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# THTR 102A.50: Introduction to Theatre Design

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# THTR 102A 50 Introduction to Theatre Design

(3 credits)

**Instructor:** Alessia Carpoca

**Office hours:** by appointment or Tue-Thur 1:00-2:00 Fri 2:00-3:00 PARTV 198

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Welcome to Introduction to Theatre Design. This class will introduce the theatre and non-theatre student to the basic elements of theatre design and drawing for theatre. By the end of the semester the student should be able to demonstrate:

- 1: The ability to understand a text and its characters and to create and draw visual images for the stage from it.
- 2: The ability to communicate his/hers vision of a play to other members of a creative team.
- 3: The ability to sketch basic design ideas.
- 4: The ability to speak with other theatre people using the right terminology.
- 5: Ultimately to gain a deeper appreciation and understanding of all performing arts and of how a creative team of designer can contribute to the success of a performance.

## **Class format:**

This is an online class and you are required to use [UM Online Moodle Website](#). This Online course is formatted to include reading texts, links, videos, critiquing performance and written work, recalling learned information, and participating in group web-based discussions.

**It is your responsibility to use Moodle the same way you will use a course package or textbook.**

Keep in mind that in Moodle this class is divided in modules, Costume Design, Scene Design, and Lighting Design ect. The modules are in order with the timeline of the class, to find what you should be reading or working on each week, first look at the date in this syllabus and then you will be able to figure out which module you should look at. Please **DO NOT SKIP AHEAD** but completed each lesson **IN THE ORDER** they are placed on moodle.

You must also see and critique design elements in live theatre. You are responsible for buying show tickets in advance. These shows sometimes sell out so buy your tickets **BEFORE** the show opens. Everyone in the course must see the **SAME** production(s) which are assigned. If you do not live in the area you will have to make arrangements with me in advance. To get your ticket for each show you can just show up at the UM box office <http://tickets.umtheatredance.org/> **Mon-Fri 10 to 6.** **You will need your Grizcard and let them know which class are you enrolled in.**

## **Your Safety Net:**

ALLOW 24 hours "buffer time" for your assignments. Technical problems are not acceptable excuses for late work. Save each assignment in a separate word document. If you're having problems, email the text to me **IN THE BODY** of an email **AND** as an attached .doc file. Please contact me if you do not understand this concept.

## **Attendance and Participation:**

Remember that this online course is equivalent to an in-person course that meets for 2 hours and 40 minutes class for 14 weeks--that's 40 hours of instruction time, not including homework! Your attendance and participation is measured

by your Online activity. Your participation in discussions reflects your academic sincerity.

I can track your Online usage, and see which pages you have been viewing. If you have a period of no activity, it is exactly like an absence in a face-to-face classroom. Pace yourself and make at least one time each week to visit the Online classroom and work on your modules. All assignments need to be submitted to the Forums by the deadline, for example Assignment 1 is due on Sept 9 by 9am. After 9am you will have **48 hours** to submit comments on each other's homework on the forum. You will get points for doing so.

## Class Policies:

1. I'm requesting that you assist me in maintaining the best space possible for interaction and learning. Disruptions to this positive and safe atmosphere will not be tolerated. Common sense and common courtesy will enable you to participate fully in this class and for the class as a whole to move forward.
2. Your classmates and your teachers cannot read your mind. It is your right and responsibility to share your ideas, questions and needs with your colleagues even in an online classroom setting.
3. The instructor will make any effort to accommodate students with disabilities. Please talk to me.
4. Any work not turned in will be assigned zero points rather than an F grade. **THERE IS NO EXTRA CREDIT WORK FOR THIS CLASS and NO LATE WORK, PLEASE DON'T ASK.**
5. If the server is down, then assignments should be E-mailed. E-mail from your UM account, and INCLUDE YOUR NAME AND "THTR 102 ONLINE" IN THE SUBJECT LINE of every E-mail you send to me. I filter my e-mail and if you don't use this header I will not get your message.  
DO NOT try to complete all of the assignments at the last minute. You'll simply not make it, especially if there is a technical problem.

*The University of Montana assures equal access to instruction through collaboration between students with disabilities, instructors, and Disability Services for Students (DSS). If you think you may have a disability adversely affecting your academic performance, and you have not already registered with DSS, please contact DSS in Lommasson 154. I will work with you and DSS to provide an appropriate accommodation.*

### **Academic Misconduct and the Student Conduct Code**

All students must practice academic honesty. Academic misconduct is subject to an academic penalty by the course instructor and/or disciplinary sanction by the University. All students need to be familiar with the Student Conduct Code. The Code is available for review online at [http://life.umt.edu/vpsa/student\\_conduct.php](http://life.umt.edu/vpsa/student_conduct.php).

