Advanced Theatre Graphics  TPA 4076
Fall 2013
The University of Florida – College of Fine Arts
Department of Theatre & Dance
Instructor: Professor Mihai Ciupe

Course Meets: Tuesday and Thursday, Period 4-5
Office Hours: Mon., Wed, Period 6
Office: Constans Building, Room 206, Ph. 273-0509
E-mail: mciupe@ufl.edu

Course Objectives: To develop advanced techniques in drawing and rendering for the stage by combining traditional approaches with computer aided applications

Required Materials
- water color set
- 14/17 water color paper
- large mixing palette
- paintbrushes: #0, 2, 4, 6, 7, 10 and a 1-1/2” to 2” regular paintbrush
- Prisma Colored Pencil Set

Attendance: Is mandatory. Two latenesses would equal one unexcused absence. More than two unexcused absences will adversely affect your grade.

Remember: My office hours are for you. Bring your work in progress or any design project, and I’ll be happy to discuss it with you.

This syllabus is subject to change during the semester
**Recommended Readings:**
ADOBE PHOTOSHOP 5 HOW TO by Richard Lynch  
PERSPECTIVE RENDERING FOR THE THEATRE by William H. Pinnell  
(Southern Illinois University/ 1996/ ISBN 0809320533)
DESIGNING AND DRAWING FOR THE THEATRE by Lynn Pecktal  
THE COMPLETE BOOK OF DRAWING FOR THE THEATRE by Harvey Sweet and Deborah M. Dryden  
(Allyn & Bacon Inc./ Nov. 1994/ ISBN 0205148824)

**Week I:**  
discussion of professional renderings for the stage.  
drawing exercises, fast sketches  
visual research for a decorated staircase, walls and floor  
to be used in **Project #1**  
visual research for different postures of human body (costume majors)

**Week II:**  
**Project #1(set majors): Interior with a Staircase –**  
*(designing the space using research)*: 22”by 17”water color rendering  
**Project #1(costume majors):**  
6 costume design renderings, Victorian period  
-working in class on **Project #1**  
discussion of perspective through color

**Week III:**  
-working in class on **Project #1**  
alternative techniques: tempera with egg (demonstration in class)

**Week IV:**  
-work in class on Project #1  
**Project #1 due:** presentation in class; discussions  
-visual research for an interior with two levels and two double doors (Baroque Period)

**Week V:**  
**Project #2: A Baroque interior (designing the space using research)** - 22”by 17”water color rendering  
**Project #2(costume majors): 6 costume design renderings, Baroque period**  
-working in class on **Project #2**
**Week VI:**
- working in class on *Project #2*
- mixed media: using Prisma Colored Pencils for details (demonstration in class)

**Week VII:**
- working in class on *Project #2*
  - *Project #2 due:* presentation in class; discussions

**Week VIII:**
- introduction to *Photoshop*
- basic tools; ways to select different areas in the image
  - *Project #3:* 1: Refining *Project #1 and 2* in Photoshop;
    2: creating 4 different views of these interiors using chromatic changes and lighting effects (set majors)
  2(*costume majors*): creating 4 different chromatic variations for the renderings done in the first two projects.

**Week IX:**
- *Project #3* in progress

**Week X:**
- *Project #3* in progress
  - using layers
  - using paths

**Week XI:**
- *Project #3* in progress

**Week XII:**
- working in class on *Project #3*

**Week XIII:**
- working in class on *Project #3*

**Week XIV:**
- working in class on *Project #3*

**Week XV:**
- working in class on *Project #3*
  - *Project #3 due,* presentation in class; discussions
  - Portfolio review (faculty members might be invited)

**Grade Breakdown:**

<table>
<thead>
<tr>
<th></th>
<th>Class Participation = 20%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Project#1</td>
<td>30%</td>
</tr>
<tr>
<td>Project#2</td>
<td>30%</td>
</tr>
<tr>
<td>Project#3</td>
<td>40%</td>
</tr>
<tr>
<td>Total</td>
<td>100%</td>
</tr>
</tbody>
</table>