

Instructor: Jason H. Thompson
Office: JEF 206
Office Hours: By Appointment Only
Contact Info: jhthompson@pxtstudio.com

Course Description and Overview

We will explore various design process tools and communication techniques with emphasis on drawing, drafting, storyboarding, digital art, painting and model building while exploring what it means to work as a collaborative design team. The class will be made up of a variety of in-class working session, along with presentations and discussions.

Learning Objectives

The objective of this course is to continue the development of the individual's design process by focusing on learning different tools needed to communicate design ideas artistically and technically in the environment of collaborative storytelling.

Prerequisite(s): THTR 132a

Co-Requisite (s): None

Concurrent Enrollment: None

Recommended Preparation: None

Required Readings and Supplementary Materials

Designer Drafting and Visualizing for the Entertainment World (2nd Edition) by Patricia Woodbridge

Theatrical Design and Production (7th Edition) by J. Michael Gillette

Handbook of Model-Making for Set Designers by Colin Winslow

Eurydice by Sarah Ruhl

Bluebeard's Castle Composed by (In Blackboard)

Please subscribe to Adobe Photoshop Creative Cloud, we'll utilize this software in class

Pencils (2B, B, HB, F for sketching, H, 2H, 3H for Drafting)

Utility knife with breakaway blades (Olfa Knife)

X-acto blade holder with #11 blades

Metal straight edge with cork back

Cutting mat (at least 12" x 18" in size)

Basswood (as needed)

Modeling Paste and Gesso (as needed)

Twin Tack (Grafix Double Tack Mounting Film)

Illustration Board, 1/2" and 3/16" Black Foamcore and Bristol Board (Other boards as needed)

Elmer's glue/Sobo Glue/Zap-a-Gap/Glue Stick (as needed)

Tape (various kinds)

Paint Supplies: Acrylic Liquitex, Gouache and Watercolor as needed, Paint Brushes, Paint Palette,

Jar/Container to hold Water

Drafting Supplies: Architect's Scale Ruler, T-Square, 12" Adjustable Triangle, 30/60/90 Triangle, 45/45/90 Triangle, White Eraser, Eraser Shield, Draftsman's Compass, Masking Tape, Circle Template (Various Sizes)

Description of Grading Criteria and Assessment of Assignments

Each collaborative design project will be graded by its informative quality, articulation of mood/tone and how interesting the final product is visually. You will be graded as a group. **Be sure to communicate often.**

Various Individual projects will be graded according to its quality, effort and understanding of the objective of the project.

Drafting Projects will be graded on its plating, visual organization of information, scale accuracy and cleanliness of the lettering and drawing.

Model Building Projects will be graded on its scale accuracy, amount of detail and cleanliness.

Grading Scale for SDA: **A** indicates work of excellent quality; **B** of good quality; **C** of average quality; **D** of below average quality; and **F** indicates inadequate work.

For Design and model building work, finished items which can be acceptable as professional work will be considered Excellent quality, work with great effort that stretches ones ability will be considered good quality, and work that is completed, but does not show much effort will be considered average quality.

*No late assignments and projects shall be accepted unless advance extensions have been arranged between the student and the teacher or unless exceptional circumstances occur. **Though I will accept revisions of any individual projects until the last day of class (April 24)***

Grading Breakdown

Various Quizzes and Papers	10%			
Various Projects	20%	In Class Exercises		
		Photoshop Project	Due	Apr 15
		Costume Sketch of Self	Due	Apr 22
<i>Études No 2</i> Project	10%			
		Story	Due	Jan 14
		Collage	Due	Feb 4
<i>Eurydice</i> Project	15%			
		Scene Breakdown	Due	Feb 11
		Research	Due	Feb 25
		Design	Due	Mar 25
<i>Bedroom</i> Project	15%			
		Collage	Due	Feb 21
		Drafting	Due	Mar 4
		¼" Model	Due	May 6
<i>Bluebeard's Castle</i> Project	20%			
		Directorial Paper	Due	May 6
		Scenic Design	Due	May 6
		Costume Design	Due	May 6
		Lighting Design	Due	May 6
		Projection Design	Due	May 6
Participation	10%			

Additional Policies

1 TOTAL excused absence will be allowed without penalty. Every additional absence will reduce your overall grade by 1/3 of a grade (B becomes B-, B- becomes C+, etc.). When possible, please let me know beforehand if you will have to miss class. 2 tardies over 10 minutes will count as an absence. Use of cellphones in class will not be tolerated.

