

## Term Information

Effective Term Autumn 2020  
*Previous Value* Summer 2012

## Course Change Information

### What change is being proposed? (If more than one, what changes are being proposed?)

Update to the course number and description. Change the level/career to a 5000-level graduate/undergraduate course (formerly graduate only). Update the prerequisites to allow MFA students to enroll without instructor permission and require permission for non-MFA students.

### What is the rationale for the proposed change(s)?

First, the department would like to offer this course to both undergraduate and graduate students as a 5000-level course. The new course number also better reflects the course's place in the Theatre curriculum.

### What are the programmatic implications of the proposed change(s)?

#### (e.g. program requirements to be added or removed, changes to be made in available resources, effect on other programs that use the course)?

The updated course number is reflected in recent revision to the MFA curriculum, submitted December 2019. The course would also become an advanced elective for the Bachelor of Arts degree.

### Is approval of the request contingent upon the approval of other course or curricular program request? Yes

### Please identify the pending request and explain its relationship to the proposed changes(s) for this course (e.g. cross listed courses, new or revised program)

The revision to the Master of Fine Arts program, which incorporates the revised course into program requirements, was also submitted in December 2019.

### Is this a request to withdraw the course? No

## General Information

Course Bulletin Listing/Subject Area	Theatre
Fiscal Unit/Academic Org	Theatre - D0280
College/Academic Group	Arts and Sciences
Level/Career	Graduate, Undergraduate
<i>Previous Value</i>	<i>Graduate</i>
Course Number/Catalog	5403
<i>Previous Value</i>	<i>6421</i>
Course Title	Scene Painting
Transcript Abbreviation	Scene Painting
Course Description	An introduction to techniques used in scene painting for the theatre; rendering textures and form on large scale surfaces, both fabric and board; trompe l'oeil and reproductions.
<i>Previous Value</i>	<i>Techniques used in scene painting; mixing and matching colors, rendering texture and form, enlarging painter's elevations; types of paints used in scene painting.</i>
Semester Credit Hours/Units	Fixed: 3

## Offering Information

Length Of Course 14 Week, 12 Week  
Flexibly Scheduled Course Never

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Does any section of this course have a distance education component?	No
Grading Basis	Letter Grade
Repeatable	No
Course Components	Laboratory
Grade Roster Component	Laboratory
Credit Available by Exam	No
Admission Condition Course	No
Off Campus	Never
Campus of Offering	Columbus

## Prerequisites and Exclusions

Prerequisites/Corequisites	Enrollment in the MFA program or permission of instructor.
<a href="#">Previous Value</a>	
Exclusions	
<a href="#">Previous Value</a>	Not open to students with credit for 642.
Electronically Enforced	Yes
<a href="#">Previous Value</a>	<b>No</b>

## Cross-Listings

Cross-Listings

## Subject/CIP Code

Subject/CIP Code	50.0502
Subsidy Level	Doctoral Course
Intended Rank	Senior, Masters, Doctoral
<a href="#">Previous Value</a>	<i>Senior, Masters</i>

## Requirement/Elective Designation

Required for this unit's degrees, majors, and/or minors  
The course is an elective (for this or other units) or is a service course for other units

## Course Details

Course goals or learning objectives/outcomes	<ul style="list-style-type: none"><li>• Learn how to read a paint elevation.</li><li>• Learn color theory and color mixing.</li><li>• Develop application techniques, layout techniques.</li></ul>
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[Previous Value](#)

**COURSE CHANGE REQUEST**  
5403 - Status: PENDING

Last Updated: Vankeerbergen, Bernadette  
Chantal  
01/08/2020

**Content Topic List**

- Scene
- Painting
- Color
- Elevations
- Theatre
- Charge art
- Scenic art
- Painted drops

*Previous Value*

- *Scene*
- *Painting*
- *Color*
- *Elevations*
- *Theatre*

**Sought Concurrence**

No

**Attachments**

- Theatre 5403 Syllabus.doc: Theatre 5403 Syllabus  
*(Syllabus. Owner: Kelly, Logan Paige)*

**Comments**

**Workflow Information**

Status	User(s)	Date/Time	Step
Submitted	Kelly, Logan Paige	12/03/2019 04:09 PM	Submitted for Approval
Approved	Kelly, Logan Paige	12/03/2019 04:20 PM	Unit Approval
Approved	Heyssel, Garrett Robert	01/08/2020 10:03 AM	College Approval
Pending Approval	Jenkins, Mary Ellen Bigler Hanlin, Deborah Kay Oldroyd, Shelby Quinn Vankeerbergen, Bernadette Chantal	01/08/2020 10:03 AM	ASCCAO Approval

# **Theatre 5403 - Scene Painting**

Spring 2020 Credit Hours 3

Day/Time TTH 8:00-11:00 Rm. 141 ( Scenic Studio)

Instructor: DAN GRAY.215 Drake 1109

**Required Text:** Beudert, P; Crabtree, S. Scenic Art for the Theatre

**Suggested Text:** Pecktal, L. Designing & Painting for the Theatre

## **Supplies:**

Paint clothes (including shoes)

Tape Measure 16' or longer

Vine charcoal

2H pencils for class

**Course Description:** Even in an age of Photoshop, digital design and large scaled color printers, we still need a way to manually transfer the work of the Scenic Designer to the stage. This course is designed to give you the scene painting skills needed to make that important transfer. Trained scenic artists can be the difference between an O.K. show and a great production. Most of the instruction in this course will be “hands-on” in a lab setting and will be supplemented with short lectures and reading assignments. Students will learn and use the necessary scene painting skills doing in class exercises as well as working on actual Department of Theatre productions.

