3701

THEA 3701:
SCENIC
DESIGN
FALL 2026

TUES/ THURS
2:20PM-
5:20 PM



Death of a Salesman Sketch, Joe Melliziner

COURSE DESCRIPTION & OBJECTIVES

FROM THE COURSE CATALOGUE:

"Design principles applied to theatrical scenery and properties; drafting of ground plans and sections, rendering and model building, theoretical application on many different types of theatrical productions including drama, musicals, dance and opera."

MORE ACCURATELY:

Exploration of theatrical scenic design techniques, genres, styles, venues and historical contexts. 2D, 3D and CAD visual communication techniques will be used in a variety of hands-on portfolio building projects.

COURSE OBJECTIVES:

-Develop your skills in and understanding of scenic design.

-Create a perspective of historic as well as current trends in western theatre scenic design.

-Proficient and artful use of the space to best encapsulate the objectives of the production.

-Development of portfolio level work to aid in post graduate employment.

Donna Marquet

Instructor

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x7977

hours: Tuesday 12;30-1:30
or by appointment



Max Reinheardt

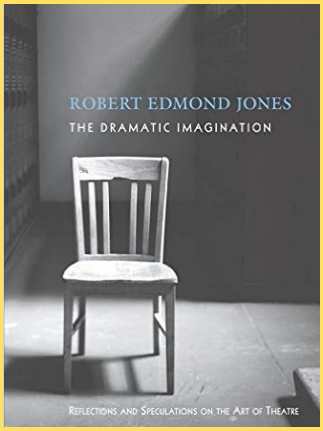
"Many people confuse imagination with ingenuity, with inventiveness. But imagination is not this thing at all.
It is the peculiar power of seeing with the eye of the mind. And it is the very essence of the theatre."
– Robert Edmond Jones, The Dramatic Imagination: Reflections and Speculations on the Art of the Theatre

Texts

These scripts are available online and I have put their links on Canvas.

Although there may be several versions/ translation of a certain script be sure to ONLY use the one I have asked for since they were chosen for good reason and simplify communication.

Yes, I expect you to read ALL of the scripts.



the big scripts

MEDEA
Euripides

A(NON)YMOUS
Naomi Iizuka

IMPORTANCE OF BEING EARNEST
Oscar Wilde

"Life is a theatre set in which there are but few practicable entrances."

— **Victor Hugo, Les Misérables**

suggested

Making the Scene: A History of Stage Design & Technology in Europe & the United States
-Brockett

Stage Design: A Practical Guide
-Thorne

Theatrical Design & Production
-Gillette

The Handbook of Model-Making for Set Designers
-Winslow

The Dramatic Imagination
-Jones

Alice Through the Proscenium: More Scenic Design
-DeVries

Class Supplies

Mutimedia Sketchbook-
brought daily to class.
Internet access & Pinterest Board
Various Pens & Pencils & Markers
Architectural Scale Ruler
Metal straight edge
X-acto Knive and blades (#11)
Scissors
Various Glues & Tapes-
Elmer's, Rubber Cement, Super Glue
Bristol Board- at least 11x17
Watercolors & brushes
Access to a color printer
tracing paper

Throughout the semester you will need various project specific supplies including:

White Foamcore
Illustration Board
Water based paints
found objects
Other model building materials
As the design dictates



Josef Svoboda

Class Decorum

Come to Class, be on time and respectful of others.

