

New York City College of Technology, CUNY
Entertainment Technology Dept.
 186 Jay Street, Room V-203 Brooklyn, NY 11201
 (718) 260-5588 <http://www.entertainmenttechnology.org/>

ENT 3200 - Introduction to Scene Design

3 cr, 2 cl hrs, 2 lab hrs

Pre-requisite of ENG 1101, ENT 1108, Pre/Co-requisite of ENT 1110 or ENT 1250 or ENT 2290 or MTEC 1101

Course Description

“A design course taught from the point of view of the scenic aspects of a collaborative project, with a focus on the tools used by the designer to communicate with the entire team of designers, engineers, technical staff and performers. Students will study the vast resources and mediums that are part of the creative process and learn how scenery, lighting, costumes, props, paint and graphics are integrated into a performance project.”

COURSE OBJECTIVE: (WHAT DO SCENE DESIGNERS DO?)

The Scene Designer (theatre, film, TV, theme park, concerts, etc.) must be able to use basic "arts and crafts" skills to communicate ideas. An educated awareness of the physical and emotional world around them, historically, culturally, and in the contemporary one is essential. Since scenery is usually a physical entity that a shop must build and performers interact with, United Scenic Artists (the union) requires all professional designers to be able to analyze a script, research, draw, paint, draft and build models by hand. CAD and other software has been integrated into the design process, but every designer still needs to know how to measure accurately, hand write clearly, and be able to use resources and tools such as the library, rulers, pencils, brushes, glues, and x-acto knives. You do not need to have "talent" to do well in this class. Your thought process, from the point of view of not only a designer, but also technician, manager, director, performer, and audience member--and the ability to communicate it--is the most important thing to be gained.

READ “MY” TEXTBOOK/YOUR NOTETAKING:

There is no book to purchase BUT I am supplying you with mine :-) There are art supplies to purchase. Part of being a scene designer is learning how to organize lots of physical "stuff" and paper, and this has not changed much despite the newer technologies. The handouts will be punched for a three-ring binder, which you must keep organized and have in class. **Taking notes in class will be expected.** It is a great way to learn. PLEASE use your binder to take notes during class, and to put related drawings and thoughts in it as the semester goes by.

HOMEWORK: (LEARN TO MANAGE YOUR TIME)

According to CUNY standards, a 3 credit, 4 hour class such as this should have at least 5 hours of homework each week. Doing homework reinforces what you learn in class and is a habit that is important to incorporate into your life. Designers need to manage their time well. If you really can concentrate and get a lot done in class, you'll have less homework. To work on projects outside of class, you can use this classroom when available, or set yourself up a work area at home or elsewhere. Access to a copy machine, black and white or color printer, and a scanner is very useful.

GRADING: (PLEASE HAND THINGS IN ON TIME)

When a project is DUE, hand it in even if it isn't completely done. **Late projects cannot receive an "A" grade** (unless due to illness, or emergency). If you hand them in on time, you will have a chance to re-do them and improve the grade before the final portfolio. The final day is not a test, but a portfolio review that will include all your exercises and projects. See the Grading Guidelines page for more information.

PARTICIPATION: (PLAN TO ARRIVE EARLY- TREAT IT LIKE A JOB)

This is very important to the class, to you, and to me. Since this is primarily a hands-on studio course, and we only meet 15 times, attendance is important to *your* learning process. The lecture for the day is right in the beginning. Please still come on the days you don't feel prepared, even if you didn't finish your work. If you are ill with a contagious cold or flu, then do *NOT* come to class. Don't be afraid to tell your boss you are paying for classes that you need and want to attend.

If you know you are to miss a class, **communicate!** and email me beforehand Your boss and professors will always respect you more for doing that.

If you have a busy schedule, plan ahead to eat lunch. Your brain is needed for this class (hopefully, all classes). If you need to be excused for a few minutes to get food, just ask me. We can always take a break about halfway through the class. You must always ask permission to "step out", although it may feel at times like an "open lab". It's not.

