

Course | Level Theatre 621.02 – Theatre Graphics II | U / G | Winter 2009 | 3 credits

Description The course explores advanced techniques in theatre drafting and conventions, with an emphasis to 3D environments. A digital portfolio of design and drafted works is compiled at the end of the course.

Instruction Mary Tarantino, [tarantino.1@osu.edu](mailto:tarantino.1@osu.edu), DR 087 | 688.4349  
Office Hours: M 3:30 - 4:30 / T 11 - noon or by appointment

Class Meetings

Lecture / Lab Tuesday / Thursday 8:30-10:18 | Drake 1112

Texts/Supplies

- CARMEN folder for TH 621.02 contains tutorial drawings used for in-class sessions, as well as theatre drafting conventions documents (approved by USITT), and all project assignment sheets
- software manuals are available in the classroom

Learning Objectives

- to develop a suitable theatre drafting style, with an emphasis on computer-aided-drafting and design techniques for 3D environments
- to create a digital portfolio of design and drafted works for theatre design and technology
- to examine visualization techniques associated with costume design drawing, research, and rendering
- to become familiar with a variety of presentation computer software products that can be applied to their field of study

Teaching Method: Lecture / Demonstration / In-Class Exercises

Grading: Advanced graphics projects (7 at 10% each) 70%  
Assembled digital web portfolio 20%  
Class participation 10%

Grading Scale

A	93 - 100
A-	90 – 92.9
B+	87 – 89.9
B	83 – 86.9
B-	80 – 82.9
C+	77 – 79.9
C	73 – 76.9
C-	70 – 72.9
D+	67 – 69.9
D	60 – 66.9
E	0 – 59.9

## Theatre 621.02 – Theatre Graphics II (continued)

Note: All assignments will have specific due dates, as noted in the weekly syllabus. Late work is generally not accepted, unless you obtain advance permission of the instructor or justified by a doctor's note.

Attendance Policy: Attendance and punctuality are mandatory. Three “lates” = an absence. Repeated absences and/or tardiness will result in the lowering of the final course grade by 1/3 letter. One warning will be given prior to this rule going into effect.

Final Portfolio to be presented in the final exam slot.

**Statement of Academic Misconduct** – Academic Misconduct (rule 3335-31-02) is defined as “any activity which tends to compromise the academic integrity of the institution, or subvert the educational process.” Please refer to rule 3335-31-02 in the student code of conduct for examples of academic misconduct.

Disability Services: If you have any condition, such as a physical or mental disability, which will make it difficult for you to carry out the work as outlined on this syllabus or which will require extra time on examinations or in class work, please contact the Office of Disability Services at <http://www.ods.ohio-state.edu/> or at 292-3307 in room 150 Pomerene Hall to coordinate reasonable accommodations for students with documented disabilities.

