DESIGN STUDIO/Scenic Design-I

TIMES & LOCATION: 9:30AM - 10:45AM - Tuesdays & Thursdays
GFAB - 309 (DESIGN LAB)

Instructor: Ben Kramer (He/Him/His)
Office: GFAB 229
Email: KramerB@sfasu.edu

Office Hours: Mondays 12:00PM-4:00PM

Email Communications: Unless issues are extremely time sensitive I will do my best to respond to all student emails during the next business day.

Objective: This course is meant to provide an introduction to the process and practices of set design. There will be both discussions of methods and practices as well as theory and philosophies and how they can be applied to a physical world to create a dynamic and visually stimulating design.

Program Learning Outcomes:

BA: Students will gain a clearer understanding of the capabilities of the theatre spaces they are working in. Learn safety procedures and practices to keep themselves and those working around them safe. All students will gain some general knowledge in construction and the use of basic power tools.

BA-TC: Students will gain a clearer understanding of the capabilities of the theatre spaces they are working in. Learn safety procedures and practices to keep themselves and those working around them safe. All students will gain some general knowledge in construction and the use of basic power tools. Education students will also be expected to gain familiarity enough with some tools to do basic maintenance and training on these tools.

BFA: Students will demonstrate a firm understanding of most aspects of the scene shop and the functionality of a number of the spaces we working regularly. Beyond the shop tools these students will understand the process of how designs are taken and turned into a realized design.

Student Learning Outcomes:

Students will learn the basic process of generating a functional set design for professional productions. They will gain skills in analysis and comprehension of scripts for design, conceptualization and presentation of designs concepts, designer-director communication, introductory design drawings, rendering, and scale model construction.

Materials:

Recommended shopping links are available on D2L
- An Architect’s scale ruler. (DO NOT BUY AN ENGINEERS SCALE RULER)
- Drafting triangles
- 100+ page 11X17 Sketch pad. (I recommend a watercolor pad)
- Sketching pencils
- Craft knife/exacto Knife
- Cutting mat
- 16 Oz Aleene’s tacky glue.
- a standard sized (roughly 8.5”x10”) Sketchbook.

SUGGESTED TEXT:
Handbook of Set Design - Colin Winslow
Publisher: The Crowood Press; Illustrated edition

ISBN-10: 1861268130
COURSE TOPICS:
- Script analysis for set design.
- Conceptualization methods & Theory.
- Concept pitching and presentation
- Research.
- Renderings.
- Design drawings
- Maquette building- Model boxes
- Types of construction drawings
- White Models
- Paint Elevations
- Vectorworks
- CAD Drafting
- Design packets
- Designer Director Communication
- Full color scale models
- Realization

TECHNOLOGY IN THE CLASSROOM:
- During any classroom discussions or demonstrations laptops and tablets should remain off.
- Phones can be used to record demonstrated techniques or to photograph your work. In all cases
phones should remain silenced and kept in a safe place unless being used as noted previously.
  - If some circumstance arises that you must make or receive a phone call during class I ask
    that you step outside the room handle that business as quickly as possible.
- On classroom work days you may bring headphones/earbuds to listen music while you work. If I
  can hear the music on your headphones/earbuds while standing next to you it’s too loud. Music
  must not be so loud that I cannot get your attention while speaking at a normal volume.
- You are only allowed to play video content regarding scale model techniques. Watching a
  “streamer” play a video game or letting other social media platforms roll through videos is not
  acceptable. Basically, if the video you’re watching isn’t about scale model building you don’t
  need to see it during class time. Post your photos to social media on your own time.
- No one should spend a majority of a work day in class watching videos. One or two short
  demonstrations is fine.
- Abuse of these rules will result in a class wide ban. So don’t ruin it for everyone.
**ATTENDANCE POLICY:**

**NOTE:** When you hear theatre people say, “15 minutes early is on time. On time is late” it really does hold true throughout both the production and performance side of the industry. Punctuality is key. I understand that you have other obligations as a student and human trying to survive college. I will never hold it against you for showing up at five to an event scheduled to begin at five. The important thing is that you should never keep people waiting.

- You are adults. You or someone you care about is spending money for you to be here. Don’t waste money.
- I will not be actively taking attendance. HOWEVER, assignments and directions will only be explained during class. So if for example, you miss the lecture/demonstration on drafting you will be responsible to figure that out on your own using a friend’s notes or the internet. Both of which may or may not be accurate.
- At my discretion I will randomly have days where I will give those present up to 20 points of credit just for showing up. These days will not be announced or scheduled in any way.
- If you are not attending class to the point where I notice your absence I will email you and dock you participation grade.
- The ONLY reason I will re-demonstrate an assignment is if you provide me with a doctor’s note or email in advance and with enough notice as to why you will be missing an important lecture/demonstration.

**Course Evaluations:** At the end of the semester you are encouraged but not required to fill out a course evaluation. You are not required to complete the evaluation and they are completely anonymous.