There is inherent risk involved in many Theatre & Dance classes as they are very physical in nature. Please proceed through class, shop time, or rehearsal with caution. Always be mindful of your personal safety and the safety of others. Students participating in class/shop/rehearsal/performance do so at their own risk. Due to safety considerations, at **no** point during a student's time spent in class or serving on a production (in any capacity) should non-enrolled persons be guests of that student **without my consent**. Presence of such unauthorized persons in a class, shop, or any backstage/off-stage area will negatively affect a student's grade. All Theatre & Dance students must have an in-depth knowledge of the practices and procedures outlined in the School of Theatre & Dance *Student Handbook*. The *Handbook* is available online at <http://www.umt.edu/theatredance/about/handbook>.

### **All required reading materials are available online:**

Play 1 "The Shape of Things" by Neil LaBute

Play 2 "Present Laughter" by Noel Coward

### **Grading:**

Here is what I will look for when grading, in order of priority:

- 1) Did you complete the entire assignment?
- 2) Did your work show signs of improvement from start to finish?
- 3) Did you follow instructions as well as you could?
- 4) How "good" is your work compared to: your other work in class, others' work in this class

You will earn points rather than letter grades for your projects. At the end of the semester points will be translated into letters following the university guidelines. Numerical and letter grades may be viewed Online at any time by clicking on "My Grades" (to the left on the main course page). You will start the course with a "0" and build points as you go along. Each online lesson contains a short assessment (between 1 and 5 questions) and is worth it between 2 and 5 points.

ALL HOMEWORK ASSIGNMENT, TEST AND CRITIQUE PAPERS **ARE DUE BY 9AM** ON THE DATE SPECIFIED BELOW.

Grade Weight: Points		Due date	
Assignment 1	<i>Costume Design. Homework assignment 1: Psychology of clothing</i>	Sep 9	50
Assignment 2	<i>Costume Design. Homework assignment 2: Costume history scavenger hunt.</i>	Sep 17	50
Assignment 3	<i>Costume Design. Homework assignment 3: Costume Design</i>	Sep 25	100
<b>Test 1</b>	<i>Costume Design</i>	Sept 30	50
Assignment 4	<i>Set Design. Homework Assignment 4: Scale Ground Plan.</i>	Oct 14	50
Assignment 5	<i>Set Design. Homework Assignment 5: Perspective Sketch.</i>	Oct 21	50
<b>Critique Paper 1</b>	Critique the Costume and Scenery for the play <i>Cyrano de Bergerac</i>	Oct 28	100
Assignment 6	<i>Set Design. Homework assignment 6: Scene design for Play 2</i>	Oct 30	100
<b>Test 2</b>	<i>Set Design</i>	Nov 4th	50
Assignment 7	<i>Lighting Design. Homework Assignment 7: Film Lighting response</i>	Nov 11	50
Assignment 8	<i>Lighting Design. Homework Assignment 8: Lighting concept</i>	Nov 18	50
Assignment 9	<i>Lighting Design. Homework Assignment 9: Lighting Design for Play 2</i>	Dec 4	100
<b>Test 3</b>	<i>Lighting Design and Collaboration</i>	Dec 8	50
<b>Critique Paper 2</b>	Critique Costumes, Scenery and Lighting for the play <i>Christmas Carol</i>	Dec 8 <sup>th</sup>	100
Class Participation	<b>Class participation ( Lesson points )</b>	Dec 8	50
<b>Total:</b>			1000

**Critique Paper 1** will require you to answer to 3/5 questions on the costume design and 3/5 questions on scene design for *Cyrano de Bergerac*, October 7-11, 14-18 at 7:30PM (Montana Theatre)

**Critique Paper 2** should review *Christmas Carol*, November 25, November 29-30 and December 2-6 at 7:30PM (Montana Theatre) and focus on **scenery, costume and lighting design** (3 to 4 pages).

#### **Tools & Materials List (all available at the bookstore in the UC)**

- Soft pencils (2B)
- Erasers (kneaded grey) and sharpener
- Pastel pencils (Generals 12 box around \$11.00)
- A decent sketchpad bigger than 8.5 x 11 inches for class exercises.
- Stump Blender
- Sobo craft glue or elmers glue
- 18" Straight edge ruler (a metal one will be better)
- Scissors
- X-acto knife with blade n.10
- Masking tape

- 1 or 2 sheets of black, 1/8" thick, foam core for scene design project (will discuss size in class)

**Course Schedule:**

Please note that this may change due to a variety of circumstances, large-scale changes will result in the issue of a new schedule, and minor alterations will be handled in class. How to read this schedule:

Column 1 from the left (date)

