Course Description
Principles of color; elements of design; basics of 3-D composition, development of imagination and application of principle to theatre design and technology; design aesthetics.

Course Requirements
Lecture: Periodic assignments, written analyses, and a collaborative project will be assigned utilizing material covered in the lecture and demonstration portion of this class.

Practice: Projects will be assigned introducing students to Principles and Elements of Design as well as introducing collaborative design techniques.

Texts
* Bread  
  by: Andy Backer  
  This text will be provided

* Collaboration in Theatre: A Practical Guide for Designers and Directors  
  by Rob Roznowski and Kirk Domer  

* The Nether  
  By: Jennifer Haley  
  ISBN: 978-0-8101-3063-0

Contact Information
Students may ask questions by email or telephone. Appointments can be made outside of office hours pending availability. It is preferred that email be used for questions outside class time. Do not expect that I will answer instantaneously, but know that all emails and phone messages will be answered within 24 business hours. In accordance with FERPA policies, I will only use your SFA email to contact you. **Please note: I will not communicate with students over social media about class or assignment concerns. I will not discuss grades over email, even over D2L. To discuss any concerns, you must make an appointment with me.**

My philosophy and how we work together...
I believe in education as a two-way street. It is not the instructor’s job to force good work out of you any more than it is the student’s responsibility to guess at how to improve their work. I promise to come to my class prepared to teach, explore, and ask questions. I expect you to come to class prepared to learn, explore, and ask and answer questions. Together, I believe that we can foster an environment that encourages risk, a place where you can try new things and challenge yourself to grow as an artist and student. My primary goal is to dare you to think creatively and proactively about your work. Always remember that the primary intention of art training, and my full intention in being a part of it, is to help you tell your story in the most effective way possible.

Required Supplies
Various art supplies as needed for collaborative project

Material Sources
Art supplies: Hobby Lobby, Staples, etc. Supplies may be purchased at a reduced price online at Dick Blick (dickblick.com), Jerry’s Artarama (jerrysartarama.com), Art Supplies Online (artsuppliesonline.com), and Drafting Equipment Warehouse (draftingsuppliesdew.com) among others.
Remember that 10% of your grade is dependent upon being prepared with any and all necessary materials, tools, and equipment for the day.
Cell Phone and Device Policy

Cell phone use is not allowed in this class. If you need to take a call for any reason, you must leave the class for the rest of the day and will be counted absent. If you choose to take notes on a laptop or tablet, please sit in the last row of seating to avoid disrupting other students. Typically for this class, the use of a laptop or tablet are not needed. I cannot stress enough that texting, other phone use, and/or disruptive phone noise will result in an absence for the day. This is true in the lecture and the lab portions of this class.

Program Learning Outcomes

Bachelor of Arts:
A1: The student will be able to analyze a script in ways that are necessary to a theatre practitioner or scholar/critic.
A4: The student will demonstrate an understanding of the component areas of theatrical creation, process, production, performance, and study, and their interrelationships.
A5: The student will demonstrate intermediate to advanced competence in one or more theatre specialization(s).

Bachelor of Arts, Teaching Certification
A1: The student will be able to analyze a script in ways that are necessary to a theatre practitioner or scholar/critic.
E4: The student will demonstrate an understanding of the component areas of theatrical creation, process, production, performance, and study, and their interrelationships.

Bachelor of Fine Arts
F1: The student will be able to analyze a script in ways that are necessary to a theatre practitioner or scholar/critic.
F3: The student will demonstrate an understanding of the component areas of theatrical creation, process, production, performance, and study, and their interrelationships.
F4: The student will be able to complete and document a major project as a stage manager, as a designer or technician, or as an actor or director, demonstrating advanced competence in the student’s specialty.
F6: The student will be able to present an effective presentation appropriate to the student’s specialization.

Student Learning Outcomes

1. Student will work to analyze a script as a designer.
Supports PLO A1, E1, F1.
2. Student will gain an aesthetic appreciation and basic understanding of the principles and elements of design. Supports PLO A4, E4, F3.
3. Student will increase skills of observation, perception and evaluation of design experiences.
Supports PLO A4, E4, F3.
4. Student will be able to articulate ideas about theatrical design effectively through development of writing skills and oral communication.
Supports PLO A4, E4, F3,4.
5. Student will present design concept statement and project.
Supports PLO A4,5, E4, F3,4,5.

Policy on Absences and Tardiness

It is expected that you will attend all classes. As a theatre professional, failure to attend any work calls or events will result in the loss of work if not dismissal. To reinforce the importance of your prompt attendance to any and all work calls, this class is to be treated in the same manner as a job. In accordance with department and university policies, you will be allowed a total of one (1) excused or unexcused absences. No documentation is required to explain your failure to attend. For additional information on absences, see the cell phone and device policy. Additionally, be aware that any tardy arrival of more than five (5) minutes will be treated as an absence.

