

THEA 2214 01 Concepts in Theatre Design

Fall 2007

MW 12:30 – 1:45pm

Martha Munro Room 111

Instructor: Alan Yeong

Office Room: Martha Munro Room 204A

Office Hours: MW 10:00 – 11:00; TR 10:00 – 12:00; TWRF 2:30 – 4:30(by appointment only)

Office Phone # (678) 839-4705

Scene/Costume Shop Phone # (678) 839-4709

Email: ayeong@westga.edu

Course Description:

Visual images have become an integral part of our daily routines and technological advancements in the 21st century. All modern professions incorporate visual images to communicate literal or conceptual ideas to audiences. This course, Concepts in Theatre Design is a study of visual literacy, and visual and verbal communication. We will study a variety of designs found in theatre, film, and other fine arts media. This course is designed to be a general introduction to stage design for theatre and non-theatre majors. Emphasis will be on the theatre design process from inception to performance, play analysis, visual arts analysis, research skills, and the application of principles and elements of design.

Required Texts:

Jones, Robert Edmund.

The Dramatic Imagination

Theatre Arts Books

Anouilh, Jean.

Antigone

Required Article Readings:

Handout #1 Who Needs Theatre?

Handout #2 Living Art/Dead Nature

Handout #3 The Art of Living Theatre

Handout #4 The Work of Living Art

Handout #5 The Art of Theatre: The First Dialogue

Handout #6 Principles and Elements of Design

Handout #7 They Got Look

Handout #8 Action Design

Handout #9 Art Direction/Production Designer

Note: Please refer to class schedule for the availability of the required handout readings.

Course Learning Outcomes:

1. Students will recognize the importance of play analysis in designing.
2. Students will develop analytical and conceptual thinking in designing.
3. Students will apply the dynamics of good design through the works of established designers.

4. Students will identify the fundamentals of design process.
5. Students will identify and synthesize points of view and design approaches.
6. Students will recognize the role of individual design areas such as scenic, costumes, and lighting designer.
7. Students will develop and apply visual literacy skills to fine arts, mass media, film, theatre, and everyday life.

Learning Degree Outcomes:

Corresponding to B.A. in Theatre degree:

1. Students will be able to critically understand basic knowledge of theatre history, theory, and criticism, as well as research sources and methodology.
2. Students will develop skill in analyzing plays, using theatre technology, and conducting research.
3. Students will express through performance, writing, speaking, and other modes of communication the results of research and critical judgment, indicated by a demonstrable ability to reach an audience effectively through at least one of the components of theatrical art (acting, directing, designing, playwriting, etc.).
4. Students will have the ability to apply skills they learned in courses to a variety of work and social environments.

Course Requirements/Expectations:

1. There will a midterm and one pop quiz in this course.
2. You are allowed two excused absences. You are required to support your third or future unexcused absences with valid documentation or with the consent of the instructor. However, the third and future absences will result in grade reduction, 5% of the attendance points per absences.
3. There will be a series of small class projects assigned to support class lectures.
4. All class projects must be turned in on the agreed deadline. All late projects will be reduced one letter grade per day after the assigned deadline.
5. You will be tested on all assigned class readings.
6. You are required to attend all departmental productions. You are required to write one production critique paper of the two attended productions.
7. You MUST attend class on the assigned final examination day for this course. Failing to do so will result in a letter grade reduction.

****Note: Syllabus schedule is subject to change. It is the student's responsibility to get the changes.

Department Performance Dates:

The Taming Of The Shrew

Oct. 3 – 6, 7:30pm & Oct.7, 2:30pm

The Shape Of Things

Nov. 14 – 17, 7:30pm & Nov. 18, 2:30pm

Grading:

Attendance/Participation/Assigned Readings	120 points	<u>Grading Scale</u> A 1040 -- 941 B 940 -- 841 C 840 -- 741 D 740 -- 641 F 640 -- 000 <u>Extra credit</u> +5% Overall Final Grade
Project #1 – Typography Exercise	50 points	
Project #2 – Me, Myself, & I	50 points	
Project #3 – Concept Statement	50 points	
Project #4 – Emotion Collage	50 points	
Project #5 – Black Squares	50 points	
Project #6 – Composition	50 points	
Project #7 – Which Ad Pulled Best?	50 points	
Project #8 – Road Signs	50 points	
Project #9 – Designer profile	100 points	
Pop Quiz	20 points	
Midterm	100 points	
Critique paper	100 points	
Final Project	200 points	

Class Projects Descriptions:

Project #1

Unconscious Emotions—Typography Exercise

1. You are to associate a list of words with typeface that would illustrate the mood of the given words.
2. Refer class schedule for project deadline.