OFFICE HOURS: (DON'T BE AFRAID TO ASK QUESTIONS) I have posted office hours each week. Look for me in the ENT office or this classroom.

BE OUR AUDIENCE: (GO TO ALL DEPARTMENT SHOWS)

You must support our department's productions by being an audience member. When your peers and/or faculty are working hard on a live event for the department, they *must* be rewarded with your strong support and encouragement, even though you may have nothing to do with that project. Therefore, as part of completion of this class, and your major, you will be **REQUIRED** to attend most of our departments' and Theatreworks' live events. The Haunted Hotel also must be visited at least once each year. A faculty member will be at all productions with a sign-up sheet to keep track.

The CUNY Policy on Plagiarism and Academic Integrity can be found at:

<https://www.ccnycuny.edu/academicaffairs/integrity-policies>

Course Outcomes: Students will be able to function as an assistant to a scenic designer. They should understand and practice basic artistic techniques for stage design. They will demonstrate their proficiency by being able to demonstrate the following in class lab sessions and assignments:

Accurately measure and mark out ground plans in scale

Read and understand design and working drawings done by hand drafting

Generate cut lists and material lists for basic stage models
Show familiarity with different art history period styles for stage use.
Construct standard scenic model elements such as model box, white model scenery and props.
Prepare scenic elements in 1/4" scale model
Show familiarity with script analysis and comprehension
Show working knowledge of sketching, color mixing and water colors
Demonstrate a professional attitude toward their work by being on time, performing work diligently and accurately, and showing respect for their fellow students

SOME ADDITIONAL CLASS POLICIES

SUPPLIES and CLASSROOM:

There are supplies to purchase. You will have the convenience of a cabinet assigned to you in this room.

It is everyone's responsibility to keep the tables, boards, supplies, and the room *clean*. Clean your work surfaces BEFORE you start working to keep your projects clean, and clean up and put away everything you used after. The two drafting tables in the room, and drafting boards, are *never* to be used for anything but drafting with a pencil. Ballpoint pen, paint, gluing and cutting with knives NOT. A onetime misuse could render the surface unusable for drafting again. If you see someone using anything else, stop them!

CELL PHONE, IPOD, LAPTOPS, etc.: PLEASE AVOID USING

Not only do I ask that you turn off all phones, take off headsets, etc., but, you should be comfortable enough to put them away in your cabinet during class. If you are expecting an important text or call (like someone is in the hospital, or...?) then ask me permission to leave it close to you. It is preferable to take notes in class by hand and not digitally. Learning good handwriting (and using pencils) is important to this class.

Also, internet research for the class should be done *before* class, not during. For the most part, we need hardcopies (printouts) for the projects we will be doing.

This is a class that involves creative thinking and deep concentration, without any distraction. Try this not just for me, but for you--you should be able to relax and focus and *not* have to think about what email, call or text might be coming in. That will just slow you down. We are all addicted. I am asking you to test yourself and see if you can get through the class without checking your phone, etc. You have the right to take control over your time; do not let others insist that they reach you when you are trying to learn in a class you paid for!

We will almost always take a break halfway through class. That is a time you can check for messages, etc. and do whatever you need to do.

MUSIC/HEADPHONES/EARBUDS: PLEASE AVOID USING

You need to hear what is going on in the classroom. I have taught classes where listening to music was OK, but that was when we were "base painting". In this class I have noticed that the students who have had their iPods, etc. on while drafting, model building, etc. ended up behind on the projects, because this type of work was too new to them. New skills take your full attention, and time management is of the utmost importance in scene design. Music *can* help when you are doing something you've done many times before, and are not working within a strict time constraint. As the class progresses, and you clear it with me, there might be times it is OK to listen to music, however, I urge you to create your playlist (hours long!) before class, so no time is wasted during class, looking for the next song to play.