Be aware that every absence in excess of one (1) will result in your final grade being reduced by half a letter grade per absence and that a total of ten (10) absences will automatically result in a failing grade.
### Assignments and Project Descriptions

**Journal Images**—Elements of Design: 150 points, Principles of Design: 150 points, 300 points total

The Elements and Principles of Design are a set of basic terms and concepts used to discuss and evaluate art. As such, it is vital that theatre artists understand and can recognize these terms in art and use them as a springboard for discussing and making design decisions. The short play Bread, by Andy Backer, will be used to inspire research in each design area focused on the following:

- **Elements images**: Line, Shape, Form, Color, Texture, Space, Value
- **Principles images**: Pattern, Contrast, Emphasis, Balance, Proportion/Scale, Harmony, Rhythm

**Bread Assignments**—Analysis: 25 points, “Collage”: 25 points, 50 points total

Write a 2-3 page analysis on each of the two Main Stage Productions this semester. Discuss the design work for Clybourne Park, due 3/1, and either the Festival of New American Plays or The Bartered Bride, due 4/19, using the Principles and Elements of Design as a jumping point. Clybourne Park runs 2/23-2/27, The Bartered Bride runs 4/7-4/9, and the Festival runs 4/26-4/30. At least 3 Principles and 3 Elements must be used in the discussion of each design area. Refer to outline and expectations on D2L.

**The Nether Final Project**—350 points total

**Analysis**—50 points individual, 50 points group, 100 points total

Based on the given outline, analyze the play

**Research**—5 points per image, 100 points total

Targeted toward the assigned design area, a minimum of 20 images should inform and support your production design concept as well as your design concept and provide the basis for your design work.

**Presentation**—100 points

This collaborative project serves as a laboratory for experimentation in communication skills and teamwork. A scenic designer, costume designer, lighting designer, and sound designer will be assigned for each group. Each area will be represented and the work will be approached by connecting the to the Principles and Elements of Design. Presented at the Open House, your ability to communicate your design and ideas will be graded, not your art skills (though they must be in evidence).

**Assessment**—50 points

To model the Design Process, the final step being Evaluation, assess your work and your teammate’s work using the Assessment page on D2L. These evaluations will be confidential. Be honest and fair.

**Participation**—100 points

Theatre, like all industries, rewards those who come prepared and maintain their good attitudes. The participation grade will be based on classroom discussions and activities as well as preparedness for work. Failure to read materials due, bring proper tools and materials, complete all work, etc. will result in a reduced grade.

**TOTAL**: 1000 points

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#### Assignments Due

<table>
<thead>
<tr>
<th>Day</th>
<th>Date</th>
<th>Subject</th>
<th>Assignments Due</th>
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</thead>
<tbody>
<tr>
<td>Tuesday</td>
<td>9/19</td>
<td>Syllabus/Intro/Process</td>
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<tr>
<td>Tuesday</td>
<td>9/26</td>
<td>Concept?</td>
<td>Read Bread</td>
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<tr>
<td>Tuesday</td>
<td>2/2</td>
<td>Analysis/Concept</td>
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<tr>
<td>Tuesday</td>
<td>2/9</td>
<td>Elements of Design 1</td>
<td>Analysis Due</td>
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<tr>
<td>Tuesday</td>
<td>2/16</td>
<td>Elements of Design 2</td>
<td>Line/Shape, Form due</td>
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<tr>
<td>Tuesday</td>
<td>2/23</td>
<td>Principles of Design 1</td>
<td>Color/Texture/Space, Value Due</td>
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<tr>
<td>Tuesday</td>
<td>3/1</td>
<td>Principles of Design 2</td>
<td>Pattern/Contrast/Emphasis Due, Clybourne Analysis</td>
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<tr>
<td>Tuesday</td>
<td>3/8</td>
<td>Brainstorm/Collage</td>
<td>Balance/Proportion-Scale/Harmony, Rhythm Due</td>
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<tr>
<td>Tuesday</td>
<td>3/15</td>
<td>NO CLASS</td>
<td>SPRING BREAK</td>
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<tr>
<td>Tuesday</td>
<td>3/22</td>
<td>Analysis/Concept</td>
<td>Bread “collages” due</td>
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<td>Tuesday</td>
<td>3/29</td>
<td>Scenic/Costume Design</td>
<td>Read The Nether, Individual Analysis Due</td>
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<td>Tuesday</td>
<td>4/5</td>
<td>Lighting/Sound Design</td>
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<td>Tuesday</td>
<td>4/12</td>
<td>Group Work</td>
<td>The Nether Costume/Scenic/Lighting/Sound Research due</td>
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<tr>
<td>Tuesday</td>
<td>4/19</td>
<td>Group Work</td>
<td>Group Analysis due, Festival or Opera Analysis</td>
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<tr>
<td>Tuesday</td>
<td>4/26</td>
<td>Group Work</td>
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<td>Tuesday</td>
<td>5/3</td>
<td>Group Work</td>
<td>Costume Renderings, Scenic Rendering or Model</td>
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<tr>
<td>Wednesday</td>
<td>5/11</td>
<td>FINAL OPEN HOUSE</td>
<td>12:00-2:00 set-up, 2:00-5:00 presentation</td>
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*Be aware that the schedule may change. No less than 24 hours’ notice will be given for most changes.*
Grading Policies

