Instructor: Brad Darvas  
Office Room: Martha Munro Room 202 B  
Office Hours: M 1:30-3:00, TR 1:00-5:00, W 9:00am 10:30am  
Office Phone #: (678) 839-4701  
Email: bdarvas@westga.edu  

Course Description:
This course is an introduction to various design software for students who wish to either work or participate in the arts. Knowledge of software like Vectorworks and Photoshop, are used by professionals in the performing arts, architecture and film to create designs, plans, and concept art and in other fields to create two and three-dimensional drawings to explain historic, national, or landmark sites. This course will endeavor to instill in the student an appreciation for and understanding of the many skills and range of knowledge needed to successfully Core Area B, section 2.

There is no required text for this course.

Each student will need access to a lap top computer with photoshop and Vectorworks loaded on it for in class and outside of class work. Vectorworks is free for students. Photoshop can be rented from Adobe on a monthly basis through Adobe Creative Cloud. Monthly Subscriptions range from $9.99 or $19.99/month depending on the package you choose. We will not start using Photoshop until the end of February. Also, older versions of Photoshop may be found at reduce costs.

If a student does not have access to a personal lap top computer, there may be a few options available in regards to borrowing from the department. Please contact the professor as soon as possible if this is your case.

Course Learning Outcomes:
1. Students will develop an introductory/basic knowledge of the technical tools needed to effectively communicate theatrical and conceptual designs
2. Students will demonstrate a clear understanding of the job requirements of all the areas of theatrical and entertainment design
3. Students will explore design technology for multiple areas of design in the theatrical and entertainment industry.
4. Students will identify and implement verbal and visual communication as a tool to support personal and artistic growth.

Learning Degree Outcomes:
A. Corresponding to Area B Humanities and Fine Arts:
1. Students will demonstrate the ability to adapt oral communication to specific purposes and audiences.
2. Students will demonstrate the ability to utilize appropriate technologies for oral communication.
3. Students will develop students better prepared for career demands in the 21st Century.
4. Students will develop enhanced problem solving and critical thinking skills.

Course Requirements/Expectations:
1. 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, 10% of the attendance points per absences and 20% reduction on any assignment due that day.
2. 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.
3. Everyone should arrive to class on time and ready to work
4. All lecture/demos are active exercises where the student follows along on their computer mimicking what the professor is doing on the overhead.

Class Meeting schedule:
Class/ assignments starts – Jan. 8th
Last day to withdrawal with a “W” – Jan. 12th
Open Add/Drop – Jan. 6th - 10th
Last day of class – April 25th
Final Exam – There will not be an exam on finals week, the last day of class will be final presentations 4/25/2018

Online CourseDen (WebCT)
Each of you has quick and easy access to resources, which can help you do well in the course. IT IS YOUR RESPONSIBILITY TO CHECK COURSE DEN DAILY TO STAY UP-TO-DATE WITH THE ASSIGNMENTS OUTLINED IN THIS CLASS. Access Course Den (WebCT) through: webct.westga.edu and you can find class announcements, a calendar of events for this course, and other course materials.
For CourseDen (WebCT) Support: Call the UWG DE Helpline @ 678-839-6248 M-F 8am-5pm

Disability Services
Americans with Disabilities Act
Students with a documented disability may work with UWG Accessibility Services to receive essential services specific to their disability. All entitlements to accommodations are based on documentation and USG Board of Regents standards. If a student needs course adaptations or accommodations because of a disability or chronic illness, or if he/she needs to make special arrangements in case the building must be evacuated, the student should notify his/her instructor in writing and provide a copy of his/her Student Accommodations Report (SAR), which is available only from Accessibility Services. Faculty cannot offer accommodations without timely receipt of the SAR; further, no retroactive accommodations will be given.

UWG Email Policy
University of West Georgia students are provided a MyUWG e-mail account. The University considers this account to be an official means of communication between the University and the student. The purpose of the official use of the student e-mail account is to provide an effective means of communicating important university related information to UWG students in a timely manner. It is the student’s responsibility to check his or her email.
Credit Hour Policy
The University of West Georgia grants one semester hour of credit for work equivalent to a minimum of one hour (50 minutes) of in-class or other direct faculty instruction AND two hours of student work outside of class per week for approximately fifteen weeks. For each course, the course syllabus will document the amount of in-class (or other direct faculty instruction) and out-of-class work required to earn the credit hour(s) assigned to the course. Out-of-class work will include all forms of credit-bearing activity, including but not limited to assignments, readings, observations, and musical practice. Where available, the university grants academic credit for students who verify via competency-based testing, that they have accomplished the learning outcomes associated with a course that would normally meet the requirements outlined above.