There will be several groups of activities that you will be graded on:

"**EXERCISES 1-6**" will be graded Pass/Fail. Most of them need to be done in class, and are due at the end of that class (except "Free Studies" and "Binder") so participation will contribute to the Pass/Fail grade. If you miss the class, it is optional to make up, since they will be harder to do on your own. So please try not to miss these days, for your sake. 😊

"**PROJECTS 1-5**" will be graded individually and carry more weight than exercises. The ground plan, model and final presentation are done in class, and the rest are homework based.

"**Quizzes 1-5**" worth 2% each, will add up to 10% of the grade. They can be re-taken.

"**Final Portfolio and Presentation**" will be graded and will occur in the last class. There is no written Final Exam.

"**Extra Credits 1-3**" are entirely optional and may add a point or two to your final grade. They may help you get a better overall grade if your grade was borderline.

Exercise 1	Collage Use of basic design principles to illustrate one simple thought (related to Script Analysis)	P/F
Exercise 2	3-ring Binder of your notes and handouts organized from the class	P/F
Exercise 3	Drawing figures/still life Quick drawing exercises	P/F
Exercise 4	Paint Mixing Learning to mix and match any color	P/F
Exercise 5	Free Studies Numerous small watercolor studies	P/F

Exercise 6	Hand Drafting Exercises Making sure you can use the tools necessary in preparation for drafting and model building	P/F
<p>Coming ON TIME to hear the beginning lecture, class participation, and doing the exercises will ALL be considered within this 15%. If you miss a day with an in-class exercise, it is optional to make it up, but realize it is more difficult to do on your own.</p>		
The total of Exercises will be worth		15 %
<p>NOTE: <i>Quizzes may be re-taken to receive a perfect 100 grade. Projects, when handed in on time but incomplete, may be improved during the semester to a grade of 89. A completely late project will be graded harder. However, a late project due to an illness or other excused absence can still receive an "A" grade.</i></p>		
Project 1	Library Picture Research (as homework only) Everyone is assigned a different period to gather pictures to present.	10 %
Project 2	“The Boor” Script Analysis, Three Readings (as homework only) A written assignment following specific steps to reduce a script down to one simple thought (like Collage). A rough ground plan will begin to be developed. Part 1 is reading only, Part 2 is written, Part 3 is written with a rough G.P. <u>This project has no relationship to the model building project.</u>	15 %
Project 3	“Bus Stop” Ground Plan (done in class mostly) You will be supplied a ground plan to convert to ¼” scale.	10 %
Project 4	“Bus Stop” Stagehouse and White Model (done in class mostly) Building a simple stagehouse, and white model from the ground plan you drew, using design research.	25 %
Project 5	“Bus Stop” Set Rendering (as homework only) You will be given a drawing (or draw your own from the model project) to transfer and paint. This is a watercolor project showing light and depth.	10 %
Final Day	Portfolio Presentation (in class) How you show everything to the class and Portfolio Content --ALL projects from the semester; a chance to present any "redos", improving upon them.	5 %
<p><u>NOTE:</u> <i>You may only improve a grade if you had originally handed in the project <u>on time.</u></i></p>		
Quizzes	5 Quizzes, each worth 2 %	10 %

Extra Credit #1 Prop Design could add 1 or 2 points to final grade.
Using your period research to design and draw some items

Extra Credit #2 Costume Rendering could add 1 point to final grade.
An exercise in using watercolors

Extra Credit #3 Step Unit could add 1 or 2 points to final grade.
A model piece made from illustration board; an exercise in measuring, cutting and gluing correctly and neatly

CLASS SCHEDULE

Note **Exercises** and **Projects** (graded differently) are in **CAPITAL LETTERS** on the date they are **DUE**, at the start of class. Class time is spent on the next/current activity. **Exercises** are mainly worked on in class, due at the end of that class, except “Binder” and “Free studies”.

