- Sketch/research project in class (Carver 0338 Design Lab)

5 Feb Wed.
- Sketch/research project in class (Carver 0338 Design Lab)

7 Feb Fri.
- **DUE**: Sketching/research project/review
- **ASSIGN**: Rendering project (Carver 0338 Design Lab)

10 Feb Mon.
- Work in class rendering (Carver 0338 Design Lab)

12 Feb Wed.
- Work in class rendering project (Carver 0338 Design Lab)

14 Feb Fri.
- Work in class rendering project (Carver 0338 Design Lab)

17 Feb Mon.
- Work in class rendering project
- **ASSIGN**: Elevation project (Carver 0338 Design Lab)

19 Feb Wed.
- **DUE**: Color rendering project
- Work in class elevation project (Carver 0338 Design Lab)

21 Feb Fri. Cason/Elanor conversation about working with Designers and Directors
- **DUE**: Scenic Designer research paper (Carver 0338 Design Lab)

24 Feb Mon.
- Work in class elevations
- **ASSIGN**: White model/GP project (Carver 0338 Design Lab)

26 Feb Wed.
- **DUE**: Elevation project
- Work in class white model/GP project (Carver 0338 Design Lab)

28 Feb Fri.
- Work in class white model/GP project (Carver 0338 Design Lab)
2 Mar. Mon.
  • Work in class white model
    • **ASSIGN: Color model** (Carver 0338 Design Lab)

4 Mar. Wed.
  • Color model (Carver 0338 Design Lab)

6 Mar. Fri.
  • Color model (Carver 0338 Design Lab)

9 Mar. Mon.
  • Color model (Carver 0338 Design Lab)

11 Mar. Wed.
  • **DUE: Ground plan/white/color model**
    • **ASSIGN: 1st Design project/Read Play** (Carver 0338 Design Lab)

13 Mar. Fri.
  • **DUE: Prelim concept/analysis**
    • Work in class 1st Design project (Carver 0338 Design Lab)

16 Mar. Mon.
  • **Spring Break No Class**

18 Mar. Wed.
  • **Spring Break No Class**

20 Mar. Fri.
  • **Spring Break No Class**

23 Mar. Mon.
  • Work in class (Carver 0338 Design Lab)

  • Work in class
    • **ASSIGN: 1st Design project** (Carver 0338 Design Lab)

27 Mar. Fri.
  • Work in class 1st Design project (Carver 0338 Design Lab)

30 Mar. Mon.
  • Work in class 1st Design project

1 April Wed.
  • Work in class 1st Design project (Carver 0338 Design Lab)

3 April Fri.
  • **DUE: Prelim elevations/GP/research images**
    • Work in class design project (Carver 0338 Design Lab)

6 April Mon.
  • Work in class 1st Design project (Carver 0338 Design Lab)

8 April Wed.
  • Work in class 1st Design project (Carver 0338 Design Lab)

10 April Fri.
  • Work in class 1st Design project (Carver 0338 Design Lab)

13 April Mon.
  • **DUE: 1st Design Project and Presentation**
    • **ASSIGN: Final Project** (Carver 0338 Design Lab)

15 April Wed.
  • Work in class Final Design Project (Carver 0338 Design Lab)

17 April Fri.
  • Work in class work Final Project (Carver 0338 Design Lab)

20 April Mon.
  • **DUE: Final Project Concept/Analysis** (Carver 0338 Design Lab)

22 April Wed.
  • Work in class work Final Project (Carver 0338 Design Lab)

24 April Fri.
  • **DUE: Research, sketches & GP**
    • Work in class work Final Project (Carver 0338 Design Lab)

27 April Mon.
  • Work in class work Final Project (Carver 0338 Design Lab)

29 April Wed.
  • **DUE: White Model/Elevations**
    • Work in class work Final Project /portfolio review (Carver 0338 Design Lab)
1 May Fri.
- Work in class work Final Project / portfolio review (Carver 0338 Design Lab)

6 May Wed.
- **FINAL PROJECT PRESENTATION 9:45–11:45** (Carver 0338 Design Lab)

**Supplies & Equipment:**

1/4" **Black foamboard:** (ISU Bookstore) (theatre black box for model) *(will need 1st week of class)*

**Glue:**
- Elmers glue or Sobo Glue. (model)
- Insta-Glue & Insta-Set (ISU bookstore only) (model) *(will need 1st 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” Stredtler **architect** scale ruler *(not metric)* (drafting & model) *(will need 1st week of class)*

**Knife:**
- Pro #1 Precision knife (model) *(will need 1st 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 sheets Black foamboard (model theatre box)
- 2ply & 3ply18” 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 and exhibition
- 900 pts various process projects
- 200 pts research designers and copy project
- 200 pts 1st design project
- 400 pts final design project
- 315 pts class attendance

**2015 Total Points**

**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.