I. Locator Information:
Instructor: Mr. David Griffie
Course # and Name: THEA 310 01 Prin. of Design
Semester Credit Hours: 3-3-0
Day and Time Class Meets: MWF 9:00-9:50 am
Total Contact Hours for Class: 3
Office Location: Butler Building - 269
Office hours: Posted at office
Office Phone: 672-1275
Email address: dgriffie@uncfsu.edu

FSU Policy on Electronic Mail: Fayetteville State University provides to each student, free of charge, an electronic mail account (username@uncfsu.edu) that is easily accessible via the Internet. The university has established FSU email as the primary mode of correspondence between university officials and enrolled students. Inquiries and requests from students pertaining to academic records, grades, bills, financial aid, and other matters of a confidential nature must be submitted via FSU email. Inquiries or requests from personal email accounts are not assured a response. The university maintains open-use computer laboratories throughout the campus that can be used to access electronic mail.
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II. Course Description: The introduction to the fundamental elements, principles, and functions of design and how they apply to the theatre disciplines of scenery, costume, lighting, and projection design. Work with the FSU Theatre Company. Prerequisite: THEA 237 or consent of the instructor.

III. Disabled Student Services: In accordance with Section 504 of the 1973 Rehabilitation Act and the Americans with Disabilities Act (ACA) of 1990, if you have a disability or think you have a disability to please contact the Center for Personal Development in the Spaulding Building, Room 155 (1st Floor); 910-672-1203.


V. Student Learning Outcomes: Upon completion of this course, students will be able to:
1. Understand the members of the design team and the timeline and development of a production - the realm in which technical theatre exist.
2. Develop a firm understanding of the elements, principles, and functions of theatrical design.
3. Be able to work independently and in groups on assigned tasks.
4. Develop an appreciation, understanding and respect for the work and contribution of theatre design and designers to the experience of a theatre production.
5. Further develop analytical and research skills as theatre artist through script analysis and applicable research.
6. To create a vocabulary for the discussion, appreciation and evaluation of theatrical design.
7. Understand the relationship of the designers and the assorted crews that work under them as part of a team effort to create a production which is an artistic expression composed of many separate parts, which succeed in creating a product which is different and greater than the sum of their individual parts.
8. Trace, generally, the evolution of theatrical design from its earliest beginnings to the modern stage.
9. Participate in and observe live stage productions for their use, application, and effectiveness of all design elements and to gain an increased appreciation of the elements of design and how they’re integrated into a production.

**Course Objective**: The purpose of this course is to introduce the student to the art of theatre design. Included will be the study of theory, style research, the application of all elements used to develop the design including; planning the production space, script analysis, historical research, style alternatives, instilling mood, renderings, color choices and applications, budget considerations, and design presentation.

"A stage designer is, in a very real sense, a jack-of-all-trades. They can make blueprints and murals and patterns and light plots. He can design fireplaces and bodices and bridges and wigs. She understands architecture, but is not an architect, ... you can paint a portrait, but you’re not a painter: creates costumes, but is not a couturier. Although we are able to call upon any or all of these varied gifts at will, we are not concerned with any one of them to the exclusion of the others, nor interested in any one of them for its own sake. These talents are only the tools of our trade...the designer in the theatre is "an artist of occasions." Robert Edmond Jones

VI. Course Requirements and Evaluation Criteria

The final grading procedure for this course will be as follows:

- **A** = 100-92
- **B** = 91-82
- **C** = 81-72
- **D** = 71-62
- **F** = 61 and below

All assignments will use a rubric for grading and receive a number grade.

Grading: The grading will be a combination of the following assignments:

1. Attending class regularly and punctually, including the “lecture/ discussion” session scheduled to complement the in-class discussions and assignments.
2. Completed projects throughout the semester.
3. Research projects throughout the semester.
4. Final Portfolio containing all assignments for the semester.
Course Projects (4-8): 50 points each = 200-400 pts
Drawing/ Collage Exercises (4) 50 Points each = 200 Pts
Group Design Project 200 pts possibly Lysistrata
Midterm: 300 pts
Design #1 / Final Exam- Student choice: 400 pts
Final Portfolio 200 Points

Total: points 1700-1900 divided by 17-19 for your final grade

Production/ Practical Experience: Every student will be involved with each production throughout the semester. You will be responsible for attending dry tech rehearsals and noting additions and changes that are needed to the aesthetics. This might include shift changes, changes in staging, proportion, color, and texture. You will be asked to keep a journal that discusses the design choices made in relation to the production. 200 points