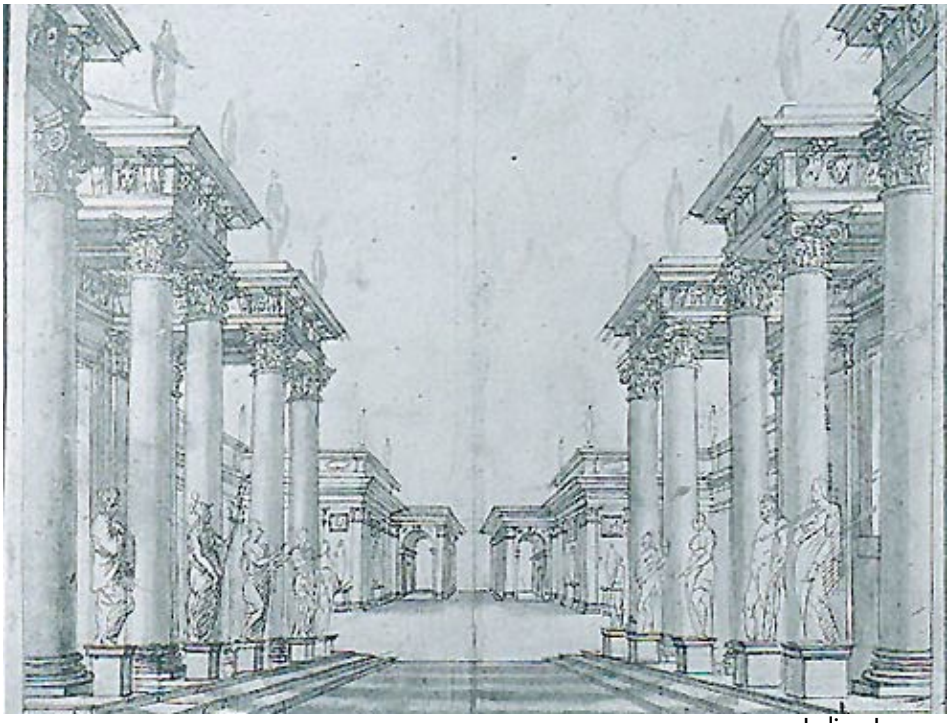
For those who need specifics:
- You are paying for this class.
- You have come to college to challenge your thinking and improve your skills.
- Everyone else is too.

Cellphones and other Electronics
Often we will be using our devices for research and reference. Please make sure they are silenced and only used in class as directed.

Your Fellow Classmates
Be kind. Theatre is a collaborative art form and we will be working with one another and giving constructive critiques. Anything but the utmost respect and patience will not be tolerated.

Be ready
This will be an intense class that will require daily work and not just night before cram sessions. Make a commitment to yourself and your mental and physical health that you will take this class as an opportunity to improve on your time management.

Come prepared with your supplies and with the reading completed. This will affect your participation and effort grade.



Indigo Jones

Grading Information

I have been reading Ungrading Blum ed. We will discuss how we will proceed with the use of grades in this class on the firsts day.

This will be a collaborative process that relies heavily on constructive feedback, critiques and self evaluation. This will ask a level of maturity and discipline that will challenge you (and me). We will also be revisiting this process throughout the semester as you are my guinea pigs but as the standard modern use of A-F is so incredibly problematic and the non-objective, punitive, simplistic nature of grades does not lead to growth or exploration I hope you will be ready with me to work on this semester towards knowledge and not an "A".

1000 vs. 3000

This class is a 3000 level course and will challenge you accordingly. For many of you scenic design is not your first passion but I would be remiss as an educator to not present the subject in a way that will best prepare you for a career in design.

In my 1000 level exploratory courses your effort counted for a great deal where as your skill, talent and prior knowledge would not hold you back. In a 3000 level course I need to assume that you have had the prior course work, experience and will be able to work at a pace and quality that can be marketable to the professional world.

This class will require several hours of outside work that you should allot for over several days. Pauses increase creativity vs. night before work.

Be prepared. Do it now. Eat healthy and exercise regularly. Intense project based what you will be doing for the rest of your life in theatre no matter your focus so start organizing your days accordingly.

Class Calendar

Subject to change
Updates will be made in class
& posted on Blackboard

1———————

8:18: Introduction
What does Space Do?

8-20: What is Scenic Design

2———————

8-25: He Said, She Said

8-27: Mini Model Building Box & Song Project

3———————

9-1: Model Box Building

9-3: Finish Model Box & Start MEDEA

4———————

9-8: DUE: MEDEA Paperwork, Research & Model Box

9-10: DUE:MEDEA Mood Board

5———————

9-15: Structure Challenge & MEDEA

9-17: Structure Challenge & MEDEA

6———————

9-22: **DUE: MEDEA Report & Presentation**

9-24: Wrap Up & IceCream

7———————

9-29: Designing for TV/Film & Storyboards 101

10-1: Show & Tell Fav Designs TV/Film & Storyboards

8———————

10-6: The Living Room

10-8: The Command Center

9———————

10-13: Read ANON(ymous)

10-15: DUE ANON Paperwork & Research

10———————

10-20: DUE ANON Concept & First 6 Scenes

10-22: DUE ANON 6 more scenes

11———————

10-27: Design Challenge Day

10-29: Design Challenge Day

12———————

11-3:DUE: ANON Report & Presentation

11-5 Working with a Director

13———————

11-10: Importance of Being Earnest

11-12: Paperwork, Research

14———————

11-17: Concept & MoodBoard

11-19: Design Work

THANKSGIVING

15———————

12-1: Design Work

12-3: EARNEST Report & Presentations

We will NOT meet for the final