

UMBC UGC Change in Existing Course: THTR 332 Advanced Scene and Costume Design

Date Submitted: 9/19/16

Proposed Effective Date: 1/25/17

| | Name | Email | Phone | Dept |
|-------------------|----------------|------------------|--------|---------|
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COURSE INFORMATION: (please provide all information in the "current" column, and only the information changing in the "proposed" column)

| change | | current | proposed |
|-------------------------------------|--------------------------------|---|--|
| <input type="checkbox"/> | Course Number(s) | THTR 332 | |
| <input checked="" type="checkbox"/> | Formal Title | Advanced Scene and Costume Design | Advanced Scene Design |
| <input checked="" type="checkbox"/> | Transcript Title (≤30c) | | Advanced Scene Design |
| <input checked="" type="checkbox"/> | Recommended Course Preparation | | THTR 231 |
| <input checked="" type="checkbox"/> | Prerequisite | THTR 231 OR THTR 232 | Must complete THTR 232 with a C or better |
| <input type="checkbox"/> | Credits | 3 | |
| <input type="checkbox"/> | Repeatable? | <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No | <input type="checkbox"/> Yes <input type="checkbox"/> No |
| <input type="checkbox"/> | Max. Total Credits | 6 | |
| <input type="checkbox"/> | Grading Method(s) | <input checked="" type="checkbox"/> Reg (A-F) <input type="checkbox"/> Audit <input type="checkbox"/> Pass-Fail | <input type="checkbox"/> Reg (A-F) <input type="checkbox"/> Audit <input type="checkbox"/> Pass-Fail |

CURRENT CATALOG DESCRIPTION

Students continue to study costume and scene design and history, with an emphasis on the illustration of a range of periods and styles of drama. Costume design students examine characterization and receive practice in the execution of costumes and building techniques. Scene design students explore rendering skills and working drawings for plays studied in class. Each student will be assigned extensive individual projects on a play read outside of class. Students also may be required to do construction work on theatre department productions.

PROPOSED CATALOG DESCRIPTION (no longer than 75 words): leave blank if no changes are being proposed to the catalog description. NOTE: information about prerequisites should NOT appear in the catalog description.)

This advanced course further studies problems of design and technical theatre through choices in environment. Student will engage in rigorous theoretical design projects in order to advance skills in script analysis, research, drawing, and design presentation. Texts studies will vary each semester but may include a combination of straight plays, musicals, and operas.

RATIONALE FOR CHANGE:

Scene and costume designers are typically taught and professionally hired as separate disciplines within the United States. Due to an extra hire within the department, we are now able to offer Advanced Scene Design apart from Advanced Costume Design allowing students to specialize in one area, with faculty able to support this curriculum in their load. We believe this approach will better reflect the study of scene design in a more practical and professional manner applicable to how design operates in professional theatre.

Advanced Scene Design

THTR 332

Course Syllabus

Instructor: Nate Sinnott

Time: M/W 1:00 PM- 2:15 PM

Location: PAHB 009

Office: PAHB 330

Office Hours: T/TH 10:30am-12pm- **By Appointment Only** **Phone:**
410-455-6851

Email: nsinnott@umbc.edu

Course Description:

This is an advanced course in Scenic Design methods and craft techniques.

Over the course of a semester, students will execute a complete scenic design for a play. Although the goal of the design is not a realized production, students will complete the majority of the materials required for a produced, theatrical scenic design. Additionally, students will execute a series of “side” projects designed to broaden their knowledge of design approaches.

Grading Policy:

This is a project-based class. Most of your grade will depend on the thoughtful execution of assigned Activities and Projects. Class sessions will be divided between lecture, work sessions, critique sessions, and presentations. For this reason attendance is mandatory.