Course Schedule: A Weekly Breakdown (*Subject to Change*)

<u>Week 1</u>	<u>January 7:</u>	<i>Discussion:</i>	Introduction Design Process/ Script Analysis Measure your Bedroom Project Études No 2 Project
		<i>Reading:</i>	Gillette: Chapters 2, 5
		<i>Assignment:</i>	Purchase All Supplies/ Reading Material Listen to Études No 2 and write a Story (Due Jan 14) Measure Your Bedroom (Due Jan 28)
<u>Week 2</u>	<u>January 14:</u>	<i>Discussion:</i>	Drafting Techniques Ground Plan, Section and Elevation Line Weight, Scale and Dimensioning Creating a Breakdown
		<i>Present:</i>	Études No 2 Story
		<i>In Class Work:</i>	TBD
		<i>Reading:</i>	Gillette: Chapters 7 and 8
		<i>Assignment:</i>	Create a Breakdown of Études No 2 Stories (Due Jan 28) Collect images for Études No 2 Project (Due Jan 28)
<u>Week 3</u>	<u>January 21:</u>	MARTIN LUTHER KING'S DAY	
<u>Week 4</u>	<u>January 28:</u>	<i>Discussion:</i>	Collage and Image Boards Storyboarding
		<i>In Class Work:</i>	Drafting Your Bedroom (Ground Plan)
		<i>Present:</i>	Études No 2 Research Images
		<i>Assignment:</i>	Finish Études No 2 Collage (Due Feb 4) Work on Ground Plan of Your Bedroom (Due Feb 11) Scale Quiz 1 (Due Feb 4)
<u>Week 5</u>	<u>February 4:</u>	<i>Present:</i>	Études No 2 Bedroom Ground Plan Process (Due Feb 11)
		<i>Discussion:</i>	Photoshop as a digital tool Reading a Play: Eurydice
		<i>In Class Work:</i>	Photoshop techniques
		<i>Reading:</i>	Eurydice
		<i>Assignment:</i>	Collage of Your Bedroom (Due Mar 4) Drafting your Bedroom (Due Mar 4) Scene breakdown Eurydice (Due Feb 11) List of Research Topics for Eurydice (Due Feb 11)

<u>Week 6</u>	<u>February 11:</u>	<i>Discussion:</i>	<i>Eurydice</i>
		<i>In Class Work:</i>	Bedroom Ground Plan Bedroom Sketch Process (Due Mar 4) Bedroom Collage Process (Due Mar 4)
		<i>Reading:</i>	Gillette: Chapter 6 Color
		<i>Assignment:</i>	Write Thoughts on the Reading <i>Eurydice</i> (Due Feb 25) <i>Eurydice</i> Research (Due Feb 25)
<u>Week 7</u>	<u>February 18:</u>	PRESIDENT'S DAY	
<u>Week 8</u>	<u>February 25:</u>	<i>Present:</i>	<i>Eurydice</i> Research
		<i>Discussion:</i>	Color
		<i>In Class Work:</i>	TBD
		<i>Reading:</i>	Gillette: Chapter 9 Scenic Design <i>Handbook of Model-Making for Set Designers</i> Chapter 1-3
<u>Week 9</u>	<u>March 4:</u>	<i>Present:</i>	Bedroom Drafting Bedroom Collages
		<i>Discussion:</i>	Scenic Design/ Model Building <i>Eurydice</i> Process (Due Mar 25)
		<i>In Class Work:</i>	TBD
		<i>Reading:</i>	Gillette: Chapter 18 Costume Design
		<i>Assignment:</i>	<i>Eurydice</i> Storyboard and Collage (Due Mar 25) Photoshop Project (Due April 18)
<u>Week 10</u>	<u>March 11:</u>	SPRING BREAK	
<u>Week 11</u>	<u>March 18:</u>	<i>Discussion:</i>	Costume Design
		<i>Reading:</i>	Gillette: Chapter 14 Lighting Design
		<i>Assignment:</i>	Costume Sketch of Yourself (Due Apr 22)
<u>Week 12</u>	<u>March 25:</u>	<i>Present:</i>	<i>Eurydice</i> Project
		<i>Discussion:</i>	Lighting Design
		<i>In Class Work:</i>	TBD
		<i>Reading/ Listen:</i>	<i>Bluebeard's Castle</i> Gillette: Chapter 17 Projections and Media
		<i>Assignment:</i>	Scene Breakdown <i>Bluebeard's Castle</i> (Due Apr 1) Start Research for <i>Bluebeard's Castle</i> Finish Model Box Continue work on Bedroom Model (Due May 6)

