Theatre 504D Scenic Painting
Fall 2015
0157 Pearson and Fisher Theatre

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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. This course will not be excluded to theatre applications only, but will also review scenic painting for film, TV and industrial applications. 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. The successful student will leave this class understanding the basic techniques of scenic painting. Faux painting and Trompe L’Oeil techniques will be also introduced. Students will be expected to paint on the season productions.

LEARNING OUTCOMES:
The student will acquire a basic understanding of the craft of scenic painting in theatre and the artist choices involved in the process.
The student will acquire the basic skills and knowledge to mix scenic paint.
The student will acquire the basic skills and knowledge of shading and lining.
The student will acquire the basic skills and knowledge of glazing.
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.

DATES PROJECTS AND ASSIGNMENTS:

Thurs. 27th Aug. Demo: preparing surfaces & work in class color.
Tues. 1st Sept. Work in Class color project. (Assign Chap. 1, 2 & 6)

**Thurs. 3rd Sept. DUE: COLOR PROJECT Assign:** Scumbling, Stippling & Spattering Tech.
Demo: Scumbling, Stippling & Spattering Tech.

Thurs. 3rd Sept. Work in class scumbling, stippling & spattering tech.
Tues. 8th Sept. Work in class scumbling, stippling & spattering tech.

**Thurs. 10th Sept. DUE:** Scumbling, Stippling & Spattering Tech. (Assign: wood graining)
Demo: Wood graining textures.

Tues. 15th Sept. Work in class wood texture project.
Thurs. 17th Sept. Work in class wood texture project.
Tues. 22nd Sept. Work in class wood project. DUE: Wood texture Project.

**Assign:** Transfer Fruit color/texture elev. Project/Cartooning.

Work in class Color/texture cartooning project.

Tues. 29th Sept. Work in class Color/texture cartooning project.
Thurs. 1st Oct. Work in class Color texture cartooning project.

**Tues. 6th Oct. DUE:** Transfer Color/texture Elev. Project/Cartooning.
Work in class Color/texture cartooning project.

**Thurs. 8th Oct. In class a day Project.**
Tues. 13th Oct.  **Assign:** Lettering Project. Work in class.
Demo. lettering exercise.

Thurs. 14th Oct.  Work in class on lettering project.
Tues. 20th Oct.  Work in class on lettering project.

**Thurs. 22nd Oct.**  **DUE:** Lettering Project. Work in class.
**Assign:** Faux Painting Project. (marbling, stone and sky)

Tues. 27th Oct.  Work in class Faux exercises.
Demo. Faux painting exercises.

Thurs. 29th Oct.  Work in class Faux exercises.
Demo. Faux painting exercises.

Tues. 3rd Nov.  Work in class Faux exercises.
Thurs. 5th Nov.  Work in class Faux exercises.

**Tues. 10th Nov.**  **DUE:** Faux Painting Project. Finish in class.
Discuss Tromp L’Oeil painting techniques.

Thurs. 12th Nov.  **Assign:** Tromp L’Oeil Project. (final project)
Demo. Tromp L’Oeil techniques.

**Tues. 15th Nov.**  In class a day Project.
Demo. Tromp L’Oeil techniques.

Thurs. 19th Nov.  Work in class Tromp L’Oeil techniques.
Demo. Tromp L’Oeil techniques.

**Tues. 24th**  Fall Break no class.
**Thurs. 26th**  Fall Break no class.

Tues. 1st Dec.  Work in class Tromp L’Oeil techniques.
Thurs. 3rd Dec.  Work in class Tromp L’Oeil techniques.
Dead week

Tues. 8th Dec.  Work in class Tromp L’Oeil techniques.
Thurs. 10th Dec.  Work in class Tromp L’Oeil techniques.
Thurs. 17th Dec.  **DUE:** Final Project. Tromp L’Oeil Project.

**REQUIRED TEXTS:**
*Scenic Art for the Theatre 3rd Edition* by Susan Crabtree & Peter Beudert

**LAB FEE:**
**THERE IS A $80.00 LAB FEE THAT MUST BE PAID BY SEPT. 5TH TO RECEIVE A GRADE FOR THIS CLASS!** This is how we purchase the supplies you will need for this class so be prompt! Turn in a check/cash to Liese in the ISU Theatre business office located on the 2nd floor in Pearson Hall.

**EXERCISE & PROJECT GRADING OUTLINE:**
- Exercise and projects: 1000pts
- Shop lab work (3 ISU Productions): 300pts (10hrs ea.)
- Final project: 400pts
- Total points: 1700

**GRADING & ATTENDANCE IMPLICATIONS:**
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.

**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.