Grading will be tabulated in the following manner:

I. Side Activities: 245 points (As Divided Below)

- 1. Inspiration- 50 points**
- 2. Forces in Opposition- 55 points**
- 3. Communication- 65 points**
- 4. Character/ Psychological Environment- 75 points**

II. Main Project: 580 points (As Divided Below)

- 1. Visual Research- 30 points**
- 2. Script Analysis- 40 points**
- 3. Preliminary Ground Plan- 25 points**
- 4. Thumbnail Sketches- 25 points**
- 5. Model Box- 40 points**
- 6. Sketch Model- 100 points**
- 7. Color Model- 150 points**
- 8. Revised Ground Plan- 50 points**
- 9. Paint Elevations- 60 points**
- 10. Props Packet- 60 points**

III. Final Project Presentations: 100 points

IV. Attendance and Class Participation: 75 points

****Total: 1000 points****

Your final grade will be determined by the percentage of points you earned out of the 1000 point total.

| Percentage | Letter Grade |
|-------------------|---------------------|
| 90%---100% | A |
| 80%---89% | B |
| 70%---79% | C |
| 60%---69% | D |
| < 60% | F |

Late Work:

Late work will be penalized by one-half point for each day the assignment is turned in past the due date. For example: a project worth 5 points will be reduced to a maximum value of 4.5 out of 5 points after 1 day of being late.

Attendance Policy:

Students are strongly encouraged to attend all class sessions. However, students' attendance grades will be lowered by one percentage point from your overall grade for each absence following two (3) unexcused absences. Prior arrangements may be made with the instructor if students plan to miss class. The instructor has the right to penalize any absences. Your attendance will be evaluated above and beyond your ability to occupy space in the classroom. All students are required to participate during all class sessions. Lack of participation will result in a lower attendance grade.

Policy on Lateness:

Lateness is a mark of either a lack of respect or a lack of maturity. In either case, lateness is inexcusable. Late students will not be permitted to enter the classroom. If you are late on a presentation day, you will not be allowed to make up the presentation. If you have prior knowledge that you will be late for class, inform the instructor at the earliest possible time. You have been provided with the instructor's email and office phone number: use them. The instructor may excuse instances of lateness at his discretion.

Course Materials:

There is no required text for this class. However, this is a project-based class. Therefore, students will be required to purchase craft/model-making supplies to complete course assignments. These supplies will be listed for you when they are required. There are also some materials that will be shared by the entire class. You must hold your classmates to a high standard in regards to the care of shared materials. If you do not care for these materials, you will not be able to complete required course work. Lastly, you may need to purchase some materials other than those on the list provided. You are responsible for any cost in purchasing additional materials.

Class Schedule:

M 1/25: Class Overview/ Assign MP Script/ Assign SA #1a-Images

Due: N/A

Assign: Read Script/ SA #1- Research

W 1/27: SA #1a Check-in/ Work Session

Due: SA #1- Research

Assign: SA #1- Presentations

M 2/1: Discuss MP Script

Due: Read Script

Assign: MP #1 & #2

W 2/3: SA #1 Work Session

Due: SA #1- Progress

Assign: SA #1- Presentations

M 2/8: MP #1 & #2- Visual Research Presentations/ Assign Theatre Spaces

Due: MP #1 & #2

Assign: MP #3 & #4/ MP #5- Materials

W 2/10: SA #1 Presentations/ Assign SA #2

Due: SA #1- Presentations

Assign: SA #2- Images and Materials

M 2/15: MP #3 & #4-Ground Plan & Thumbnail Check-in/ MP #5-Model Box Work Session

Due: MP #3 & #4/ MP #5 Materials

Assign: MP #5- Progress

W 2/17: SA #2 Work Session

Due: SA #2- Images and Materials

Assign: SA #2- Progress

M 2/22: MP #5-Model Box Check-In/ Work Session

Due: MP #5- Progress

Assign: MP #5

W 2/24: SA #2 Work Session

Due: SA #2- Progress

Assign: SA #2- Presentations

M 2/29: MP #5- Model Box Evaluation/ Assign MP #6- Sketch Model

Due: MP #5

Assign: MP #6- Materials

W 3/2: SA #2 Presentations/ Assign SA #3

Due: SA #2- Presentations

Assign: SA #3- Images and Materials

M 3/7: MP #6- Sketch Model Work Session

Due: MP #6- Materials

Assign: MP #6- Presentations

W 3/9: SA #3 Work Session

Due: SA #3- Images and Materials

Assign: SA #3- Presentation

M 3/14: Spring Break (No Classes)

Due: N/A

Assign: N/A

W 3/16: Spring Break (No Classes)

