THEA 510/516
PRODUCTION DESIGN SEMINAR/ADVANCED THEATRICAL DESIGN & PRODUCTION
Fall 2016
9:00-10:50 Wednesday & Friday

Professors:
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Office Hours:
2234 Comm.  2230 Comm.  2232 Comm.  2238 Comm.
T, Th 9-12  T, Th 10-11  T, Th 1-3  T, Th 1-2, 5-6
12:30-2  W-F 11-12, 1-3  Or by appt.

Description:
This is a studio class, which serves as forum for design and production students and faculty to work on projects designed to increase graphic drawing and rendering proficiency, collaborative problem solving skills, and opportunities to discuss issues related to the theatrical process. Throughout the year the students will be introduced to a variety of drawing and painting materials and techniques, common in theatrical rendering and drafting and given the opportunity to use these mediums on various projects. Problem-solving projects will also be assigned to teams to help develop research and collaboration skills. Discussion topics regarding issues related to design and production will also be scheduled throughout the year. The class will meet from 9:00 to 9:30 on both Wednesdays and Fridays, to explore drawing skills. At 9:35, the class will meet as a whole on Wednesdays, with activities that benefit all, then will meet in areas with their respective instructors on Fridays, to work on projects specific to that area.

Departmental Objectives:
1) Demonstrate an understanding of the individual artist's place in the role of theater as a collaborative art.
   by assigning group projects to give greater experience in collaboration with directors and designers
   by providing guidance in methods and techniques of communication between designers and directors.

2) Understand and appreciate the process of production.
   by evaluating, through presentations and post mortems, the goals and results of departmental productions.
   by learning a variety of rendering and other techniques applicable to the art and practice of design and production.

3) Demonstrate the relationship of theater to world history, societies and cultures.
   by selecting design projects to diversify the students' portfolios

4) Master skills, vocabulary and concepts necessary in today's theater to understand and practice the art of theater.
   by providing a studio environment for the student to expand knowledge of various styles and techniques in theatrical design.
   by providing projects that will enhance the design skills needed by the designer including sketching, rendering, research, presentation of the design ideas or concepts, various design software, and portfolio/resume presentation.
Requirements:

1) Art supplies for the various media listed on the schedule. For any media with which you do not already have a working familiarity, please consult with instructor for advice on appropriate supplies.
2) Attendance is mandatory. You cannot learn if you are not here and your fellow students are denied your insights.
3) Attendance at Department of Theater productions. You are part of a greater theater community and as such should expose yourself to the work of others to expand your appreciation of the art and craft. We will also make reference to the design work during class.

Evaluation:

For Wednesday classes, students will typically be given projects in class but are encouraged to bring in appropriate projects from other classes and production work to practice under the supervision of the instructor. The instructor has the right to approve these projects to insure that they fulfill the goals of that lesson.

Students will be evaluated primarily on the demonstrated growth of their rendering and design skills throughout the semester as well as the demonstrated ability to work collaboratively with their fellow students on project work. Students are not graded in comparison to each other, but measured according to their individual abilities and growth throughout the semester.

Individuals who have any disability, either permanent or temporary, which might affect their ability to execute projects in this class are encouraged to inform the instructor at the beginning of the semester.

The instructors reserve the right to alter the course content to benefit the class.

Suggested Bibliography:

- James L. Moody, *The Business of Theatrical Design*
- Darwin R. Payne, *Theory and Craft of the Scenographic Model*
- Lyn Pectal, *Designing and Painting for the Theater*
- Lyn Pectal, *Designing and Drawing for the Theater*
- Lyn Pecktal, *Costume Design*
- Rosemary Ingham, *From Page to Stage*
- Rich Rose, *Drawing Scenery for Theatre, Film, and Television*
- Babak Ebrahimian, *Sculpting Space in Theater, Conversations with the top set, light, and costume designers.*
- Gary Thorne, *Stage Design, A Practical Guide*
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