	Lecture	In Class	Homework
CLASS 1	Intro to Course/Supplies 1: Research	Exercise 1: COLLAGE	Assign Project
QUIZ #1: Ruler		Assign Exercise 2: 3-ring Binder	
CLASS 2	Feb. 9 Drawing from life (Library Research and study for quiz) Live model in class	Exercise 3: DRAWING	
	Assign Project 2, Part 1: “The Boor” Go over Ruler quizzes Script Analysis 1 st reading		
CLASS 3	Feb. 16 Color/Paint Terms	Exercise 4: PAINT MIXING	
	Assign Exercise 5: Free studies Watercolor (Library Research, “The Boor”)	QUIZ #2: Responsibilities & Composition/Design Terms	
CLASS 4	Feb. 23 Research Presentations	Project 1: RESEARCH DUE	Extra
Credit: Prop Design	Graphic Transfer demo (continue Part 2 of “The Boor”)		
	ch/Script Analysis		
CLASS 5	March 2 Hand Drafting tools, Assign Project 2, <u>Part 2</u> written:	Exercise 6: HAND DRAFTING	
	“The Boor” Script Analysis 2 nd reading		
CLASS 6	March 9 Drafting Ground Plans (study for quiz, binder ready)	Project 2 <u>Part 2</u> : “THE BOOR”	
	Assign Project 2, <u>Part 3</u> :	SCRIPT ANALYSIS DUE	

“The Boor” Script Analysis w/GP

Begin Project 3: “Bus Stop” GP

CLASS 7 March 16 White Model/Stagehouse **QUIZ #3: Color**
 (Part 3 “The Boor”...)
 Exercise 2: **BINDER DUE** (research for your model)
 Ground Plans continued

In Class

Homework

CLASS 8 March 23 My “Show and Tell”
 (continue collecting research
ANALYSIS w/ROUGH G.P. DUE

Project 2 Part 3: “**THE BOOR**”
 for your model, on PAPER.)
 Project 3: “**BUS STOP**” **G.P. DUE**

(No class March 30th nor April 6th, spring break)

CLASS 9 April 11 a **Wednesday!**
 (study for quiz)
 (continue model research/design)

Work on Project 4: “Bus Stop” model
 Exercise 5: **FREE STUDIES DUE**

CLASS 10 April 13
 (continue model research/design)

QUIZ #4 Communication
 Continue model

CLASS 11 April 20 Watercolor Rendering
 Project 5: “Bus Stop”

Continue model

Assign

Watercolor Rendering
 Rendering
 (study for quiz)

Extra Credit: Costume

CLASS 12 April 27 Work during class
Extra Credit: Step Unit
 Continue model

QUIZ #5 General Review
 (model, Watercolor rendering)

CLASS 13 May 4 Present Renderings

Project 5: “**BUS STOP**”

RENDERING DUE

Exercise 2: **BINDER DUE** again

Last chance to redo Quizzes

CLASS 14 May 11

Work on models and catch-up

CLASS 15 May 18
MODEL DUE

PORTFOLIO PRESENTATIONS, including Project 4: “BUS STOP”

All Projects and Exercises shown again, and Extra Credits

Intro. to Scene Design



TOOL & SUPPLY LIST



There is no textbook for this course, but there are some supplies needed. On the next page is a list of supplies you need to purchase on your own. The estimated expense of all your supplies comes to under \$100. Check with students who have taken the class—they may sell or even loan you some of the supplies. I (my personal collection) and the college supply you with the rest of the supplies.

You will need the binder by Class 2.

You will need paint set and brush(es) by Class 3.

You will need the hand drafting supplies by Class 5.

You will need the model supplies and foam core board by Class 9.

Note: Neatness in this class counts! All the paper products need to be handled carefully. Don't buy anything with dented corners or edges. The paint brush(es) also need to be carefully stored. If the bristles get bent in your bag/knapsack, there is no way to fix it. They are best stored in the "up" position, and/or in some sort of case to protect them.

WHERE TO BUY ART SUPPLIES (a few suggestions, there are many more):

Always call first to check location and hours, and bring your student ID for discounts.

Best to buy supplies in person if you can. But there is Amazon...

Artists and Craftsman Supply, 5 stores in NYC! Fun store, my favorite.

