TH 480.002/480.021—Drawing and Rendering for the Theatre
Spring 2016 — T/Th 10:45-12:15 — Design Lab

Instructor: Tara A. Houston  
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Office hours: M/W 8:30-10:30, F 9:30-10:30  
Also available by appointment

COURSE DESCRIPTION

Three semester hours, two 1-and-a-half hour classes per week, two hour Friday lab. This course may be repeated. This course is a study of drawing and rendering techniques for the theatrical designer. Upon successful completion of this course, the student will have a fundamental understanding of drawing and sketching techniques and how they can be used in theatrical production. Additionally, the student will acquire a fundamental understanding of pencil and watercolor techniques as well as introduction to other color media. Lower division theatre core or permission of instructor.

ORGANIZATION

The class will consist of lectures and demonstrations, as well as individual and class participatory exercises. Grades will be based upon individual participation and projects as well as overall progress and improvement. See the attached sheets regarding policies on Grading and Absences.

FINAL EXAM

The final exam for this course is presentation of work in the Design and Technology Open House on Wednesday, May 11. The schedule is: 9:00-10:00a for room set-up, 10:00-1:00p display set-ups, 1:00-4:00p presentation, 4:00-5:00 clean-up.

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 every effort will be made to answer emails and phone messages within 24 business hours. In accordance with FERPA policies, I will only use your SFA email to contact you. **Please note: I will not discuss grades over email. To discuss any concerns, 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.

PROGRAM LEARNING OUTCOMES

1. The student will demonstrate an understanding of theatre history and a variety of theatrical styles.
2. The student will demonstrate an understanding of the component areas of theatrical creation, process, production, performance, and study, and their interrelationships.
3. The student will demonstrate intermediate to advanced competence in one or more theatre specialization(s).
4. 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 competencies appropriate to participate or take a leadership role in an effective theatrical production.
STUDENT LEARNING OUTCOMES
1. Cite variations in theatre space configurations and better gauge their effect on all aspects of producing theatrical productions including safety issues, specialized tools and installed equipment. (PLO #1)
2. Learn to function as a crew member in the development and staging of theatrical productions. (PLO #2)
3. Produce properly constructed scenic elements for a variety of applications. (PLO #3)
4. Contribute to the production of scenery for main stage productions. (PLO #4)

REQUIRED TEXT
ISBN-10: 0809330377

SUGGESTED TEXTS

REQUIRED MATERIALS
- Drawing Pad, Paper, or Sketchbook 11x14
- Graphite Paper (could be shared)
- Drawing Pencils (9B-2H)
- Watercolor Paper, 11x14
- Pencil Sharpener
- Watercolor Brushes: #8, #10 Round
- Plastic or Rubber Eraser
- Large Mop Brush or 2" Hake Brush
- Kneaded Eraser
- Watercolor Palette
- 12" Metal Cork-Backed Ruler (or similar)
- 2 water containers
- Artists Tape or Blue Painter’s Tape
- Bag or portfolio for transport

MATERIAL SOURCES AND A NOTE ABOUT PREPARATION
You may purchase your art supplies from Hobby Lobby, Staples, and the campus bookstore. Be aware that many supplies can be purchased at a greatly reduced price online at Dick Blick (dickblick.com), Jerry’s Artarama (jerrysartarama.com), and Art Supplies Online (artsuppliesonline.com), and Drafting Equipment Warehouse (draftingsuppliesdew.com) among others.

Remember that 10% of your grade is dependent on being prepared with any and all necessary materials, tools, and equipment for the day.

ACCOMODATION 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. Failure to contact me in a timely manner may delay your accommodations.