Project #2

Conceptual Thinking – Me, Myself, & I

1. Conceptually creating an artwork to represent who you are.
2. You may use any art forms or techniques, i.e. collages, mixed media, etc. to complete this project.
3. The goal is to create an artwork that clearly represents who you really are to the world.

Project #3

Concept Statement

1. Read and analyze *Antigone*.
2. A typed single-spaced, one page paper detailing your design ideas.
3. Font size between 11 to 12 fonts. Typeface Times Roman or Garamond or Palatino.
4. You are to support your design ideas with your play analysis based on historical or evocative research materials.
5. Refer class schedule for project deadline.

Project #4

Emotion Collage

1. You are to choose a character from *Antigone* and display the chosen character's emotion.

2. Then create a pictorial collage to depict the chosen emotion.
3. Examples of emotions—anger, joy, sad, anxiety, frustration, depression, and so forth.
4. The collage must be mounted on an 18”X24(minimal size) foam core.
5. Refer class schedule for project deadline.

Project #5

Black Squares

1. You will have to use four black squares of the same dimensions to create a graphic image that best expresses the meaning of each of the following given words.
2. You are to make four preliminary sketches for each word in the areas indicated.
3. Then select the most effective solution and execute it in the larger designated area.
4. A handout will be provided in class to assist you in this project.
5. Refer class schedule for project deadline.

Project #6

Composition

1. You will create a composition using three objects – a triangle, a rectangular, and a circle.
2. You are not to repeat any of the above-mentioned objects to aide your composition.
3. The composition can be a three dimensional or two dimensional compositions. Therefore, you have freedom to use any media for your composition.
4. You are not allowed to render any texture on the object’s surface. However, you are allowed to use any objects that have textures.
5. You must name your composition.
6. Refer class schedule for project deadline.

Project #7

Which Ad Pulled Best?

1. This is an in-class project. If you are absent during this project, you will not be allowed to retake it.
2. You will be given two nationally advertised magazine advertisements to analyze.
3. You will have to analyze the effectiveness of the advertisements based on its visual concept and targeted audience.

Project #8

Road Signs

1. The primary function of road signs is practical communication and road safety.
2. With this in mind, graphically depict the subject indicated for each of the six road signs on the assignment sheet.
3. Execute each solution as a finished piece in black. If your concept permits, you are allowed to use one additional color.
4. Refer class schedule for project deadline.

Project #9

Designer Profile

1. Choose a designer from the list provided below.
2. You are to research the designer's contributions and/or innovations to the artist's field of work.
3. You must make an in-class PowerPoint© presentation.
4. You must provide copies of PowerPoint© presentation to your classmates.
5. Please focus your PowerPoint presentation to images rather than narratives.
6. Please have at least 6 visual slides in your presentation.
7. You are to support your class handouts with a detailed bibliography.
8. You are allotted 10 minutes for the presentation.
9. The following is a list of established designers. Please choose ONE designer listed here. You must have approval from the instructor before you can start the project.
10. You will have to sign up for a time slot for the presentation.
11. Refer class schedule for project deadline.