<u>Day</u>	<u>Date</u>	<u>Topic / <a href="#">Assignments and due dates</a></u>	<u>Readings/Tutorial dwgs</u>
R	1-03	Graphics and AutoCAD 2008 – old and new features workspaces, toolbars, and dashboards (really)	
T	1-08	Understanding 3D space - <a href="#">begin P1 - 3D Prop tables</a>	
R	1-10	Advanced UCS + concepts in 3D dimensioning	<b>Tutorials 6, 7</b>
T	1-15	<b>Prop Tables due (P1)</b> 2D solids and surfaces <a href="#">begin P2 - 3D Props on the table</a>	<b>Tutorial 5</b>
R	1-17	Complex Surface Models: Tabsurf + Rulesurf + Revsurf + Edgesurf	<b>Tutorial 09 - 13</b>
T	1-22	<b>Props on the table are due (P2)</b> Solid Models, building blocks for theatre <a href="#">begin P3 - Dinner for Two (props and furniture)</a>	<b>Tutorial 14 -16</b>
R	1-24	Composite Solid Models	
T	1-29	<b>Dinner for Two is due (P3)</b> Modifying Solid Models: chamfer, fillet, slice, section <a href="#">begin P4 - Composition</a>	<b>Tutorial 18, 19</b>
R	1-31	Union, Subtraction, Intersection	<b>Tutorial 20 + 21</b>
T	2-05	<b>Composition is due (P4)</b> and connecting 3D to Theatre – real and virtual models <a href="#">begin P5 – Scene Design Model: Plan + Section</a>	
R	2-07	Composing a web portfolio – looking at and designing a site 3D Modeling work session	
T	2-12	Mapping: Materials and Lights and Cameras 3D Modeling work session (continued)	
R	2-14	Creating a web site for theatre design / technology <a href="#">begin P6 – Web site design</a>	<b>Web making handouts</b>
T	2-19	<b>Scene Design Model and Mapping is due (P5)</b> Designing a web site - Dreamweaver introduction	
R	2-21	Dreamweaver (continued) <b>Paper plan for web site - (P6 layout due)</b>	
T	2-26	project resubmit date + web portfolio work	
R	2-28	<a href="#">Begin Digital Web Portfolio / individual conferences</a>	
T	3-04	<b>Web site design is due (P6)</b>	
R	3-06	CAD and design communication: costumes applications	<b>Poser/Painter handouts</b>
F	3-07	<b>Costume projects – 2 sessions (P7)</b>	
<b>Final slot:</b>		<b>Monday, March 10, 7:30 – 9:18am</b> <a href="#">Present Digital web portfolio</a>	

## Theatre 621.02 – Theatre Graphics II - Projects

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### PROJECT 1

#### 3D Modeling - fundamentals

- examine fundamental 3D concepts / drawing techniques
- explore drawing methods involving thickness, elevation, and extrusion

Reference drawings and documents:

prop table dwg  
prop table info doc

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### PROJECT 2

#### 3D Modeling – construction

- explore construction methods for 3D surfaces
- construct a series of objects, with an emphasis to theatre properties
- integrate objects into a theatre environment

Reference drawings and documents:

big Prop table dwg  
props on the table doc

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### PROJECT 3

#### 3D Modeling – surfacing

- explore surfacing methods for 3D surfaces
- design, construct, and apply a surface, referencing object images
- integrate objects into a theatre environment

Reference drawings and documents:

onstage dinner table dwg  
dinner for two doc  
images folder

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### PROJECT 4

#### 3D Modeling – solid modeling

- create 3D solid models from 2D isometric drawings
- understand and interpret concepts of scale and 2D > 3D transfer
- apply dimensioning techniques

Reference drawings and documents:

composition doc and tree map dwg

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## **PROJECT 5**

### Scene Design Model – 3D Plan and Section view

- create a 3D model for a current or upcoming production for the Theatre Department
- select and/or create materials and map them to all surfaces
- create camera views that correspond with typical audience seating
- apply spotlights to reveal the visual environment

Reference drawings and documents:

scene design ground plan  
construction drawings  
painter's elevations  
prop drawings  
visual research provided by the designer

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## **PROJECT 6**

### A website for Theatre Design and Technology

- convert project materials from all graphics courses into web-ready format
- create resume materials

Reference drawings and documents:

web page creation handouts  
Dreamweaver reference

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## **PROJECT 7**

### Costume Project Tutorials

- examine costume design and technology drafting
- experiment with scanning, and image manipulation
- explore output options for design and construction application

Reference drawings and documents

Painter PPT worksheet  
Poser PPT worksheet

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## **ASSEMBLED DIGITAL WEB PORTFOLIO**

- format design renderings, technical drawings, research, samples of production specialty work, etc. and document into a web-ready format, based on website you created in Project 6

NOTE: This content is specific to your particular area(s) of expertise, and should include a minimum of: one design project (either a class project or realized design), one technical theatre project, and two additional projects of your choice. I will consult with you individually to select your strongest work.