

02-67 p

Aug 4/2/12

Aug 8/12/12

1. The Board of Trustees of the University of Wisconsin System, acting on the recommendation of the Board of Regents of the University of Wisconsin System, has approved the following resolution:

RESOLUTION NO. 12-001

WHEREAS, the Board of Regents of the University of Wisconsin System, acting on the recommendation of the Board of Trustees of the University of Wisconsin System, has approved the following resolution:

RESOLUTION NO. 12-002

WHEREAS, the Board of Regents of the University of Wisconsin System, acting on the recommendation of the Board of Trustees of the University of Wisconsin System, has approved the following resolution:

RESOLUTION NO. 12-003

WHEREAS, the Board of Regents of the University of Wisconsin System, acting on the recommendation of the Board of Trustees of the University of Wisconsin System, has approved the following resolution:

RESOLUTION NO. 12-004

WHEREAS, the Board of Regents of the University of Wisconsin System, acting on the recommendation of the Board of Trustees of the University of Wisconsin System, has approved the following resolution:

RESOLUTION NO. 12-005

WHEREAS, the Board of Regents of the University of Wisconsin System, acting on the recommendation of the Board of Trustees of the University of Wisconsin System, has approved the following resolution:

RESOLUTION NO. 12-006

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R 11 153

Collection

Part II. THTR 320 Course Revision Description of Curriculum Change
Section 1: Syllabus of Record

I. CATALOG DESCRIPTION

THTR 320: Scene Design, 3 credits

3 lecture hours

0 lab hours

(3-01-3sh)

Prerequisites: TH 116 or permission

An introductory course in scene design that applies the fundamental principles of theatrical design. Topics include an overview of current scene design practice, design conceptualization, graphic communication methods, and a method of designing theatrical scenery. Practical applications are emphasized through a series of class exercises.

II. COURSE OBJECTIVES:

Students will be able to:

1. Use images suggested by a script to design scenery for the action of a play
2. Develop a conceptual framework for making design decisions
3. Conduct research appropriate to the scene design of a play

4. Develop complete set of design drawings for a production using appropriate design

C. FIRST READING AND UNDERSTANDING THE PROBLEM (2 weeks)

Freehand drawing, proportion and perspective
Sketching thumbnails
Rapid visualization of light and shadow

D. IMAGES AND ANALYSIS (1 week)

Creating an image file
Collages of visual references
Script analysis, script rereading, script breakdowns
Practical considerations
The designer/director relationship

E. FINDING FIRST INSIGHTS (1 week)

b. Course Projects (80%)

Scene design is a visual medium best learned by guided activity and reflection. Students will complete a series of related projects, each of which builds upon the previous projects. Projects will include, but are not limited to: design research and conceptualization including freehand drawing, floorplan drafting and white models, renderings and designer elevations. Students will be evaluated on their ability to:

1. Create an image file
2. Form and present a conceptual framework for making design choices
3. Analyze and research a script
4. Draft a set of design drawings for a play using appropriate design graphics

5. Build a scale white model for the design of a play
6. Draw and color a rendering using perspective drawing techniques
7. Use freehand sketches to communicate design ideas.

c. Final Presentation (10%)

A comprehensive understanding of the scene design process will be demonstrated through a student's presentation of a portfolio of his/her work at the end of the semester with particular emphasis on the connections between projects, and growth of learning.

V. REQUIRED TEXTBOOKS:

Rose, Richard. *Drawing Scenery for Stage and Film*. 1994

Dorn, Dennis and Mark Shanda. *Drafting for the Theatre*. 1997

Payne, Darwin Reid. *The Scenographic Imagination, 3rd ed.*, 1993.
Pecktal, Lynn. *Designing and Painting for the Theatre*, 1975.
Pecktal, Lynn. *Designing and Drawing for the Theatre*, 1995.
Rose, Richard. *Drawing Scenery for Stage and Film*, 1994.
Theater Design and Technology magazine

Section 2: Summary of Proposed Revision

This revision:

- a. Changes prerequisite from THTR 120 Stagecraft, to THTR 116 Fundamentals of Theatrical Design
- b. ~~Specify objectives of the course which build on the objectives of THTR 116~~

Section 3: Justification/Rationale for the Revision

It has been at least 15 years since the syllabus of record for THTR 320 Scene Design was revisited. In 1995 the Department of Theater and Dance created a new course, THTR

THEATER 320: SCENE DESIGN

SPRING - 1992

PROFESSOR

TEXT

DRAWING MATERIALS

and makes you look

Drawing tables with drafting machines are also provided so triangles and "T" squares are no longer needed. However, a good set of triangles can still be very useful. The traditional triangles are the 45-90 degree and the 30-60-90 degree. They are still used widely. However, the adjustable triangle with a rotating protractor is also useful.

P: Tracing & Lettering.
X: One act play due for first project.

FEB

R 4 L: Researching: concept, period & style. Isometric drawing.
P: Orthographic projection. Isometric drawing.

T 9 I: Elements of Design. Pictorial drawing.

T 23 L: Period Color.
D: Model making.
P: Model making.
X: Presentation of color analysis in class.

R 25 D: Rendering.
P: Rendering.
NOTE: First projects are due two weeks from today: 4/8.

T 30 P: Working Drawings for the Designer. Rendering or model,
finished ground plan, elevations for your site.

APRIL

R 1 P: Working Drawings for the Designer: Continued.
Note: First projects are due one week from today, 4/8.

T 6 P: Working Drawings for the Designer: Continued.