

# TFMS 171 – ELEMENTS OF DESIGN

## SPRING 2018

**INSTRUCTOR:** Leah Mazur  
**EMAIL:** lcmazur@smcm.edu  
**OFFICE HOURS** 9:00AM-10:30AM- **M, W, F OR BY APPOINTMENT**

**Course Objectives:** This class will provide an introduction to the language and processes of design for theater and film. Areas covered will include the following: design language and terminology, rendering techniques, script analysis and interpretation, drafting, research techniques, introduction to computer aided design and the designer/director relationship. Students are required to purchase basic art and drafting supplies for this class. Classes will include both lecture and laboratory work. **This course includes a production/crew component as a means of applying the lecture material in an actual production setting.** This course includes a lab fee. This course satisfies the Core Curriculum requirement in Arts.

**Learning Objectives:** At the end of TFMS 171, students will be able to:

- Explain the five basic elements of design as demonstrated by illustrating them with examples from figure and scenic drawings, renderings, and sketches
- Implement research into design aesthetic as demonstrated by selecting a combination of historical, tactile, and evocative material from which to gain inspiration
- Recreate the style of a famous theatrical designer as demonstrated by completing a successful study of one or more of their works
- Construct a detailed character and script analysis as demonstrated by dissecting a play, its themes, characters, and mechanisms.

**Course Structure:** This course meets twice times a week on Tuesday and Thursday from 2:00PM to 3:50PM in Montgomery Hall 163, the Design Studio, accessible from the scene shop as well as the southern hallway corridor. Students will have access to the design studio to complete renderings, projects, etc. **HOWEVER, all students must be out of the building by MIDNIGHT unless otherwise approved by Leah Mazur or Joseph Musumeci, the Technical Director of the space.**

**Attendance Policy:** This class will be conducted in a professional manner. Students should be developing professional habits. There will be **two** free absences given, as specified by the student handbook.  
**Any further absence will result in the loss of 1/4 a letter grade.** Unexcused Tardiness in excess of 20 minutes will result in loss of 10 points from overall grade.  
If class is missed, it is the student's responsibility to make arrangements to gather notes, make up work, ETC.  
**\*\*\*Please be aware that drawing assignments are due at specified times during the semester for peer review; should the drawings not be present at the due date, CREDIT WILL BE DEDUCTED AT THE VALUE OF A FULL LETTER GRADE FOR EACH DAY THEY ARE LATE. \*\*\***

**Text:** There is no required text for this class.

- Course Materials:**
- A sketchbook of at least 11"x14" will be utilized for anatomy/figure drawing
  - A sketchbook of at least 11"x 14" for renderings
  - A set of drawing pencils, ranging from 2B-6H, including kneaded and gum erasers
  - Basic watercolor set, color pencil set, marker set, etc. dependent upon the medium you wish to use for costume renderings

<b>Grading:</b>	Class Participation, Attendance:	<b>10%</b>
	Lab Hours/ Crew Assignment:	<b>10%</b>
	10 Sketchbook Assignments:	<b>10%</b>
	Individual Element Assignments:	<b>20%</b>
	Drawing Assignments:	<b>30%</b>
		-3 assignments @ 10% each
	Final Project:	<b>20%</b>

**Academic Integrity:** If work submitted is determined to not be a student's own work, or if completed with unauthorized assistance, the student will receive no credit for the work and it will not be made up, as well as the recourse stipulated in the SMCM handbook. **You are responsible for knowing the policies concerning academic misconduct (cheating, plagiarism, disruption of class, etc.)**

**Blackboard & Email:** **Check your email, Google classroom feed, and blackboard often. Announcements/information are important to your success in this class.**

**Final:** The final will be comprised of the completed design in any area (lighting, scenery, costumes) for a show of your choice, including research and fully colored renderings, a written concept for the show, design analysis for each design aspect, as well as any accompanying research, paperwork, etc. necessary to communicate the design.

**Changes to syllabus:** Circumstances may cause changes to this syllabus. The instructor will be as fair as possible in this regard.

**Disability Statement:** The Office of Academic Services works to ensure that all educational programs are equally accessible to qualified students. Students with physical, learning, and other disabilities are encouraged to contact the Office for Academic Services for specific information and assistance regarding potential special needs.

**For more information or to file a request, please visit:**

<http://www.smcm.edu/academicservices/ada/>

**Or contact:**

Office of Academic Services  
Tel: (240) 895-4388  
Fax: (240) 895-2234  
TTY: (240)-895-4327  
Glendening Hall, Suite 230  
[adasupport@smcm.edu](mailto:adasupport@smcm.edu)

# COURSE OUTLINE

This is an outline, as stated in the course syllabus; this is subject to change in any case of unforeseen circumstances.

## **WEEK ONE:**

1/16 Introduction, syllabus, & research/drawing lecture  
1/18 Basics of Design, in-class drawing

## **WEEK TWO:**

1/23 Element #1: LINE (Sketchbook #1 due- 5 sketches of random objects)  
1/25 LINE PROJECTS DUE & peer review

## **WEEK THREE:**

1/30 Element #2: SHAPE (Sketchbook #2 due- 6 contour hands)  
2/1 SHAPE PROJECTS DUE & peer review

## **WEEK FOUR:**

2/6 Element #3: FORM (Sketchbook #3 due- 5 abstracted objects)  
2/8 FORM PROJECTS DUE & peer review

## **WEEK FIVE:**

2/13 Element #4: COLOR (Sketchbook #4 due- 6 modeled objects)  
2/15 COLOR PROJECTS DUE & peer review

## **WEEK SIX:**

2/20 Element #5: TEXTURE (Sketchbook #5 due- value scale, color wheel)  
2/22 TEXTURE PROJECTS DUE & peer review

## **WEEK SEVEN:**

2/27 Element #6: SPACE (Sketchbook #6 due- 5 created textures)  
3/1 SPACE PROJECTS DUE & peer review

## **WEEK EIGHT:**

3/6 The Principles of Design: Articulating Aesthetic Choices  
3/8 Principles of Design Project Work Day

## **WEEK NINE:**

3/13 ::NO CLASS:: SPRING BREAK:: NO CLASS::  
3/15 ::NO CLASS:: SPRING BREAK:: NO CLASS::

## **WEEK TEN:**

3/20 Principles of Design PROJECT DUE & peer review  
3/22 Costume Design (Sketchbook #7 due- 1 master study costume rendering)

## **WEEK ELEVEN:**

3/27 ::NO CLASS:: ADVISING DAY:: NO CLASS:: ADVISING DAY::  
3/29 Scenic Design (Sketchbook #8, 1 master study scenic rendering)

**WEEK TWELVE:**

4/3 Lighting Design (Sketchbook #9, 3 light studies)  
4/5 Final project discussion

**WEEK THIRTEEN:**

4/10 Final Project Research Presentations (Sketchbook #10 due, rough final sketches)  
4/12 Final Project Initial Sketches & peer review

**WEEK FOURTEEN:**

4/17 Final Project Work Day  
4/19 Final Project Peer Review Day

**WEEK FIFTEEN:**

4/24 Final Project Work Day  
4/26 Final Project Peer Review Day

**FINAL:**

**DATE TO BE ANNOUNCED**  
**TURN IN FINAL PROJECTS**