The following grading standards will be applied:

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<thead>
<tr>
<th></th>
<th>Excellent work</th>
<th>100-90</th>
<th>D</th>
<th>Below Average</th>
<th>69-60</th>
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<tbody>
<tr>
<td>A</td>
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<td>D</td>
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<td>B</td>
<td>Above Average</td>
<td>89-80</td>
<td>F</td>
<td>Unsatisfactory</td>
<td>59 and below</td>
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<td>C</td>
<td>Average</td>
<td>79-70</td>
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Late Work

No late work will be accepted without prior authorization. Failing to contact me in person, by email or phone in advance will be factored into your grading. If you are absent for a school-related appointment or event, arrangements must be made 48 hours in advance for full consideration. If you are absent on the day an assignment is due, you must contact me to arrange the grading of the assignment. Failure to do so will result in loss of points or a failing grade.

Work turned in after the due date will be penalized by reduction of one letter grade per class after the date due.

Extra Credit Service Project

In the interest of being a responsible and collaborative part of our community, our class (and other organizations in the department), will join together in a volunteer day at Habitat for Humanity. Habitat is an organization that builds homes for qualifying families largely through volunteer labor. **Our Habitat Day this semester is April 2nd from 8:00am-3:00pm.** Participation for four hours or more will qualify you for 20 points of extra credit added to your final grade. You must have completed and returned the Volunteer Labor Information Sheet in order to participate in the service opportunity and receive the extra credit. Failure to return the sheet will make you ineligible to work that day. You can find the form on D2L.

As the date nears, I will provide more information about items to bring and how to best be prepared for our work day.

Withheld Grade Policy

Ordinarily, at the discretion of the instructor of record and with the approval of the academic chair/director, a grade of WH will be assigned only if the student cannot complete the coursework because of unavoidable circumstances. Students must complete the work within one calendar year from the end of the semester in which they receive a WH, or the grade automatically becomes and “F”. If students register for the same course in future terms, the WH will automatically become an F and will be counted as a repeated course for the purpose of computing the grade point average.

Academic Integrity Policy

Academic dishonesty includes both cheating and plagiarism and will not be tolerated in this class.

Cheating includes, but is not limited to:
- using or attempting to use unauthorized materials to aid in achieving a better grade on a component of a class
- falsification or invention of any information, including citations, on an assignment
- helping or attempting to help another in an act of cheating or plagiarism.

Plagiarism is presenting the words or ideas of another person as if they were your own.

Examples of plagiarism include, but are not limited to:
- submitting an assignment as if it were one's own work when, in fact, it is at least partly the work of another
- submitting a work that has been purchased or otherwise obtained from the Internet or another source
- incorporating the words or ideas of an author into one's paper or presentation without giving due credit

If found to be in violation of this university policy, the student may receive punishments ranging from failing grades to dismissal from the University.
Acceptable Student Behavior

Classroom behavior should not interfere with the instructor’s ability to conduct the class or the ability of other students to learn from the instructional program (see the Student Conduct Code, policy D-34.1). Unacceptable or disruptive behavior will not be tolerated. Students who disrupt the learning environment may be asked to leave class and may be subject to judicial, academic or other penalties. This prohibition applies to all instructional forums, including electronic, classroom, labs, discussion groups, field trips, etc.

The instructor shall have full discretion over what behavior is appropriate/inappropriate in the classroom. Students who do not attend class regularly or who perform poorly on class projects/exams may be referred to the Early Alert Program. This program provides students with recommendations for resources or other assistance that is available to help SFA students succeed.

Accommodation Statement

If you are a student with a disability who will require accommodation(s) to participate in this class, please contact me as soon as possible. You will be asked to provide documentation from the Office of Disability Services. To obtain disability related accommodations, alternate formats and/or auxiliary aids, students with disabilities must contact the Office of Disability Services (ODS) in the Human Services Building, Room 325 (ph: 468.3004, TDD: 468.1004) as soon as possible in the semester. Once verified, ODS will notify the course instructor and outline the accommodation and/or auxiliary aids to be provided. Failure to make the request in a timely manner may delay your accommodations. For additional information, go to http://www.sfasu.edu/disabilityservices/