Course Projects: This will consist of 4 to 8 projects that discuss and support the disciplines of scenic, lighting and costume design. 200-400 points

Drawing/ Collage Exercises: These exercises are aimed at making the student more proficient at drawing multiple design elements. This will allow the student to express their ideas in a visual format. Ultimately this will help the designer to translate ideas from the page to paper much faster and efficiently. 200 points

Midterm: This will consist of information and terminology that has been covered in the first half of the semester. 300 points

Final Exam: This will consist of a design of a full length play. The design will include all the elements that are discussed throughout the semester. 300 points

Group Project: The class will work on a play as a collective group and come up with design concepts for that production. The plan is to have this produced on FSU stage. 200 points

Deadlines: There are several deadlines throughout the semester that require you to have certain aspects of the design completed. This is done to keep you on track so you are not overwhelmed.

Portfolio: You will be required to keep a portfolio of your work. This will include your journal entries, design work and overall

Please note that the above descriptions are brief. You will receive explicit instructions at the time of each assignment.

Attendance Requirements: Attendance is mandatory!! It is a vital component of learning. You are expected to attend all classes and be engaged during this time. You will be allowed to miss up to 10% of the classes for the semester. Any absences over 10% will result in automatic failure of the class. This comes from the course catalog for 300 and 400 level classes.
*Roll will be taken at the beginning of class.
*Tardiness (after you name is called from the roll) is not acceptable. You will be marked absent until you see the instructor after class to change the absent status to a tardy.
*Two tardies = an absent.
*Dressed improperly or dressed unsafely for the functions in the shop on a particular day will be marked absent for the day.

*You will receive a final grade for your participation in the class (shop hours, projects, etc). Tardiness, not properly dressed, failure to have or wear safety equipment, failure to have or wear tape measure, not have a marking pencil, causing disruption or distractions during class, or found off task will result in a five point deduction for each offense off your final participation grade.

*The use of a cell phone in class will result in five points being taken from your lab grade. If it becomes habitual you will be referred to the dean of students.

**Student Behavior Expectations:** -The instructor will respect all students and will make every effort to maintain a classroom climate that promotes learning for all students. Students must accept their responsibility for maintaining a positive classroom environment by abiding by the following rules:

1. Students are expected to arrive to class on time, remain in class until dismissed by the instructor, and refrain from preparing to leave class until it is dismissed.
2. Student/teacher relationships, as well as relationships among peers, must be respectful at all times.
3 Students are not permitted to wear headphones or other paraphernalia that may be distracting to the classroom environment.
4. Students must refrain from any activity that will disrupt the class; this includes turning off cell phones and music devices.
5. Students are not permitted to use profanity in the classroom.
6. Students will not pass notes or carry on private conversations while class is being conducted.

**Consequences for Failing to Meet Behavioral Expectations:** The first time a student violates one of these rules, the instructor will warn him or her privately, either after class or before the next class. (Faculty members reserve the right to warn students publicly if needed.) The second time a student violates the guidelines, the instructor may deduct as many as twenty points from the student’s next exam grade. If a student violates the guidelines three times, the instructor will report the student to the Dean of Students for disciplinary action according to the FSU Code of Student Conduct. For each time your cell phone rings in class it will be a deduction of 5 points from your participation grade.

Please note: If these evaluation criteria must be revised because of extraordinary circumstances, the instructor will distribute a written amendment to the syllabus.

**VII. Academic Support Resources** – Information pertinent to this course will be posted on Blackboard for viewing by the students.

**VIII. Course Outline and Assignment Schedule**

Week 1- Introduction- Creative Process, Overview of design Elements Principles and Functions of Design/ Research and Script Analysis
Week 2- History of Design work on group design project
Week 3- Work on Group Project
Week 4- Work on Group Project
Week 5 Line- Shape, Form, and Space- Class Drawings
Week 6 Value, Color, Texture-Class Drawings
Week 7 Research and General Script Analysis Class Drawings
Week 8 Midterm Exam/ Scene Design
Week 9 Midterm Break

Week 11 Scene Design Applications
Week 12 Lighting/ Projection Design
Week 13 Lighting/ Projection Design Applications Class Drawings
Week 14 Costume Design
Week 15 Costume Design Application Class Drawings
Week 16 Work on Final Project
Week 17 Final Exam

IX. **Teaching Strategies:** Methods will include classroom instruction and practical demonstration. Supplemental handouts will be given to further assist the student on assignments.

X. **Bibliography**