

Fall 2023
MW 9 - 10:20 a.m.
RTFP 137

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Office Hours: M 10:30-12, or by appointment

Description of Course and Learning Objectives

Course Description

3 credit hour. Introduction to a basic body of concepts and practices common to areas of theatre design and technology. We will explore the four main areas of theatrical design—scenic, costumes, lighting—with a project based approach.

Learning Outcomes

- Students will obtain a broad understanding of the various disciplines within theatrical design, deepening their appreciation and understanding of theatre;
- Students will have a greater understanding of the collaboration between the disciplines and how best to navigate the design process;
- Students will be able to understand and identify various elements of composition, color, form, etc. intrinsic to all areas of design;
- With the use of hands-on projects, group and individual work, and research, students will develop a base level portfolio on which to build in subsequent classes.

Text, Computer, and Software

Please note that all quizzes, tests, and in-class discussions are based on the readings below.

Text

Malloy, Kaoime E. The Art of Theatrical Design: Elements of Visual Composition, Methods, and Practice. ISBN: 978-1138021501

Plays

TBD—Several plays will have links on the course Canvas site and are copyright free. Please save a tree and read these in digital format.

Computer & Software

All student should have access to a laptop or desktop computer. A word publishing and spreadsheet program are the only software requirements for the course. UNT students can access these through their UNT Office 365 account.

Art Supplies and Materials

- This course has a course fee which will be used to purchase various expendable art materials. These art supplies—mediums, some papers, etc.—will be made available to students in the studio. Please respect the studio space and the use of these items.
- Sketchbook - Mixed Media, 9x16
- Pencils - Prismacolor Premier Turquoise Graphite Sketching Pencils, Medium Leads, 12 pk *or similar* recommended

- Kneaded Eraser
- Tacky Glue (small bottle)
- Architectural Scale Ruler
- X-Acto Knife #11 with Blades
- Metal Ruler with cork backing
- Artbin - to carry all your supplies
- Rendering media - as needed

Lockers and Design Studio Access

The lockers in the back of the classroom are for your use. If you plan to use one for the duration of the semester, please bring your own lock to secure your materials. By the end of the semester, all lockers must be emptied.

The Design Studio will be open when the building is open, but check with the posted schedule to insure no other class is meeting when you use it.

Attendance and Late Assignments

Attendance

- Students are expected to attend each class, unless excused circumstance (see below) or a University excuse is provided. Attendance will be taken at the top of each course meeting. It is the student's responsibility to ensure they have signed the role. The role will not be available to sign once the course meeting time has ended.
- You have 2 *freebie* unexcused absences for the semester. Each unexcused absence thereafter results in **2 points deduction per absence from your final grade**.
- Excused Absences
 - Religious holy day, including travel for that purpose;
 - Active military service, including travel for that purpose;
 - Participation in an official university function;
 - Illness or other extenuating circumstances;
 - Pregnancy and parenting under Title IX; and
 - When the University is officially closed.
- How to notify of an excused absence?
 - Students must request an excused absence in writing (e-mail), providing satisfactory evidence to the instructor. This can be completed in a reasonable time before or after the absence.

Late Assignments

Unless a University approved excuse is provided, no late late assignments will be accepted. If an excused absence is allowed, an updated due-date will be assigned for the affected assignments.

Grading Scale and Assignments

A	90-100%	Excellent
B	80-89%	Above Average
C	70-79%	Average
D	60-69%	Below Average
F	0-59%	Failing

Project—100 pts/500 total

1. Stylized Supper
2. Music Interpretation
3. Costume Design
4. Scenic Design
5. Lighting Design

Critiques—20 pts/60 total

1. Critique 1
2. Critique 2
3. Critique 3

Sketchbook—30 pts/150 total

1. Sketchbook 1
2. Sketchbook 2
3. Sketchbook 3
4. Sketchbook 4
5. Sketchbook 5

Production Critique—50 pts/100 total

1. *Peter and the Starcatcher*
2. *Antigone*

Final Project—200 total**Canvas**

This course will utilize Canvas throughout the semester. All assignments will be submitted by midnight on the date due through file upload, unless noted otherwise.

