

SET DESIGN

THEATRE UN3404

Fall 2020

Course Syllabus

FALL B MWF 12-2

Instructor: Sandra Goldmark

Office hours: Monday 2-4 and by appointment

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This course explores the art, practice, and technology of designing for the stage. Students will learn to create a visual and spatial vocabulary in response to a text, and build designs that can shape and illuminate storytelling. We will use various techniques and media, including: research, sketching, script analysis, model making, digital rendering, drafting, discussion, feedback and other tools of the collaborative creative process.

Goals. Students will:

Create inspiring designs that spring from a deep intellectual and emotional engagement with the text; build a personalized design process that can be applied to a wide range of production styles and practices; experience the joy of expressive craftsmanship; create images and spaces that build meaning.

Outcomes. Students will:

- Read plays (or other source material) and develop a specific design approach, concept, or point of view.
- Build a compelling and communicative body of research that conveys their ideas about the text.
- Articulate and communicate those ideas spatially and visually using many of the tools of scenic design: sketching, model making, rendering, drafting, etc.
- Work collaboratively and individually to develop and communicate designs.
- Develop an understanding of the role of design within the larger production process.

Projects

Project # 1: "First Beginnings" from *365 Days/365 Plays*, by Suzan Lori Parks

Project # 2: HVSF design

Drafting: General Plan and Section and one elevation

Digital Rendering: Storyboard or 3D rendering

Final project: Choose one:

The Tempest by William Shakespeare

The Most Spectacularly Lamentable Trial of Miz Martha Washington by David IJames

Course Objectives Framework:

Create

- **Collaborate**
 - Really see
 - Listen and don't defend
 - Give feedback – well
 - Incorporate feedback to grow your design
- **Point of View**
 - Take in and break down a text
 - Use research as building blocks
 - Bring your self
 - Consider Audience/Moment/Context
- **Craft**
 - Compile visual research
 - Sketch and Model in scale
 - Understand the impact of your materials
 - Create technical drawings
 - Grasp theatre geography and terminology
- **Process**
 - Recognize and use the steps of design thinking
 - Develop your design over time
 - Reflect, incorporate, iterate, and keep going
- **Connect**
 - Place your work in conversation with the world around you

A materials packet was sent to you with:

- scale drawings
- architect's scale ruler
- model box of theatre

In addition, you may need:

- Paper and pencils
- Glue (Elmers is fine)
- Exacto knife
- Masking tape
- Cardstock or Bristol board and/or matte board (can use cereal boxes!)
- Tape measure

Access to:

- Miro
- Photoshop
- Vectorworks

Set Design Fall 2020
WEEK BY WEEK

Week #1: October 26-30

Monday, October 26:

In class:

- Introductions
- Tour of theatre and terminology
- Read and discuss First Beginnings
- Look at samples of visual research

Wednesday, October 28:

Due today:

- Visual Research for First Beginnings
- Bring your ruler, drawings, model box

In class:

- Review First Beginnings Research
- Scale, Plan, Section, Elevation

Friday, October 30:

Due today:

- Draw yourself in your house/apt, in scale
- First stab in the model for First Beginnings

In class:

- Attend Pandemic panel [Zoom.us meeting ID 912 6075 3049](https://zoom.us/j/91260753049)
- Review work on First Beginning

Week #2: November 2-6

Monday, November 2: NO CLASS TODAY, FALL BREAK

Wednesday, November 4:

Due today:

- Read *The Tempest* by William Shakespeare
- Model for First Beginning

In class:

- Discuss *Tempest* research
- Look at First Beginning models
- Photoshop tutorial

Friday, November 6:

Due today:

- Final model revision for First Beginning
- Storyboard for First Beginning

In class:

- Review work, catch up (TBD due to Election Day)
-

Week #3: November 9-13

Monday, November 9:

Due today:

- Read *Miz Martha*

In class:

- Discuss *Miz Martha*
- Sketching (and scale)

Wednesday, November 11 (MTW cover):

Due today:

- Initial research for *Miz Martha*

In class:

- Give feedback to each other/in class work session

Friday, November 13:

Due today:

- Rough model or sketches for *Miz Martha*

In class:

- Review *Miz Martha*
 - Basics of drafting
-

Week #4: November 16-20

Monday, November 16:

Due today:

- Plan and section for First Beginnings
- Review HVSF packet

In class:

- Review drafting
- Discuss HVSF assignment

Wednesday, November 18 (MTW cover):

Due today:

- Research/sketches/concepts for HVSF

In class:

- Work collaboratively to create one compelling proposal (with iterations!) for HVSF

Friday, November 20:

Due today:

- Revisions on drafting (Plan and Section for First Beginnings)
- Proposal for HVSF

In class:

- Present HVSF proposal to Davis, Nora, (James TBD)

Week #5: November 23-27

Monday, November 23:

Due today:

- Drafting packet for Technical Production collaboration

In class:

- Review work
- Discussion: Conditions for successful collaborations

THANKSGIVING BREAK

Week #6: November 30 – December 4

Monday, November 30:

Due today:

- Next round of work (model) for *Miz Martha* OR *The Tempest*
- Drafting/elevations/research packet for collaboration with Technical Production class

In class:

- Review *Miz M* and *Tempest* designs

- Review Technical Production packets
- Discussion: Conditions for successful collaboration

Wednesday, December 2:

Due today:

- Meet with Greg's class/discuss Technical Production collaboration

In class:

- The working world: Materials, budgeting, contracts, agents, fees, etc.

Friday, December 4:

Due today:

- Check in/catch up as needed

In class:

- Check in/catch up as needed

Week #7

Monday, December 7:

Due today:

- Material Life Cycle assessment

In class:

- Review materials assessment
- Sustainable Production Toolkit
- Acting collab TBD / Sound exercise TBD

Wednesday, December 9:

- Materials discussion with MB

Friday December 11:

- Final project due – finished design for *Tempest* or *Miz M*

Week #8

Monday December 14: Connect