CELL PHONE AND DEVICE POLICY
Cell phone use is not allowed in this class. If you must take a call for any reason, you must leave the class for the rest of the day and will be counted absent. If you must take notes on a laptop or tablet, please use the last row of seating. Typically for this class, use of a laptop or tablet are not needed. I cannot stress enough that texting or other phone use will result in an absence for the day.
COURSE CALENDAR

<table>
<thead>
<tr>
<th>Day</th>
<th>Date</th>
<th>Subject</th>
<th>Notes</th>
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</thead>
<tbody>
<tr>
<td>Tuesday</td>
<td>1/19</td>
<td>NO CLASS, Auditions</td>
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<tr>
<td>Thursday</td>
<td>1/21</td>
<td>Syllabus and Benchmark Drawings</td>
<td>Bring sketching materials to class</td>
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<tr>
<td>Tuesday</td>
<td>1/26</td>
<td>Aids: Viewfinder, Angle Guide, Units</td>
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<tr>
<td>Thursday</td>
<td>1/28</td>
<td>Drawing upside down</td>
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<tr>
<td>Tuesday</td>
<td>2/2</td>
<td>Crit, Shapes not Objects/Negative Space</td>
<td>Upside Down Drawing, Sketch 1</td>
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<tr>
<td>Thursday</td>
<td>2/4</td>
<td>The Grid</td>
<td></td>
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<tr>
<td>Tuesday</td>
<td>2/9</td>
<td>Crit, Perspective</td>
<td>Gridded Drawing, Sketch 2</td>
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<tr>
<td>Thursday</td>
<td>2/11</td>
<td>Workday: Hallway Drawing</td>
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<tr>
<td>Tuesday</td>
<td>2/16</td>
<td>Crit, Proportions and the Figure</td>
<td>Hallway drawing, Sketch 3</td>
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<tr>
<td>Thursday</td>
<td>2/18</td>
<td>Workday: Figure Drawing</td>
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<tr>
<td>Tuesday</td>
<td>2/23</td>
<td>Crit, Value</td>
<td>Class figures, Sketch 4</td>
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<tr>
<td>Thursday</td>
<td>2/25</td>
<td>Texture</td>
<td></td>
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<tr>
<td>Tuesday</td>
<td>3/1</td>
<td>Crit, Self Portrait 2</td>
<td>Value assignments, Sketch 5</td>
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<tr>
<td>Thursday</td>
<td>3/3</td>
<td>Workday</td>
<td></td>
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<tr>
<td>Tuesday</td>
<td>3/8</td>
<td>Crit, Perspective for the Theatre</td>
<td>Portrait, Sketch 6</td>
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<tr>
<td>Thursday</td>
<td>3/10</td>
<td>Workday</td>
<td></td>
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<tr>
<td>Tuesday</td>
<td>3/15</td>
<td>SPRING BREAK NO CLASS</td>
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<tr>
<td>Thursday</td>
<td>3/17</td>
<td>SPRING BREAK NO CLASS</td>
<td></td>
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<tr>
<td>Tuesday</td>
<td>3/22</td>
<td>Crit, Painting Intro: Watercolor Day</td>
<td>Perspective sketch, Sketch 7</td>
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<td>Thursday</td>
<td>3/24</td>
<td>Easter Break</td>
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<tr>
<td>Tuesday</td>
<td>3/29</td>
<td>Crit, Watercolor Projects: Mixing</td>
<td>Sketch 8</td>
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<tr>
<td>Thursday</td>
<td>3/31</td>
<td>Watercolor Projects: Tecture/Layering</td>
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<tr>
<td>Tuesday</td>
<td>4/5</td>
<td>Crit, Watercolor 1 (assigned Line Art)</td>
<td>Watercolor Chips, Sketch 9</td>
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<tr>
<td>Thursday</td>
<td>4/7</td>
<td>Workday</td>
<td></td>
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<tr>
<td>Tuesday</td>
<td>4/12</td>
<td>Crit, Watercolor 2</td>
<td>Watercolor 1, Sketch 10</td>
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<tr>
<td>Thursday</td>
<td>4/14</td>
<td>Workday</td>
<td></td>
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<tr>
<td>Tuesday</td>
<td>4/19</td>
<td>Crit, Colored Pencils/Marker</td>
<td>Watercolor 2</td>
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<tr>
<td>Thursday</td>
<td>4/21</td>
<td>Workday</td>
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<tr>
<td>Tuesday</td>
<td>4/26</td>
<td>Crit, Begin Final Projects</td>
<td>Choose your own adventure</td>
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<tr>
<td>Tuesday</td>
<td>4/28</td>
<td>Workday</td>
<td></td>
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<tr>
<td>Thursday</td>
<td>5/3</td>
<td>Workday</td>
<td></td>
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<tr>
<td>Tuesday</td>
<td>5/5</td>
<td>Benchmark revisited</td>
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<tr>
<td>Wednesday</td>
<td>5/11</td>
<td>Final: Open House</td>
<td>10:00a-1:00p set up, 1:00-4:00 viewing</td>
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Be aware that the schedule may change. No less than 24 hours’ notice will be given of any changes in the syllabus.