**Diversity and Inclusion Statement:** This class may engage in material covering a diverse range of race, color, religion, national origin, sex, age, marital status, familial status, sexual orientation, and disability. While I encourage you to formulate and express your thoughts and opinions throughout the semester, discriminatory remarks will not be tolerated and may constitute disruptive behavior under the student code of conduct.

**Respect:** This is an art form. Each and every person will have different things they excel at. There will be days where we openly discuss the work you and your fellow students have created. Hurtful and disrespectful remarks during class discussions of other designers’ works will not be tolerated.

**Mental Health**

SFASU values students’ mental health and the role it plays in academic and overall student success. SFA provides a variety of resources to support student’s mental health and wellness. Many of these resources are free, and all of them are confidential.

**On-campus Resources:**

SFASU Counseling Services • [www.sfasu.edu/counselingservices](http://www.sfasu.edu/counselingservices)

Health and Wellness Hub (corner of E. College and Raguet) • 936-468-2401

SFASU Human Services Counseling Clinic • [www.sfasu.edu/humanservices/139.asp](http://www.sfasu.edu/humanservices/139.asp)

Human Services Room 202 • 936-468-1041

**Crisis Resources:**

Burke 24-hour crisis line 1(800) 392-8343

Suicide Prevention Lifeline 1(800) 273-TALK (8255)

Crisis Text Line: Text HELLO to 741-741
Withheld Grades Semester Grades Policy (A-54)
Ordinarily, at the discretion of the instructor of record and with the approval of the academic chair/director, a grade of WH will be assigned only if the student cannot complete the course work because of unavoidable circumstances. Students must complete the work within one calendar year from the end of the semester in which they receive a WH, or the grade automatically becomes an F. If students register for the same course in future terms the WH will automatically become an F and will be counted as a repeated course for the purpose of computing the grade point average.

Students with Disabilities
To obtain disability related accommodations, alternate formats and/or auxiliary aids, students with disabilities must contact the Office of Disability Services (ODS), Human Services Building, and Room 325, 468-3004 / 468-1004 (TDD) as early as possible in the semester. Once verified, ODS will notify the course instructor and outline the accommodation and/or auxiliary aids to be provided. Failure to request services in a timely manner may delay your accommodations. For additional information, go to http://www.sfasu.edu/disabilityservices/.

SKETCH JOURNALS:
Each student will be asked to keep a journal of sketches throughout the entire semester. These sketches can be anything but people or animals. They do not have to drawings of set designs. I encourage you to find different location on campus and attempt to draw them. Your drawings should be real life things you are looking at and not some imaginary object.

I don't expect you to be an undiscovered Degas. I want to see growth over the semester. That being said, this is not a doodle journal. Drawings should be attempted with an artists approach and not just mindless scribbles you did during a long lecture. I expect to see depth, shading and effort in your drawings. They do not need to be colored unless you want to color them.

I will review you sketch books periodically during the semester. I will collect them on the last day of class and return them at the final presentations during finals week.

COURSE CALENDAR:

Week #1
1/18 — Introduction/Syllabus overview/ 1st show selections.

Week #2
1/23 — Scripts chosen - Analysis Discussion. Assignment A - Concept statements
1/25 — Conceptualization/ Common aesthetics.

Week #3
1/30 — Assignment A Due. Design research. Assignment B - Research side show.
2/1 — Slide show work day.

Week #4
2/6 — Assignment B Due - Presentations.
2/8 — Drawing in perspective. Assignment C - Concept rendering.

Week #5
2/13 — Concept renderings & basic ground plans.
2/15 — Concept renderings work day
Week #6
2/20 — Assignment C Due. Presentations. Sketch journal check (15 drawings)
2/22 — Concept renderings work day

Week #7
2/27 — Model intro (Venue Maquette)/Begin building
2/29 — Choose 2nd Show/Shop work Day. Assignment D - White Models

Week #8
3/5 — Scenery modeling/work day
3/7 —

Week #9
3/12 — SPRING BREAK
3/14 — SPRING BREAK

Week #10
3/19 — Assignment D Due - Presentations.
3/21 — Choose Final Show. Final Project overview. - Full color scale model.

Week #11
3/26 — Vectorworks - Demo basic operations.
3/28 — Vectorworks into - Page setup Sketch journal check (30 drawings)

Week #12
4/2 — Vectorworks - 3D drafting
4/4 — Vectorworks - Viewports/ Sheet layouts

Week #12
4/9 — Final design workday - research/conceptualization.
4/11 — Final design workday - concept finalized/Vectorworks GP

Week #13
4/16 — Vectorworks - Design plate.
4/18 — Model building day

Week #14
4/23 — Model building day
4/25 — Model building day

Week #15
4/30 — Model building day
5/2 — Model building day Sketch journal due (45 drawings)

FINALS.
5/9 — Final Model presentations - 8:00AM - Room 309