University of West Georgia Honor Code
At the University of West Georgia, we believe that academic and personal integrity are based upon honesty, trust, fairness, respect, and responsibility. Students at West Georgia assume responsibility for upholding the honor code. West Georgia students pledge to refrain from engaging in acts that do not maintain academic and personal integrity. These include, but are not limited to, plagiarism, cheating, fabrication, aid of academic dishonesty, lying, bribery or threats, and stealing.

The University of West Georgia maintains and monitors a confidential Academic Dishonesty Tracking System. This database collects and reports patterns of repeated student violations across all the Colleges, the Ingram Library, and the School of Nursing. Each incidence of academic dishonesty is subject to review and consideration by the instructor, and is subject to a range of academic penalties including, but not limited to, failing the assignment and/or failing the course. Student conduct sanctions range from verbal warning to suspension or expulsion depending on the magnitude of the offense and/or number of offenses. The incident becomes part of the student’s conduct record at UWG.

Additionally, the student is responsible for safeguarding his/her computer account. The student’s account and network connection are for his/her individual use. A computer account is to be used only by the person to whom it has been issued. The student is responsible for all actions originating through his/her account or network connection. Students must not impersonate others or misrepresent or conceal their identities in electronic messages and actions.

Grading:

<table>
<thead>
<tr>
<th>Participation</th>
<th>60</th>
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</thead>
<tbody>
<tr>
<td>Duplicate drafting project</td>
<td>50</td>
</tr>
<tr>
<td>Park Layout Project – Ground plan</td>
<td>75</td>
</tr>
<tr>
<td>Poster Design Project</td>
<td>150</td>
</tr>
<tr>
<td>Final theme park map</td>
<td>250</td>
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<tr>
<td>Final Project component 2 – Oral presentation of all the semesters work</td>
<td>15</td>
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<tr>
<td>Total Points</td>
<td>600</td>
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Grading Scale

<table>
<thead>
<tr>
<th>Grade</th>
<th>Range</th>
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<tbody>
<tr>
<td>A</td>
<td>600 – 540</td>
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<tr>
<td>B</td>
<td>539 – 480</td>
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<tr>
<td>C</td>
<td>479 – 420</td>
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<tr>
<td>D</td>
<td>419 – 360</td>
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<tr>
<td>F</td>
<td>359 – 000</td>
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Extra Credit

+5% Overall Final Grade

Class Project Descriptions:

Student Participation (60pts) – Almost everyday we will be doing work on the computers. At the end of each class, the professor will examine every student’s computer to inspect the work that they have been doing. The professor will be looking to see how well the students followed
along with the days activates and how well they are grasping the topics at hand. Each student will be given 0-2 points (0 for absent, 1 for not following along, or 2 for completing the days work). On days that we are not actively working on the computer points will be awarded based on attentiveness. Points will be awarded for 30 class periods totaling a possible 60 points.

**Duplicate Drawing Project** – The Student will be giving a PDF of basic scenic drafting, which they must duplicate on a fresh Vectorworks page. The purpose of this exercise is to exhibit basic knowledge and the ability to navigate, confidently through Vectorworks.

**Park Layout Project** - Initial layout and ideas for Theme Park map including: Park concept, ground plan/layout and elevations. This will act as the “roadmap” for creating your final Theme Park Map. Any research and hand sketches that will help communicate your design should be included.

**Poster Design Project** – Using Photoshop, the student will create an original print advertisement(s) or marketing poster for your Theme Park. Final poster size should be 9x12. This poster and/or themes of the posters, including font, should reappear in your final Theme Park map. **Posters should be printed on appropriate paper** (pub and print). Each student will present his or her poster and theme park theme to the class the day that the poster project is due. Each presentation should be no longer than 3 minutes.

**Theme Park Map (final project)** – The student will take their ground plan and elevations created in Vectorworks and import it to Photoshop where they will add, color, texture, and additional detail resulting in a polished, final color theme park map. One or more instances of 3D drafting must be incorporated. Your final Theme Park Map will be presented to the class, the last day of class. Each presentation should be 2-3 minutes.

