Theatre Design II   THEA 1700-01

Spring 2024   Instructor: Cody Stockstill, M.F.A.
MW 9 - 10:20 a.m.   Email: William.Stockstill@unt.edu
RTFP 137   Office: RTFP 223
                                  Office Hours: M 10:30-12, or by appointment

Description of Course and Learning Objectives

Course Description
Advanced techniques for rendering, drawing, and painting for scenic, costume, and lighting designers. Pencil, ink, and watercolors techniques for rendering architecture, scenery, costumes, and lighting. Suggested for theatre majors who are interested design and technology.

Learning Outcomes
- Students will learn several different techniques for drawing and accurately depicting both space and the body within it.

- This is a theatrical drawing class where the goal is to hone the student's drawing and rendering skills so they can successfully communicate design concepts with collaborators.

- Through a series of in-class and homework projects that build upon one another, students will explore concepts including the following:
  - Perspective,
  - Proportion
  - Balance
  - Composition
  - Observation
  - Color Theory

- We will use pencil, ink, pastels, watercolors as well as explore Adobe Photoshop.

Text, Computer, and Software

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

Text
None requires

Plays
TBD

Art Supplies and Materials
- 2024 monthly calendar
  - Daily squares should be plain and at least 1"x1" in size
  - Make sure it's something doable—nothing too large or unwieldy
- Multi-media sketch pad—no smaller than 8.5x22, at least 50 pages

- Various pencils of your choosing—be sure to get a wide range such as H, 2H, H, HB, B, 2B, 4B, 6B.
- Set of color pencils—at least 24 different colors and a good brand (not Crayola, Rose Art, or generic)
- Kneaded eraser
- Portable pencil sharpener
- A few binder clips
- Clear/translucent straight edge—prefer triangle with at least an 8" edge
- Architectural scale ruler
- Your favorite pen(s) in black
- Blending stumps
- Various watercolor brushes (later in the semester)
- Watercolor paints (later in the semester)

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
- Come to class and be on time
- If you are more than 15 minutes late you are considered absent
- After the first 2 unexcused absences you will loose 50 points from attendance grade, which totals 200 pts.
- 3 lates (1-15 minutes late) will count as an absences.
- If you are sick, don't come. Alert the instructor.
- 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

Projects—100 pts/300 total
1. Costume
2. Scenic
3. Portfolio

Minor Assignments—25 pts/300 total
1. Proportional Sketches
2. Still Life
3. Perspective Sketches
4. Necessaires/World Board
5. Scenic Rendering Relim

6. People in Motion PLUS
7. Fabric
8. Translating Costume Research
9. Color
10. Prelim Costume Renderings
11. Photoshop Costume
12. Photoshop Scenic

Calendar—200 total
Participation/Attendance—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.

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.

Date	Subject/Objective	Readings Due	Assignments Due
Unit 1: Intro to Class (w/ Cody)			
WEEK 1			
Jan 15	No Class		
Jan 17	No Class		
WEEK 2			
Jan 22	Intro to Class		
Jan 24	Proportion, Tone, & Value		
WEEK 3			
Jan 29	**Studio:** Drawing Exercises		**Proportional Sketches**
Unit 3: Perspective & Scenic Design (w/ Cody)			
Jan 31			**January Calendar**
WEEK 4			
Feb 5	**Studio**: Perspective		**Still Life Assignment**
Feb 7	**Studio:** Perspective		**Perspective Sketches**
WEEK 5			
Feb 12	Scenic Rendering	Play due	**Necessaires, World Board**
Feb 14	**Studio:** Scenic Design Project		**Scenic Rendering Prelim**
WEEK 6			
Feb 19	**Studio:** Scenic Design Project		
Feb 21	**Studio:** Scenic Design Project		
WEEK 7			
Unit 4: Photoshop Intro (w/ Cody)			
Feb 26	Photoshop		**Scenic Design Project**
Feb 28	Photoshop		**February Calendar**
WEEK 8			
Unit 3: Figure Drawing and Costume Design (w/ Amy)			
Mar 4	Figure Drawings		
Mar 6	Figure Drawing - Gestures		**Photoshop Project**
WEEK 9			
Mar 11	Spring Break		

Studio = bring drawing/rendering supplies

Date	Subject/Objective	Readings Due	Assignments Due
Mar 13			
WEEK 10			
Mar 18	Fabric		**People in Motion PLUS**
Mar 20	**No Class (USITT)**		
WEEK 11			
Mar 25	Figures in Fabric		
Mar 27	Color (bring watercolors)		**Fabric Assignment**
WEEK 12			
Apr 1	**No Class (SOUTA)**		
Apr 3	Color (bring watercolors)		**Translating Costume Research March Calendar**
WEEK 13			
Apr 8	Costume Rendering		**Color Assignment**
Apr 10	Costume Project		
WEEK 14			
Apr 15	Costume Project		**Costume Rendering Prelim**
Apr 17	Fabric		
Unit : Rework and Final Portfolio (w/ Cody)			
WEEK 15			
Apr 22	Rework		**Costume Rendering Final**
Apr 24	Rework		
WEEK 15			
Apr 29	Final Portfolio Prep		**Photoshop Costume**
May 1	Final Portfolio Prep		**Portfolio April Calendar**
WEEK 16			
May 8	**Final**		