Column 2 what you should be reading and watching online on moodle

Column 3 what you should be doing as homework at home

Column 4 maximum amount of points you will gain when you turn in assignments

Da	Topic	Assignment / Activity	Points
8/26	Syllabus, Please read/watch all materials in <i>Lecture Day 1: Design and Production Jobs</i> .	Read <i>Design and Production Jobs</i> and <i>The Production Process</i> on Moodle under Day 1	
8/28-9/02	Please read/watch all materials in <i>Lesson 2 Understanding Character</i> under Day 2 module	<b>Homework assignment 1: Psychology of clothing.</b> Due on Sept 9th by 9am.	
9/04	Please read/watch all materials in <i>Lesson 3 Period Research</i> .		
9/9	Please read/watch all materials in <i>Lesson 4 Elements and Principles of Design and visual language</i> . <b>Homework assignment 1: Psychology of clothing due by 9am</b>	<b>Homework assignment 2: Costume history scavenger hunt.</b> Due on Sept 16th by 9am.	50
9/11	Please read/watch all materials in <i>Lesson 5 concept and analysis</i> . This lesson focuses on how to read a play from a costume designer point of view please	Read <i>The Shape of Things</i> by Sept 17 <sup>th</sup> . <b>Homework assignment 3: Costume design.</b> Due on Sept 25 <sup>th</sup> by 9am	
9/16	Read <i>The Costume Designer</i> (you can read it as a book online on moodle or download it as a word document) <b>Homework assignment 2: Costume history</b>	Work on research for <i>The Shape of Things</i>	50
9/18-9/23	Please read/watch all materials in <i>Lesson 6: Costume Renderings and Line Drawings</i>	Work on line drawings and renderings for <i>The Shape of Things</i>	
9/25	<b>Homework assignment 3: Costume design due by 9am</b>	<b>Take TEST 1 Costume Design on Moodle by 9am on SEPT 30st</b>	100
09/30	<b>TEST 1 Costume Design</b> (take by 9am) Please read/watch all materials in <i>Lesson 7 Scene Design Intro</i>	Read item 4 and 5 in Stage Terminology (Readings) and <i>The Physical Stage and Auditorium</i> in Scene Design (readings)	50
10/02	<i>Lesson 8: Scene Design, Realism/abstraction</i> Realism versus abstraction.	Read " <b>Present Laughter</b> " on Moodle under Scene Design, by <b>Oct 7th</b> .	
10/07-10/9	<i>Lesson 9: Scene Design, Drafting a Ground Plan</i>	Research images for "Present Laughter" and write concept statement and scenery needs (do not turn in till Oct 30 <sup>th</sup> ) <b>Homework Assignment 4: Scale Ground Plan.</b> Due	
10/14-10/16	<b>Homework Assignment 4: Scale Ground Plan</b> - <i>Lesson 10: Scene Design, Perspective</i>	Start working on <b>Homework Assignment 5: Perspective Sketch.</b> Due on Oct 21 <sup>st</sup> .	50
10/21-10/23	<b>Homework Assignment 5: Perspective Sketch.</b> - <i>Lesson 11: Scene Design, Model building</i>	Gather materials for model building and build model for <b>Homework assignment 6: Scene design due Oct 30th.</b>	50
10/28	<b>Critique paper 1 due</b>		50

10/30	<b>Homework assignment 6: Scene design.</b>	Read <i>The Set Designer</i> on Moodle in Scene Design (Readings) <b>and take TEST 2 on Scene Design on Moodle by 9am on Nov 4th</b>	<b>100</b>
11/04	<b>TEST 2 on Scene Design</b> <i>Lesson 12: Lighting Design basics</i> visibility, direction, mood.	<b>Homework Assignment 8: Film Lighting response.</b> Due on Nov 11th	<b>50</b>
11/6	<i>Lesson 13: Lighting Design, color and mood</i>		
11/11	<i>Lesson 14: Lighting Design, concept and paper work.</i> <b>Homework Assignment 8: Film Lighting response.</b>	Read <i>The Lighting Designer</i> on Moodle in Lighting Design (Readings) Develop a lighting concept and a list of necessities <b>Homework Assignment 9: Lighting concept, research and cue list.</b> Due Nov	<b>50</b>
11/13	<i>Lesson 15: Lighting Design 4 Light Plot</i>	Work on Light Plot	
11/18	<b>Homework Assignment 9: Lighting concept, research and cue list</b> Portfolio and presentation tools and skills Make a storyboard. Light and Shadow Sketch exercise	Read Drawings of "dramatic moments" and Light and Dark Studies of a "simple set" and look at the examples <b>Homework Assignment 10: Lighting Design for Play 2 due on Dec 4<sup>th</sup> by 9am</b>	<b>50</b>
11/20	<i>Lesson 16: Lighting Design 5 (sketches)</i>		
11/25 - 12/02	<i>Lesson 17: Lighting Design 5 (projections and dance</i>		
12/04	<b>Homework Assignment 10: Lighting Design for Play 2</b>		<b>100</b>
12/8	<b>Final project: Critique Paper 2</b> and final online <b>TEST 3</b> on Lighting Design	<b>Due to my office by Dec 8<sup>th</sup> by 9AM</b> <b>PARTV Building Room 198 in the box in front of the door.</b>	<b>100</b> <b>50</b>