<http://www.artistcraftsman.com/>

307 2nd Street, Park Slope, Brooklyn 718-499-8080

761 Metropolitan Avenue, Brooklyn 718-782-7765

1449 Broadway, Bushwick, Brooklyn 718-455-5829

34-09 Queens Blvd. Long Island City, Queens 718-433-4949

2108 Adam Clayton Powell Jr. Blvd., Harlem 212-222-4700

Blick Art Materials, 7 locations in NYC, another coming soon to Livingston Street! www.dickblick.com/

536 Myrtle Avenue, Brooklyn 718-789-0308

1-5 Bond Street, Manhattan 212-533-2444

148 Lafayette Ave. Manhattan 212-431-3864

650 Ave. of the Americas, Manhattan 212-524-9611

21 E. 13th St., Manhattan 212-924-4136

237 W. 23rd St. Manhattan 212-675-8699

261 W. 125th St. Manhattan 212-222-7000

Close to Citytech is:

W.C. Art & Drafting Supply Co., 1 MetroTech Center and Jay St. 718-855-8078

W.C. should have everything, but with less choice. (They keep the better paints and brushes behind the counter; harder to look at them.) THEY MAY NOT SELL SINGLE DRAFTING PENCILS, so buy your three pencils elsewhere if you can.

ALSO: www.artsuppliesonline.com/ and www.jerrysartarama.com/

WARNING: "Michael's" and "JoAnn's" craft stores are NOT the best for art and drafting supplies! The triangles, etc. are made for sewing, not drafting.

SHOPPING LIST with price estimations:BY NEXT CLASS:

3-ring binder (1 ½" ring) to hold all the handouts and your own notes.

BY CLASS 3:

#8 or similar round watercolor brush, (it must go to a point) about \$6.00 or so at W.C. If you can afford more, buy the best you can, and get more sizes if you wish, a smaller one and a larger one, up to you. The better ones are behind the counter at W.C. Art.

Watercolor paint tube set, at least 12 to 18 tubes, about \$10 or so...please check that orange and purple are included, many of the smaller sets do not have them.

BY CLASS 5:

Drafting pencils, 1 each of H, 2H, 4H Berol Turquoise or any brand...about \$2.50 each

Except DO NOT BUY the dark green "DESIGN" brand. Their labeling system makes no sense.

Small Portable Pencil Sharpener make sure it works well...about \$3.00?

White drafting eraser about \$1.50. Pencil style or block is fine.

Grey Design Kneaded Rubber eraser, small (\$1.00) or jumbo (\$1.50)

Erasing shield, metal about \$1.25.

Architect's scale ruler (don't get Engineer scales!) about \$6.50.

30-60-90 triangle, 6" can be Alvin, C-thru, any brand, any color or clear about \$3.50 - \$4.50 If you can afford a tiny 4" one, get it also. **(The thicker the plastic on all triangles, the better-- the ones for crafts and fabrics with beveled edges are too thin and will slip under the parallel rulers.—you may want to buy triangles in person.)**

45-90 triangle, 6", also about \$3.50- \$4.50 If you can afford a tiny 4" one, get it.

1/2" or 3/4" masking tape, 1 roll, about \$6.00 **Drafting tape** or dots fine if found.

BY CLASS 9:

White foam core board, 3/16" or ¼" thick, 15 x 20" or larger about \$4.50

Sobo Craft and Fabric Glue, 2 or 4 oz. bottle, about \$3.00

X-Acto #1 (or other brand) knife, (slim handle), about \$4.00.

#11 Blades for above, a 5-pack is about \$3.00 -- you'll need more later

Cutting mat, 12" x 9" approx, self-healing, about \$14

Mat "utility" knife (NOT a box-cutter) and extra blades, about \$6.50

Access to a printer and/or scanner/copier is very helpful (black & white fine).

Optional stuff: An "Art Bin" (or shoe box) to keep your tools in, longer metal cutting ruler, better pencil sharpener, electric eraser, better paints, brushes, drafting table for home, etc. There are tons of fun art tools that are very useful. Ask me for advice.