CLASS PROJECT DESCRIPTIONS, 700 points total
- Benchmark Drawings, 50 points
- Upside Down Drawing, 50 points
- Gridded Drawing, 50 points
- Hallway Drawing, 50 points
- Class Figure Drawing, 50 points
- Value Assignment, 50 points
- Portrait 2, 50 points
- Perspective, 100 points
- Watercolor Chips, Part 1, 50 points
- Watercolor Chips, Part 2, 50 points
- Choose Your Own Adventure, 150 points

SKETCHBOOK, 100 points total
- Ten drawings total, 10 point each

FINAL PROJECT, 200 points

TOTAL POINTS: 1000
GRADING POLICIES
The following grading standards will be applied:

<table>
<thead>
<tr>
<th>Grade</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>A</td>
<td>1000-900</td>
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<tr>
<td>B</td>
<td>899-800</td>
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<tr>
<td>C</td>
<td>799-700</td>
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<tr>
<td>D</td>
<td>699-600</td>
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<tr>
<td>F</td>
<td>599 and below</td>
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GRADE GUIDELINES
A= Exceptional
   Outstanding work, inspired work, imaginative and thorough solutions to problems, work transcends the expected, shows continuous and exceptional (above average) growth, shows understanding of basic ideas and methods through exceptional application in projects, timely preparation and submission of class work, regular and constructive classroom participation in critiques and/or discussion as appropriate to class and subject, regular attendance

B= Above average
   Good to well above average work, good workable solutions to problems, shows some insight into problem solving, shows continuous and above average growth, shows understanding of basic ideas and methods through skillful application in projects, regular attendance

C= Average
   Average in all respects, appropriate solutions to problems, shows some growth, shows understanding of basic ideas and methods through application in projects, most class work is prepared and submitted in timely manner, participates in class critiques and/or discussions

D= Below average work
   Marginally acceptable, inconsistent solutions to problems, shows little growth, shows inconsistent understanding of basic ideas and methods applied to projects, class work is often not prepared and submitted in a timely manner, rarely participates in classroom critiques and/or discussions, inconsistent and poor attendance

F= Unacceptable work
   Will not meet requirements for degree fulfillment, failed to meet requirements of course, shows little or no growth, shows little or no understanding of basic ideas and methods taught and applications of ideas are missing or inconsistent, work is not prepared and/or presented on time or at all, participates rarely or not at all in critiques and/or discussions, poor attendance

LATE WORK
No late work will be accepted without prior authorization. Arrangements must be made 48 hours in advance. Work turned in after the deadline will be penalized by reduction of one letter grade per class after the date due.

GET OUT OF JAIL FREE CARD
Understanding that the life of a Design/Tech major is demanding and hectic, I will provide you one Get Out of Jail card. The card enables you to turn in a project one class period late without a grade reduction. If the project is more than one class session late, you cannot take advantage of the Get Out of Jail Free card. You are able to redeem this card at any time throughout the semester (with the exception of the final project), but must use the paper card I provide you. If you lose the card you cannot use the privileges. Please plan effectively, perhaps saving this for a tech week.

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.
POLICY ON ABSENCES

It is strongly recommended that you do not miss class. However, up to two (2) absences (excused or unexcused) are allowed without penalty. The third (3) absence and every subsequent absence will result in the final class grade being reduced by 5 percentage points. If you are more than 10 minutes late or unprepared for class, you will be counted as absent. If a serious life event occurs, the student and I can discuss how to proceed. If you are absent, it is your responsibility to get the information covered from another student. In accordance with university policy, 10 or more absences will result in a failing grade.

Please note that three tardies of 10 minutes or less will result in an absence.