

Theatre 504D Scenic Painting

Fall 2018

Location: Fisher Theater

Instructor: **Robert Sunderman** Ph: 294-4482(office) 689-2245(cell) E-mail: rsunder@iastate.edu

Office: 0314 Carver Hall

Office Hours: MWF 11:00-12:00, TTH 10:00-12:00 or by appointment

Fisher Scene Shop Supervisor: Natalie Hining:

COURSE OBJECTIVE:

This is a course that has no prerequisites. The intent of this course is to introduce students to the elements of Scenic Painting for the Theatre. The course will loosely follow the textbook "Scenic Art for the Theatre". The history, tools and techniques will be covered in this class through reading, written papers and projects. The course will predominantly focus on learning techniques by doing hands on scenic painting projects and ISU Theatre production painting. The successful student will leave this class understanding the basic techniques of scenic painting. Muslin backdrop, faux textures/detailing and Trompe L'Oeil techniques will be introduced.

LEARNING OUTCOMES:

The student will acquire a basic understanding of the craft of scenic painting in theatre.

The student will acquire the basic skills and knowledge to mix scenic paint colors.

The student will acquire the basic skills and knowledge to transfer renderings to full size scenery.

The student will acquire the basic skills and knowledge to faux paint.

The student will acquire the basic skills and knowledge to do Trompe L'Oeil painting.

The student will acquire the basic skills and knowledge of tools and equipment used in scenic painting.

The student will acquire the basic skills and knowledge of cartooning, scumbling, wood graining, faux stone & spattering tech.

The student will acquire the basic skills and knowledge painting on muslin backdrops.

SCHEDULE:

Tues Aug 21st Introduction of the class. Assign cartooning project. Demo. cartooning. Work in class.

Thurs Aug 23rd Work in class on cartooning and layout.

Tues Aug 28th **DUE: Cartooning assignment & Review. ASSIGN: Color Lay-in & shading & Demo.**

Thurs Aug 30th Demo color lay-in & shading. Work in class color lay-in & shading.

Tues Sept 4th Work in class color lay-in, shading & detail.

Thurs Sept 6th Work in class color lay-in, shading & detail. **DUE: Color lay-in, shading & detail. ASSIGN: "Pipe Dream" paintings.**

Tues Sept 11th Work on "Pipe Dream" paintings.

Thurs Sept 13th Work on "Pipe Dream" paintings.

Tues Sept 18th Work on "Pipe Dream" paintings.

Thurs Sept 20th Work on "Pipe Dream" paintings. **DUE: "Pipe Dreams" paintings & Review. ASSIGN: Texturing of stone, brick and metal project.**

Tues Sept 25th Demo texturing of stone, brick and metal. Work in class on texturing.

Thurs Sept 27th Work in class on texturing.

Tues Oct 2nd Demo texturing of stone, brick and metal. Work in class on texturing.

Thurs Oct 4th Work in class on texturing.

Tues Oct 9th Demo texturing of stone, brick and metal. Work in class on texturing.

Thurs Oct 11th Work in class on texturing. **DUE: Texturing of stone, brick and metal project.**

Tues Oct 16th **ASSIGN: Texturing of Campanile project.** Work in class Campanile project.

Thurs Oct 18th Work in class Campanile project.

Tues Oct 23rd Work in class Campanile project.
 Thurs Oct 25th Work in class Campanile project. **DUE: Texturing of Campanile project.**
 Tues Oct 30th **ASSIGN: "Sunday" project.** Work in class "Sunday" project.
 Thurs Nov 1st Work in class on "Sunday" project.
 Tues Nov 6th **DUE: "Sunday" project.** Work in class "Sunday" project.
ASSIGN: Tromp L'Oeil Project.
 Thurs Nov 8th Demo. Tromp L'Oeil techniques & work in class on Tromp L'Oeil project.
 Tues Nov 13th Work in class on Tromp L'Oeil project.
 Demo. Tromp L'Oeil techniques.
 Thurs Nov 15th Work in class on Tromp L'Oeil project. **ASSIGN: Final Project.**
 Tues Nov 20th **Fall Break no classes.**
 Thurs Nov 22nd **Fall Break no classes.**
 Tues Nov 27th Work on final project.
 Thurs Nov 29th Work on final project.
 Tues Dec 4th Work on final project.
 Thurs Dec 5th Work on final project.

TUES DEC 11th FINAL 2:15-4:15 (Workday & Critique of class)
(NOTE: Projects will be due on Thursday by 5:00)

OPTIONAL TEXT:

Scenic Art for the Theatre 3rd Edition by Susan Crabtree & Peter Beudert

EXERCISE & PROJECT GRADING OUTLINE:

Cartooning project	100 pts
Color lay-in, shading & detail project	200 pts
"Pipe Dream" project	300 pts
Texturing of stone, brick and metal project	100 pts
Texturing of Campanile project	300 pts
"Sunday" project	200 pts
Tromp L'Oeil Project	200 pts
Final project	400 pts
Shop lab painting (outside of class time)	300 pts (9 hrs ea.) (Set up hours w/ Natalie)
1 Final project	400 pts
Total points	2500 pts

Grade Scale Point Scale

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

LAB HOURS:

There are 9 lab hours required per production (3 productions) for this class. This adds up to a total of 27 hours a semester of scenic painting in the shop (lab). These hours need to be set up with Natalie Hining scene shop supervisor and the instructor during the 1st week of classes.

Note: There will inevitably be times we will be painting in the evening on the 3 different productions.

GRADING & ATTENDANCE IMPLICATIONS:

Iowa State University Attendance Policy reads: "Students are expected to attend class meetings as scheduled. Each instructor sets his or her policy on class attendance, and excuses for absence from class are handled between the student and the instructor."

The exercises, projects and production work will all count for a part of the overall grade. The grading criteria for each of these areas will be evaluated from the following: participation, work completed, and evaluation during critiques by students/instructors. The overall progress of work throughout the semester will be a major factor in grading.

ATTENDANCE:**IS VERY IMPORTANT!**

You will have 4 excused absences for the class. **If you miss class after the 4 excused absences I will notify you that your next absence will drop your grade half a letter grade for each missed class thereafter. I am going to be very stringent about this.**

Prearranged absences will be taken on a case by case basis.

MISC:

It is important that all reading and project assignments are done before class begins, so that you can adequately participate in the class discussions, projects and critiques.

No project will be accepted late!**SHOP CLEAN UP:**

It is very important that you clean up all your painting supplies and paint before you leave the shop. It also has to be used for scenic construction. Please also put away your project. If it is still wet let the instructor, shop TD or Foreman know that they need to dry before they are put away. Make sure someone will be doing that for you before you leave the shop.

NOTE:

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