Theatre 365 Theatrical Design I

MWF 10:00-10:50 A.M. Room 0157 Design Studio Pearson Hall

Instructors: Rob Sunderman/Professor of record (294-4482 office)
Jim Trenberth (249-0192 office)
Kelly Schaefer (249-7627 office)

Office: Pearson Hall 2228 (r. sunderman)
Hours: TTH 10:00-12:00, MWF 11:00-12:00, and by appointment (r. sunderman)

COURSE OBJECTIVE:
The prerequisite for this course is theatre 255. The intent of this course is to introduce students to the elements, principles and aesthetic of theatrical design Urine Town will be examined during the first section to help relate to the design elements and principles when designing from a script. The first part of the semester will be spent covering design these principles and elements by concentrating on research images, drawing, sketching and painting skills for designing in the theatre. In class and outside of class exercises will be assigned during this section. A Urine Town design project will then be assigned after the first four weeks. The rest of the semester will be spent designing a dance lighting project, You Can't Take It with You (a design team project) and Spring Awakening (a collaborative project). There will be some introduction to the historical theoretical ideas that have evolved in design. It is the standard in this collaborative art form that all theatre practitioners whether they are designers, actors, directors or playwrights should have the ability to read, understand, communicate and create to some degree the visual intentions of a theatrical production. The successful student will leave this course with an understanding of the conceptual and collaborative role of the theatrical designer and basic design principles element skills. Projects will focus on the three main design disciplines of the theatre: scenic, lighting and costume. Projects will include script analysis, research, introductory level scenic rendering, minimal white model building, ground plan, elevations, storyboarding (lighting), and costume rendering. Small design exercises such as collages, painting techniques, sketches, one-page conceptual design papers will be assigned before the projects are assigned and completed.

REQUIRED TEXTS:
Scenic Design and Stage Lighting Ninth Edition by W. Oren Parker, R. Craig Wolf & Dick Block (available through ISU bookstore).

"Urine Town" (ISU Union Bookstore)
"You Can't Take It with You"
"Spring Awakening" (ISU Union Bookstore)

Note: Supplemental readings will be provided and assigned during the course of this semester.

EXERCISE AND PROJECT GRADING OUTLINE:
All exercises, design projects, class participation and attendance will be worth around 2600 pts (this is an estimate).

GRADING & ATTENDANCE IMPLICATIONS:
The exercises and projects will all count for 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 and overall progress of work throughout the semester.

ATTENDANCE: IS VERY IMPORTANT! Class attendance is worth 300 points for the semester.
Each class missed is -6.66 points. Please get to class on time! Being late is disruptive and rude to your fellow students that have gotten there on time.
Prearranged absences will be taken on a case by case basis.
It is important that all reading 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 are encouraged to speak with the instructor within the first two weeks of the course so that appropriate arrangements can be made.