Possible Designer profile/contributions:

Inigo Jones, Adolphe Appia, Edward Gordon Craig, Boris Aronson, Norman Bel Geddes, Mordecai Gorelik, Robert Edmond Jones, Jo Mielziner, Donald Oenslager, Lee Simonson, William Cameron Menzies, Ming Cho Lee, Santo Loquasto, Tony Walton, John Lee Beatty, Joseph Svoboda, Julie Taymore, Vivienne Westwood, Betsy Johnson, Alexander McQueen, John Galliano, Jean Paul Gaultier, Issey Miyake, Eiko Ishioka, Jaroslav Malina

Final Project

1. This is an oral and written project.
2. This is a group project.
3. This project consists of 2 or more students per group (will be determined by class enrollment).
4. You are to divide designer roles with your partner(s) and create a design concept of the play by Jean Anouilh, *Antigone*.
5. Each group will hand in a typed, single-spaced, minimal 5 pages paper on the group's design process and other related issues.
6. This project is graded in two parts, (1) Peer Grading. Your classmates will rank your presentation from a scale of 1(excellent) to 5(very poor); (2) Overall Grading. This grade is based on your group's overall project quality.
7. The goal of this final project is to gauge your visual and conceptual ideas based on your play analysis, researching skills, and marketing skills.
8. This project is not graded on how well you can draw.

Date	Lecture	Assign	Due
W 08/15	Course Introduction What Is Visual Literacy?	Read DI – Chap. 1,2,3 Project #1, #2	
M 08/20	Conceptual Thinking – Theatre, Film, Fine Arts Discuss: Project #2 Presentation: Project #1	Read <i>Antigone</i> Project #3 Handout #1, #2, #3, #4	Project #1 Project #2
W 08/22	Discuss Handout #1, #2, #3, #4	Handout #5	
M 08/27	Discuss Handout #5– The Art of the Theatre, The First Dialogue		
W 08/29	Play Analysis – Words as Visual Images	Project #4	
M 09/03	Labor Day		
W 09/05	Play Analysis Discuss <i>Antigone</i> Movie: <u>Antigone</u> Presentation: Project #3		Project #3
M 09/10	Design Process Research – The Voyage Of Discovery		Project #9 approval deadline!
W 09/12	Research – The Voyage Of Discovery Movie: The Tempest Presentation: Project #4	Handout #6	Project #4
M 09/17	Dynamic of good design – Principles and elements of design	Project #5	
W 09/19	Dynamic of good design – Principles and elements of design	Project #6	
M 09/24	Understanding Physical Space— Types of Theatre Space	Concept Statement revisited	
W 09/26	Final Project In-Class Discussion #1 Concept Statement Revisited		Assign Final Project Groups
M 10/01	Presentation: Project #5		Project #5
W 10/03	Midterm Review		

M 10/08	Midterm		
W 10/10	Discuss <i>SHREW</i>		Critique #1
M 10/15	In-class Final Project Group Discussion #2	Project #7 Read DI—Chap. 4	Designer Profile
W 10/17	Scenic Design & Properties Design Presentation: Project #6	Read DI—Chap.5	Project #6
M 10/22	Costume Design & Makeup Design	Read DI—Chap.7	Designer Profile
W 10/24	Lighting and Sound Design	Handout #7	Designer Profile
M 10/29	Final Project In-Class Discussion #3 Discuss Handout #7—They Got The Look	Project #8	Designer Profile
W 10/31	Design Theory—Realism vs. Expressionism Movie: <u>The Cabinet Of Dr. Caligari</u>	Handout #8	Designer Profile
M 11/05	Design Theory—Minimalism vs. Action Design	Handout #9	Designer Profile
W 11/07	Design In Film: Art Direction Movies: <u>Crouching Tiger; Gosford Park; Far From Heaven; Topsy-Turvy; Amelie</u>		Designer Profile
M 11/12	Movies: <u>Angel & Insects; The Cook, The Husband.....; Moulin Rouge</u>		Designer Profile
W 11/14	Movies: <u>Titus; The Cell; Edward Scissorhands; Prospero's Book</u>		Designer Profile
M 11/19	TV Media—Those Darn Commercials! Which Ad Pulled Best? Presentation: Project #7		Pop Quiz Project #7
W 11/21	Fine Art Media Discuss <i>THINGS</i> Presentation: Project #8		Critique paper #2 Project #8
M 11/26	Final Project Presentation		
W 11/28	Final Project Presentation		
M 12/03	Movie: TBD		

Wednesday 12/12/07 Post Mortem 11:00am – 1:00pm