Due: N/A

Assign: N/A

M 3/21: MP #6- Sketch Model Evaluations/Notes/ Discuss MP #7 Materials

Due: MP #6- Presentations

Assign: MP #6- Revisions/ Presentations

W 3/23: SA #3 Presentations/ Assign SA #4

Due: SA #3- Presentations

Assign: SA #4- Images and Materials

M 3/28: MP #6- Sketch Model Revision Presentations

Due: MP #6- Revisions/ Presentations

Assign: MP #7-Materials

W 3/30: MP #7-Color Model Work Session

Due: MP #7-Materials

Assign: MP #7- Presentations/ Photo Sketch Models

M 4/4: SA #4 Work Session

Due: SA #4- Images and Materials

Assign: SA #4- Presentations

W 4/6: MP #7-Color Model Evaluation/Notes/Work Session

Due: MP #7- Presentations

Assign: MP #7- Revisions

M 4/11: SA #4 Work Session

Due: SA #4- Progress

Assign: N/A

W 4/13: MP #7- Color Model Work Session

Due: N/A

Assign: N/A

M 4/18: SA #4 Presentations

Due: SA #4- Presentations

Assign: MP #7 Presentation Progress

W 4/20: MP #7- Color Model Presentations (1st 1/2) /Discuss MP #8- Revised GP

Due: MP #7- Revisions Presentation

Assign: MP #8

M 4/25: MP #7- Color Model Presentations (2nd 1/2)

Due: MP #7- Revisions Presentation

Assign: MP #8 Evaluations

W 4/27: MP #8 Evaluations / Assign & Discuss MP #9 & #10 - Paint Elevations and Props Packet

Due: MP #8

Assign: MP #9 & #10

M 5/2: Assign MP Final Project Presentation Parameters/ Work Session

Due: MP #9 & #10-Progress

Assign: MP Final Project Presentations

W 5/4: MP Final Presentations Work Session/ MP #9 & #10 Check-In

Due: MP #9 & #10

Assign: MP Final Project Presentations/ Study Day Presentations

M 5/9: MP Final Presentations Work Session

Due: MP Final Project Progress

Assign: MP Final Project Presentations

W 5/11: Study Day Presentations

Due: Study Day Presentations

Assign: N/A

TH 5/18: MP Final Project Presentations-1:00pm-3:00pm

Due: Final Project Presentations

Assign: N/A

Course Outcomes:

1. Play Script Analysis
2. Visual Research
3. Verbal Presentation
4. Problem Solving
5. Abstract Thinking
6. Scenic Designer Craft Skills
 - a. Model-making
 - b. Sketching
 - c. Drafting
 - d. Properties Research
 - e. Paint Elevations Creation
7. Time Management
8. Multitasking

CAVEAT STATEMENT:

This syllabus represents a written contractual agreement between us. Occasionally, it may be necessary to revise this syllabus to meet students' needs. I reserve the right to revise the syllabus if the need arises. Advance notification will be provided to you through class announcements, blackboard and email.

CELL PHONES:

All cell phones are to be turned off and in your pocket, backpack, or purse. If I see them on your desk or if they ring during class you will receive a warning the first time, the second time I will count you absent for class.

DISABILITIES:

UMBC is committed to eliminating discriminatory obstacles that may disadvantage students based on disability. Student Support Services (SSS) is the UMBC department designated to:

- receive and maintain confidential files of disability-related documentation,
- certify eligibility for services,
- determine reasonable accommodations,
- develop with each student plans for the provision of such accommodations, and
- serve as a liaison between faculty members and students regarding disability-related issues.

If you have a disability and want to request accommodations, contact SSS in the Math/Psych Building, Room 213 or Academic IV-B wing Room 345 (or call 410-455-2459 or 410-455-3250). SSS will require you to provide appropriate documentation of disability and complete a Request for Services form available at <http://my.umbc.edu/groups/sss>. If you require accommodations for this class, make an appointment to meet with me to discuss your SSS-approved accommodations.

STUDENT ACADEMIC HONOR CODE POLICY:

By enrolling in this course, each student assumes the responsibilities of an active participant in UMBC's scholarly community in which everyone's academic work and behavior are held to the highest standards of honesty. Cheating, fabrication, plagiarism, and helping others to commit these acts are all forms of academic dishonesty and they are wrong. Academic misconduct could result in disciplinary action that may include suspension or dismissal. To read the full policy on academic integrity, consult the UMBC Student Handbook, Faculty Handbook, or the UMBC Policies section of the UMBC Directory.