Each map should include the following:
- A title for the theme park (should be graphically interested and should match your poster)
- 3-5 themed areas within your park (could be rides titles or themed zones within your park
- A park legend
- At least 3 bathrooms locations
- 3 restaurants or food vending areas
- At least 1 water feature (lake, pond…)
- Must have some sort of representation of grass and trees
- Must have at least 3 major rides or attractions that are prominently featured (should be your 3D image and elevation
- 2 first aid areas
- At least 1- 3D image you created from vectorworks and imported (*should be prominently featured*)
- At least 1 drafting of an elevation for an area of your park that you drafted on vectorworks and imported (*should be prominently featured*)
- **Final map should 11x17 and printed in color on appropriate paper. (pub and print)**
# XIDS: WHAT DO YOU REALLY KNOW ABOUT; DESIGN TECHNOLOGY FOR EVERYONE

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

<table>
<thead>
<tr>
<th>Date</th>
<th>Lecture</th>
<th>Assign</th>
<th>Due</th>
</tr>
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<tbody>
<tr>
<td>M 1/8</td>
<td>CLASS CANCELED DUE TO WEATHER</td>
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<tr>
<td>W 1/10</td>
<td>Intro to Class and Syllabus</td>
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<tr>
<td>M 1/15</td>
<td>No Class - MLK Day</td>
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</tbody>
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| W 1/17| Scenic Design Plans  
- USITT drafting standards and how to read plans and scale rules  
- Intro to Vectorworks  
- Lecture | Have Vectorworks loaded on your computers |     |
| M 1/22| Vectorworks  
Finding your way around the program part 1  
- Lecture/Demo |        |     |
| W 1/24| Vectorworks  
Finding your way around the program part 2  
- Lecture/Demo |        |     |
| M 1/29| Vectorworks  
Basic Drafting 1  
- Lecture/Demo In class work |        |     |
| W 1/31| Vectorworks  
Basic Drafting 2  
- In class work |        |     |
| M 2/5 | Vectorworks  
Drafting the ground plan and elevations  
- In class work | Be ready to start working on your park layout | Duplicate Drawing Project Due (top of class) |
| W 2/7 | No Class |        |     |
| M 2/12| Vectorworks  
3D CAD drawing  
- Lecture/Demo |        |     |
| W 2/14| Vectorworks  
- class work |        |     |
| M 2/19| Other Forms of Design Technology  
AutoCad, Sketch-Up  
- Lecture/Demo  
- Class work |        | Park Layout Project Due (top of class) |
| W 2/21| Other Forms of Design Technology  
Sculptrist, ZBrush,  
- Lecture/Demo |        |     |
| M 2/26| Photoshop  
Finding your way around the program Part 1  
- Lecture/Demo | Make sure you have photoshop |     |
<table>
<thead>
<tr>
<th>Date</th>
<th>Activity</th>
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</table>
| W 2/28 | **Photoshop**  
Finding your way around the program  
Part 2  
- Lecture/Demo |
| M 3/5  | **Photoshop**  
Importing drawings to finish in Photoshop  
- In class work |
| W 3/7  | No Class |
| M 3/12 | Basics of elements and principles of design and how to apply to Photoshop work  
Start Work on Advanced Project 1  
Turn in rough sketch/layout for poster design |
| W 3/14 | **Photoshop**  
Photo polishing and manipulation  
- Lecture/Demo |
| M 3/19 | Spring Break |
| W 3/21 | Spring Break |
| M 3/26 | **Photoshop**  
- In class work  
Show progress for – Poster design |
| W 3/28 | Present Poster Projects  
Poster Design due (top of class) |
| M 4/2  | In class work day  
- In class work |
| W 4/4  | **Photoshop**  
Using found images from the net to make them your own.  
- Lecture/Demo  
- In class work |
| M 4/9  | **Photoshop**  
for presentations/portfolio  
- Lecture/Demo |
| W 4/11 | In class work day  
- In class work |
| M 4/16 | NO CLASS |
| W 4/18 | In class work day  
- In class work |
| M 4/23 | In class work day  
- In class work |
| W 4/25 | In Class work day  
- In class work |
| M 4/30 | Present Final Project |