Production Attendance

Students enrolled in this course are required to attend two (2) UNT Dance and Theatre productions. All students enrolled in a theatre class get a FREE ticket to each show. In viewing these productions, you will critically critique a single area of design of the production. An assignment writeup will be posted on Canvas prior to each production giving you the instruction of your written response. Information about the productions can be found below

Peter and the Starcatcher by Rick Elice
 October 5, 6, 7 @ 7:30 p.m.
 October 7, 8 @ 2:00 p.m.
 UNT Studio Theatre

Antigone by Sophocles
 November 2, 3, 4 @ 7:30 p.m.
 November 4, 5 @ 2:00 p.m.
 UNT University Theatre

Academic Integrity Standards and Consequences

According to UNT Policy 06.003, Student Academic Integrity, academic dishonesty occurs when students engage in behaviors including, but not limited to cheating, fabrication, facilitating academic dishonesty, forgery, plagiarism, and sabotage. A finding of academic dishonesty may result in a range of academic penalties or sanctions ranging from admonition to expulsion from the University.

If a student submits work that includes any of the above behaviors the following actions will be taken:

- The student will be notified in writing and a meeting between the student and professor will be requested.

- 1st Offense - students received a zero for the graded assignment.
- 2nd Offense - the student will be reported to the Office of Academic Integrity for a violation of the University policy.

ADA Accommodation:

UNT makes reasonable academic accommodation for students with disabilities. Students seeking accommodation must first register with the Office of Disability Accommodation (ODA) to verify their eligibility. If a disability is verified, the ODA will provide a student with an accommodation letter to be delivered to faculty to begin a private discussion regarding one's specific course needs. Students may request accommodations at any time, however, ODA notices of accommodation should be provided as early as possible in the semester to avoid any delay in implementation. Note that students must obtain a new letter of accommodation for every semester and must meet with each faculty member prior to implementation in each class. For additional information see the ODA website at disability.unt.edu.

Emergency Notification and Procedures

UNT uses a system called Eagle Alert to quickly notify students with critical information in the event of an emergency (i.e., severe weather, campus closing, and health and public safety emergencies like chemical spills, fires, or violence). In the event of a university closure, please refer to the UNT Learning Management System (LMS) for contingency plans for covering course materials.

Tentative Course Schedule

Date	Subject/Objective	Readings Due	Assignments Due
WEEK 1			
Aug 21	Intro to Class		
Unit 1: Space and Story Structure (1, 3, 5)			
Aug 23	Theatrical Space	Chpt 1	
WEEK 2			
Aug 28	Dramatic Structure	Chpt 5	
Aug 30	Genre	Chpt 3	
WEEK 3			
Sept 4	Labor Day-NO CLASS		
Unit 2: Design Tool Kit			
Sept 6	Style	Chpt 4	
WEEK 4			
Sept 11	Elements of Design	Chpts 6-10	
Sept 13	TBD: Library Research		Project 1: Stylized Supper
WEEK 5			
Sept 18	Studio: Line, Shape, Value		
Sept 20	Studio: Color & Texture		
WEEK 6			
Sept 25	Principles of Design	Chpts 12-16	Sketchbook 1
Sept 27	Studio: Unity, Balance, Rhythm		
WEEK 7			
Unit 3: Core Principles for the Theatrical Designer			
Oct 2	Studio: Scale and Emphasis Project 2: Music Interp Assigned		
Oct 4	Design Process Step 1	Chpts 17, 18, 19	Sketchbook 2
WEEK 8			
Oct 9	Music Interp Critique	Chpt 21	Project 2: Music Interp
Oct 11	Design Process Step 2	Chpts 20	
WEEK 9			
Oct 16	Drawing	Chpt 22	

Date	Subject/Objective	Readings Due	Assignments Due
Oct 18	Rendering	Chpt 23	Sketchbook 3
WEEK 10			
Unit 4: Costume Design			
Oct 23	Costume Design	Chpt 24 Wiley & the Hairy Man	
Oct 25	Costume Design Research		Sketchbook 5
WEEK 11			
Oct 30	Studio: Costume Design		
Unit 5: Scenic Design			
Nov 1	Scenic Design	Chpt 25 Bile in the Afterlife	Project 3: Costume Design
WEEK 12			
Nov 6	Scenic Design Research		Critique 1
Nov 8	Studio: Scenic Design		
WEEK 13			
Unit 6: Lighting Design			
Nov 13	Lighting Design	Chpt 26 The Bacchae	Project 4: Scenic Design
Nov 15	Lighting Design Research		Critique 2
WEEK 14			
Nov 20	Thanksgiving Break No Classes		
Nov 22			
WEEK 15			
Nov 27	Studio: Lighting Design		Sketchbook 5
Nov 29	Wiggle Day		Project 5: Lighting Design
WEEK 15			
Dec 4	Studio: Final Project		Critique 3
Dec 6	Studio: Final Project		
WEEK 16			
Dec 13	Final Project due @ 10 a.m.		