CTPR 455:
INTRODUCTION TO PRODUCTION DESIGN (2 units)

On the most basic level, Production Designers create sets and adjust locations to meet the production needs of filmmakers. CTPR 455 explores how sets shape the staging of action and accommodate the crew and actors. The class traces the evolution of production design to reflect the demands of cinematic storytelling from the magic of Melies to the rough and tumble of the Keystone Kops to the psychological world of a madman in *The Cabinet of Dr. Caligari* and beyond.

Production Designers use the graphic tools of line, shape and form, texture and color to create visual structures that have their own coherent logic based on a script. In the process, Production Designers create unique worlds and spaces that reflect the characters that inhabit them. The class will reveal how Production Designers underscore the themes of the script using these visual methods.

Students will be assigned a script, for which they will be asked to create an overall visual structure and design a specific set. The student’s work will be organized in a presentation book that is their final project.

The course consists of lectures, film & television program viewing, student projects, guest speakers from the entertainment industry, and assigned reading. There is no single text; a series of selected readings will be provided by the instructor.

This course has a midterm exam.

Students are expected to do self-directed research about the period of the assigned script and to find and use source material related to the script. This research helps students find a visual language and structure for their designs.

Students must rework their class projects incorporating feedback from the instructor and reflect their growing knowledge of the design process. Students’ revised work is presented as part of their final project. The final project and presentation is the class final exam.
GRADING AND ATTENDANCE

Students are graded on assignments, class participation, the midterm exam and the final project and presentation.

The final course grade will be calculated as follows:

Assignments.................................................20%
Class participation........................................10%
Midterm exam..............................................15%
Final Project/ Presentation............................55%

Most of the course’s information is delivered in lectures, so class attendance is essential. Students are expected to be on time and prepared. Two unexcused absences will result in a final grade being lowered by one full letter (i.e. A becomes B). A third unexcused absence will result in lowering a grade another full letter (i.e. B becomes C). Students with more than three unexcused absences will be given a failing grade in the class.

An excused absence should be obtained prior to class. If you have an emergency and must miss class, please contact the instructor prior to class.

CLASS HOURS AND CONTACT INFORMATION

The class meets Mondays 7-10 pm in SCA [room number].
There are no regularly scheduled office hours, but the instructor will be available to meet before and after class. Email the instructor in advance for an appointment.

Instructor: Mark Stratton
Email: markstratton13@gmail.com

COURSE GOALS

The goals of this course are: to introduce students to the world of the Production Designer; to establish a basic design vocabulary; to give the student experience with various aspects of evolving a design concept based on a script; to give the student firsthand knowledge about current production techniques, and to prepare the student for practical applications in the field of production design/art direction. By the end of the semester, students should be able to translate abstract ideas into a cohesive visual structure.
FINAL PROJECT AND PRESENTATION

The final project and presentation are a compilation and expansion of the student work created during the semester. At a minimum the final project and presentation must include:

1) A script breakdown.
2) An overall concept for the production.
3) Set concepts.
4) A floor plan.
5) A floor plan overlay with camera angles and actor blocking.
6) Storyboards of the most complicated scene that takes place in the set.
7) Design for a hand-prop or major furniture piece.
8) A set budget that includes:
   a) Materials
   b) Furnishings
   c) Salaries
   d) Daily wages
   e) Transportation
   f) Contingency
9) Photocopies of key research materials of particular value or inspiration that contributed to the student’s design concept.
10) Bibliography.

Many parts of the final project are assigned in class during the semester. Students may not simply recycle their semester’s work for the final project. The final project submission is an opportunity to improve on the original work and should be a continual work-in-progress. At a minimum, the instructor’s mid semester comments or criticisms must be addressed and any errors corrected. During the semester, students should continually develop their ideas and revise their work for the final project beyond the suggestions of the instructor.

Final project presentation is extremely important. Students should prepare their final projects as if they are auditioning for a job. Students’ final projects and presentations must be designed.
WEEK-BY-WEEK

This week-by-week schedule is tentative. The actual schedule depends on the availability of guest speakers and the depth of specific discussions in class.

WEEK 1: Introduction
Review syllabus and class requirements.
The role of the production designer.
The personnel makeup of the art department.
The requirements and functions of a set or location.
Establishing a visual vocabulary and structure.

Reading Assignments:
Mariner, chapters 2 and 3.
Interview with Ken Adam.
Assigned script.
Jae Carmichael essays.

WEEK 2: MLK DAY - no class

WEEK 3: Historical Perspective: Production Design is Born & Towards a Film Aesthetic
Realism vs. Poetry: Lumière Brothers and Méliès.
Compare Trip to the Moon with The Great Train Robbery and Keystone Kops films.
Creating a unified design and world view.
How sets determine blocking and action.
How the filmmakers’ needs shaped the development of art direction.
Cabinet of Dr. Caligari.
How designers control the audience’s eye and create complex visual worlds.
Creating spaces that reflect characters' states of mind.

WEEK 4: Screening of doc on contemporary Production Designers: Masters of Production
How designers use graphics to structure their work.
Guest speaker: TBA

Hollywood in the Golden Era. Studios branded their product:
MGM, Cedric Gibbons and Vincent Minnelli.
Contemporary directors brand themselves with production design:
Tim Burton, Quentin Tarantino and Wes Anderson.