## **Students will learn:**

- how to “read” a paint elevation
- color theory & color mixing
- many application techniques
- layout techniques
- scenic “treatments” including: wood graining, marbling, textures, etc.
- principles of light and shadow

**Grading:** Grades will be based on the prompt and thorough completion of your assigned projects, attendance and class participation. Most of your project work will be done in class. If you are not in class, you can't learn to paint. **Be on time and ready to work!**

## **Academic Misconduct**

It is the responsibility of the Committee on Academic Misconduct to investigate or establish procedures for the investigation of all reported cases of student academic misconduct. The term “academic misconduct” includes all forms of student academic misconduct wherever committed; illustrated by, but not limited to, cases of plagiarism and dishonest practices in connection with examinations. Instructors shall report all instances of alleged academic misconduct to the committee (Faculty Rule 3335-5-487). For additional information, see the Code of Student Conduct (<http://studentlife.osu.edu/csc/>).

The University strives to make all learning experiences as accessible as possible. If you anticipate or experience academic barriers based on your disability (including mental health, chronic or temporary medical conditions), please let me know immediately so that we can privately discuss options. To establish reasonable accommodations, I may request that you register with Student Life Disability Services. After registration, make arrangements with me as soon as possible to discuss your accommodations so that they may be implemented in a timely fashion. SLDS contact information: [slds@osu.edu](mailto:slds@osu.edu); 614-292-3307; [slds.osu.edu](http://slds.osu.edu); 098 Baker Hall, 113 W. 12th Avenue.

<u>DATE</u>	<u>LECTURE/ DEMO</u>	<u>Reading</u>
T 1/8	Intro to class/ What is scene painting? Basic Tools	
TH 1/10	Reading a Paint Elevation & creating a paint order	
T 1/15	Wood graining: From rough-cut to fine finishes	Chapter 5
TH 1/17	<b>Finish wood grain project</b>	
T 1/22	Layout - creating a “pounce” pattern	Chapter 6
TH 1/24	Mixing Color- big batches! Using sponges & sprayers	
T 1/29	Basic Marble techniques	Chapter 7
TH 1/31	HNS concrete	
T 2/5	HNS concrete	
TH 2/7	HNS Notes	
T 2/12	HNS floor	
TH 2/14	HNS floor	
T 2/19	Light, Shadow & Trompe l’Oiel	Chapter 9
TH 2/21	<b>Finish Cornice/Marble Project</b>	
T 2/26	Foam Carving	
TH 3/5	Creating scenic “dopes” & dimensional textures	
T 3/7	Signage/Large Scale Graphics	
TH 3/9	Aging, Toning & Distressing	
T 3/12	<b>OFF Spring Break</b>	
TH 3/14	<b>OFF Spring Break</b>	
T 3/19	Notes CI	
TH 3/21	Notes CI	
T 3/26	Notes CI	
TH 3/28	Painting on Fabric(s), Drop Layout	
T 4/2	Translucent Effects. Prep flats for Final Project	
TH 4/4	Layout/Color mixing- Final Project	
T 4/9	Work Final Project	
TH 4/11	Work Final Project	
T 4/16	Work Final Project	
TH 4/18	Work Final Project	
F 4/19	Work with Lighting Designers to place “exhibition”	

## PROJECTS

### **PROJECT #1 (15%)**

Students will paint a detailed, wood grained panel. Students will be evaluated on the accuracy of their representation of the wood chosen and its application to layout

### **PROJECT #2 (20%)**

Students will paint concrete textures & floor for *Her Naked Skin*. You will be evaluated on the execution of the assigned techniques, accuracy of the reproduction and your ability to finish tasks within the allotted time.

### **PROJECT #3 (15%)**

Students will paint a faux marble panel and then create a trompe l'Oeil effect of a dimensional cornice molding or other architectural detail as assigned. Students will be evaluated on the accuracy of their representation of the marble selected and the use of layout, highlight and shadow to create the illusion of 3D on a 2D surface.

### **PROJECT #4 (15%)**

Students will paint assigned details for *The Curious Incident of the Dog in the Nighttime*. You will be evaluated on the execution of the assigned techniques, accuracy of the reproduction and your ability to finish tasks within the allotted time.

### **FINAL PROJECT (25%)**

The final project will be a large scaled reproduction (6'x 10') of a painting, print or photograph (selected by the student) that incorporates the skills learned in this class. Students will be evaluated on the accuracy of their reproduction including: layout, color and style.

### **FINAL PRESENTATION (10%)**

Your woodgrain, marble & Final Project will be lit as part of the TH5611: Lighting Design as a component of their final project. This collaboration will allow lighting students to see the effect of light on actual painted scenery and give painting students the chance to see their scene painting projects in varied lighting conditions.