

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

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, 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

- drawing tutorials and graphics assignments, in the course folder on the dept. server
- various handouts (they will be provided)
- 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

<u>Grading:</u>	Advanced graphics projects (7 at 10% each)	70%
	Assembled web portfolio	20%
	Class participation	10%

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 ½ letter. One warning will be given prior to this rule going into effect.

Final Portfolio to be presented in the final exam slot.

Academic Conduct: Plagiarism is the representation of another's works or ideas as one's own: it includes the unacknowledged word for word use and/or paraphrasing of another person's work and/or ideas. All cases of suspected plagiarism, in accordance with university rules, will be reported to the Committee on Academic Misconduct. Refer to rule 3335-31-02 in the student code of conduct for examples of academic misconduct.

Special Needs: 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 / Assignments and due dates</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 - begin P1 - 3D Prop tables	
R	1-10	Advanced UCS + concepts in 3D dimensioning	Tutorials 6, 7
T	1-15	Prop Tables due (P1) 2D solids and surfaces begin P2 - 3D Props on the table	Tutorial 5
R	1-17	Complex Surface Models: Tabsurf + Rulesurf + Revsurf + Edgesurf	Tutorial 09 - 13
T	1-22	Props on the table are due (P2) Solid Models, building blocks for theatre begin P3 - Dinner for Two (props and furniture)	Tutorial 14 -16
R	1-24	Composite Solid Models	
T	1-29	Dinner for Two is due (P3) Modifying Solid Models: chamfer, fillet, slice, section begin P4 - Composition	Tutorial 18, 19
R	1-31	Union, Subtraction, Intersection	Tutorial 20 + 21
T	2-05	Composition is due (P4) and connecting 3D to Theatre – real and virtual models begin P5 – Scene Design Model : Plan + Section	
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 portfolio – Dreamweaver	Web making handouts
T	2-19	Scene Design Model and Mapping is due (P5) Creating a web portfolio - Dreamweaver introduction	
R	2-21	begin P6 – Web Portfolio design Paper plan for portfolio and design images are due	
T	2-26	web portfolio work	
R	2-28	project resubmit date + web portfolio work - (P6 layout due)	
T	3-04	Individual conferences: digital portfolio progress	
R	3-06	CAD and design communication: costumes applications	Poser/Painter handouts
F	3-07	Costume projects – 2 sessions (P7)	
Final slot:		Monday, March 10, 7:30 – 9:18am Present digital portfolios	

Theatre 621.02 – Theatre Graphics II - Projects

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

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

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

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

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

PROJECT 6

Web-based portfolio for Theatre Design and Technology

- convert project materials from all graphics courses into web-ready format
- format design renderings, drawings, research, and documentation into web-ready format
- create resume materials

Reference drawings and documents:

web page creation handouts
Dreamweaver reference

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