Reading Assignments:
Working with the Script, 1-5.
Assigned script (re-read).

Written Assignments (due Week 5):
Thumbnail sketches.
Brief essays identifying protagonist, antagonist, acts and genre.
List of five sets to design, in order of preference.
WEEK-BY-WEEK cont'd

WEEK 5: Space and Framing
Contrast and affinity within the shot and shot-to-shot.
How contrast and affinity are used to create a visual structure.
How to create and use deep and flat space.
How framing composition affects set design.
Mise-en-scene handouts.

BRING TO CLASS:
Thumbnail sketches.
Protagonist, antagonist, acts and genre essays.
List of five sets, in order of preference.

Reading Assignments:
Mise-en-scene handouts.

WEEK 6: Presidents’ Day - no class.

WEEK 7: Graphics
Line/shape and form/size/texture.
Review for midterm.

Students are given set assignments.

WEEK 8: Midterm Exam

Reading Assignments:
Pat Miller’s ‘Script Supervising & Film Continuity’.
Bring assigned script to class for Week 9.

WEEK 9: Breaking Down the Script
Review midterm exam
Break down the script’s first ten pages to identify scenes, sets, characters, props, costumes and special effects.

BRING TO CLASS:
Assigned script, pencils and highlighters.

Reading Assignments:
Working with the Script. 5-10

Written Assignments (due Week 11):
Continuity breakdown, breakdown pages, set list and location list.
WEEK 10: Tone and Color
Discussion of color theory.

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<tr>
<th>Written Assignments (due Week 12):</th>
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<tr>
<td>Overall design plan for film and concept for assigned set.</td>
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WEEK 11: Screen Vertigo
Analysis of unified structure of color of Hitchcock’s Vertigo.
Storyboard handout.

BRING TO CLASS:
Continuity breakdown, breakdown pages, set list and location list.

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<tr>
<th>Reading Assignments (due Week 12):</th>
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<td>Script of True Blood pilot.</td>
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<td>Handouts on floorplans and storyboarding.</td>
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WEEK 12: Floor plans, shot lists, camera angles, blocking and storyboards.
Case study: True Blood.

BRING TO CLASS TODAY:
Overall design plan for film and set concept.

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<th>Written Assignment (due Week 13):</th>
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<tr>
<td>Develop floorplan for a set from True Blood.</td>
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WEEK 13: Storyboarding: in-class exercise
Using student floorplans for True Blood, see how the set is used.
Guest speaker: Suzuki Ingerslev, production designer True Blood.

BRING TO CLASS:
Floorplan for True Blood set.

WEEK 14: Budgeting – Guest lecturer TBA

WEEK 15: Students pitch Final Projects. In-class review and one-on-one meetings with students.

BRING TO CLASS:
Draft of final project.
FINAL PROJECTS ARE DUE BY 5 PM FRIDAY, 
May 8, 2015 in Room SCA 404.

Assignment due dates remain unchanged regardless of any shifts in the lecture schedule. It is mandatory that each student make a complete copy of all materials submitted for the final project. There have been rare instances in the past where student final projects have gone missing. It is every student’s responsibility to have a complete backup of their final project work as a hard copy and/or a computer file.

ACADEMIC CONDUCT: Plagiarism – presenting someone else’s ideas as your own, either verbatim or recast in your own words – is a serious academic offense with serious consequences. Please familiarize yourself with the discussion of plagiarism in SCampus in Section 11, Behavior Violating University Standards: https://scampus.usc.edu/1100-behavior-violating-university-standards-and-appropriate-sanctions/. Other forms of academic dishonesty are equally unacceptable. See additional information in SCampus and university policies on scientific misconduct, http://policy.usc.edu/scientific-misconduct/.

Discrimination, sexual assault, and harassment are not tolerated by the university. You are encouraged to report any incidents to the Office of Equity and Diversity http://equity.usc.edu/ or to the Department of Public Safety http://capsnet.usc.edu/department/department-public-safety/online-forms/contact-us. This is important for the safety of the whole USC community. Another member of the university community – such as a friend, classmate, advisor, or faculty member – can help initiate the report, or can initiate the report on behalf of another person. The Center for Women and Men http://www.usc.edu/student-affairs/cwm/ provides 24/7 confidential support, and the sexual assault resource center webpage sarc@usc.edu describes reporting options and other resources.

SUPPORT SYSTEMS: A number of USC’s schools provide support for students who need help with scholarly writing. Check with your advisor or program staff to find out more. Students whose primary language is not English should check with the American Language Institute http://dornsife.usc.edu/ali, which sponsors courses and workshops specifically for international graduate students. The Office of Disability Services and Programs http://sait.usc.edu/academicsupport/centerprograms/dsp/home_index.html provides certification for students with disabilities and helps arrange the relevant accommodations. If an officially declared emergency makes travel to campus infeasible, USC Emergency Information http://emergency.usc.edu/ will provide safety and other updates, including ways in which instruction will be continued by means of blackboard, teleconferencing, and other technology.