<u>Week 13</u> <u>April 1:</u>	<p><i>Discussion:</i> Projection Design Costume Sketch of Yourself Process (Due Apr 22) Scene Breakdown for <i>Bluebeard's Castle</i></p> <p><i>In Class Work:</i> Bedroom Model (Due May 6) Work on <i>Bluebeard's Castle</i></p> <p><i>Reading:</i> <i>Gillette Chapter 21: Sound Design and Technology</i> <i>Assignment:</i> Continue Work on Bedroom Model Continue Work on <i>Bluebeard's Castle</i> Scenic/Costume Research for <i>Bluebeard's Castle</i></p>
<u>Week 14</u> <u>April 8:</u>	<p><i>Discussion:</i> Sound Design Costume Sketch of Yourself Process (Due Apr 22) Scenic Research Images for <i>Bluebeard's Castle</i> Costume Research Images for <i>Bluebeard's Castle</i></p> <p><i>In Class Work:</i> Bedroom Model Model Furniture Work on <i>Bluebeard's Castle</i></p> <p><i>Assignment:</i> Continue work on Bedroom Model Continue Work on <i>Bluebeard's Castle</i> Light/Proj Research for <i>BC</i> (Due Apr 15) Preliminary Light/Projection Cue List <i>BC</i> (Due Apr 15)</p>
<u>Week 15</u> <u>April 15:</u>	<p><i>Present:</i> Lighting Ideas and Research for <i>Bluebeard's Castle</i> Proj. Ideas and Research for <i>Bluebeard's Castle</i> Photoshop Project</p> <p><i>In Class Work:</i> Bedroom Model Work on <i>Bluebeard's Castle</i></p> <p><i>Assignment:</i> Continue Work on Bedroom Model Continue Work on <i>Bluebeard's Castle</i></p>
<u>Week 16</u> <u>April 22:</u>	<p><i>Present:</i> Story Board for <i>Bluebeard's Castle</i> Costume Sketch of Yourself</p> <p><i>Discussion:</i> Final Presentation</p> <p><i>In Class Work:</i> Bedroom Model Work on <i>Bluebeard's Castle</i></p> <p><i>Assignment:</i> Finish Work on Bedroom Model Finish Work on <i>Bluebeard's Castle</i></p>
<u>Final</u> <u>Monday May 6</u> <u>8am:</u>	<p>Present Bedroom Model Present <i>Bluebeard's Castle</i> Project</p>

Statement on Academic Conduct and Support Systems

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 Part B, Section 11, “Behavior Violating University Standards” policy.usc.edu/scampus-part-b. 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>.

Support Systems:

Student Counseling Services (SCS) – (213) 740-7711 – 24/7 on call

Free and confidential mental health treatment for students, including short-term psychotherapy, group counseling, stress fitness workshops, and crisis intervention. engemannshc.usc.edu/counseling

National Suicide Prevention Lifeline – 1 (800) 273-8255

Provides free and confidential emotional support to people in suicidal crisis or emotional distress 24 hours a day, 7 days a week. www.suicidepreventionlifeline.org

Relationship and Sexual Violence Prevention Services (RSVP) – (213) 740-4900 – 24/7 on call

Free and confidential therapy services, workshops, and training for situations related to gender-based harm. engemannshc.usc.edu/rsvp

Sexual Assault Resource Center

For more information about how to get help or help a survivor, rights, reporting options, and additional resources, visit the website: sarc.usc.edu

Office of Equity and Diversity (OED)/Title IX Compliance – (213) 740-5086

Works with faculty, staff, visitors, applicants, and students around issues of protected class. equity.usc.edu

Bias Assessment Response and Support

Incidents of bias, hate crimes and microaggressions need to be reported allowing for appropriate investigation and response. studentaffairs.usc.edu/bias-assessment-response-support

The Office of Disability Services and Programs

Provides certification for students with disabilities and helps arrange relevant accommodations. dsp.usc.edu

Student Support and Advocacy – (213) 821-4710

Assists students and families in resolving complex issues adversely affecting their success as a student EX: personal, financial, and academic. studentaffairs.usc.edu/ssa

Diversity at USC

Information on events, programs and training, the Diversity Task Force (including representatives for each school), chronology, participation, and various resources for students. diversity.usc.edu

USC Emergency Information

Provides safety and other updates, including ways in which instruction will be continued if an officially declared emergency makes travel to campus infeasible. emergency.usc.edu

USC Department of Public Safety – UPC: (213) 740-4321 – HSC: (323) 442-1000 – 24-hour emergency or to report a crime.

Provides overall safety to USC community. dps.usc.edu