

SCENIC PAINTING

Theatre 203-Fall 2011

rev. 24.Aug.2011

Tue & Thur 9:00 AM -11:00 PM

Instructor: Matthew Allar

Classroom: PBK Scene Shop

3 credit hours

Office: PBK Room 131

Phone: 757-221-2694

Email: mjallar@wm.edu

Office Hours: Mon & Wed, Thur, 11-45am (or by appointment)

MATERIALS:

6-8 1 Quart containers with reseal-able screw top lids

1 Gallon of White, Flat, Water Based Interior Paint

2 4" Wide Natural Hair Chip Brushes

16 Foot (or greater) tape measure

*** Additionally, each student is responsible for an \$80 scenic paint and brushes fee due no later than Friday, September 2rd 2010

OTHER READINGS, FILMS, ETC: Additional research materials on reserve in Swem Library, sent via email, or distributed to you in class

COURSE GOALS and DESCRIPTION

Goals: By the end of this course, students will be able to...

1. Mix colors from stock paints to match paint samples
2. Lay out cartoons for architectural and organic shapes using projection and freehand drawing
3. Conceive, construct, and employ stencils for repeated patterns
4. Demonstrate an ability to select and employ color to achieve a given effect
5. Create paint base scenic illusions accurately and quickly
6. Work directly from painter's elevations with minimal guidance

This course seeks to introduce students to the role of the scenic artist in the theatre production process. During this course you will generate a series of painted images on traditional scenic elements. The exercises will begin with basic skills in applied color theory and your ability to create various colors from stock paints. We will then engage in a series of projects which will enable you to develop a skill set of basic techniques. The course culminates in a final project designed to showcase your mastery of painting techniques, and the compilation of a basic portfolio of scenic artistry.

CLOTHING REQUIREMENTS: This is a class in which you will get messy. It is highly likely that your clothing and shoes will come into contact with paint during every class session. I recommend that you establish a set of “paint clothes” and wear them to each session. Additionally, only closed toed shoes (not sandals, crocs, flip flops, etc) are permitted in class or at work sessions. Arriving with inappropriate footwear will constitute an absence.

GRADING

Color Mixing	50 points	Pounce	50 points
Wooden Floor	90 points	Final Project	150 points
Interior Wall	90 points	Participation and Process	100 points
Brick Wall	90 points	Production Responses	40 points
Cartooning	50 points	Practical Hours	200 points
Marble and Granite Panel	90 points		

Your final grade is earned via the following distribution:

	B+	870-899	C+	770-799	D+	670-699	F 599-
A	940-1000	B	830-869	C	730-769	D	630-669
A-	900-939	B-	800-829	C-	700-729	D-	600-629

ATTENDANCE: IT IS EXPECTED THAT ALL STUDENTS ATTEND EVERY CLASS. If you are too ill to attend class, you must email me or leave me a voicemail **PRIOR** to the beginning of class. Additionally, YOU MUST OBTAIN A VALID DOCTOR’S NOTE EXPLAINING THE ABSENCE IF YOU WISH TO REQUEST “MAKE-UP” ARRANGEMENTS. Individual projects and assignments missed as a result of any other, non medical absence(s) can only be made up by prior arrangement with the instructor. Each instance will be handled on a case by case basis. Exceptions will be made for a personal crisis or serious illness; however such situations must be directed through the Student Affairs office. Class will begin promptly at 9:00am each day. Arriving more than ten minutes late to class or lab hours constitutes an absence. This includes any time you may need to prepare yourself or your materials for the day’s class. Any unexcused absence will reduce your final grade by 10 points (P&P) in each instance, in addition to preventing you from receiving credit for the material due that day.

In addition to attending each class, you are also required to attend both main stage departmental theatrical productions (*Travesties*, and *Cabaret*). Attending these productions will allow you to generate a written response to the visual elements (sets, lights, and costumes) from each show. Please note the performance schedule as soon as possible as your attendance at these events is mandatory.

PARTICIPATION: This class demands personal and communal commitment. Theatre is inherently a collaborative art form and therefore, so is this class. I expect that each student will arrive prepared for each class session, and/or lab hours. This includes completing all assigned

work for the given session, but also means arriving at the shop mentally and physically prepared. Active listening skills are as important to the theatre artist as his/her verbal and artistic skills. If any time you feel as though your thoughts and opinions have been unfairly dismissed by me, or by another student, please speak to me about as soon as possible as I can then work toward improving your class experience.

SNACKS AND DRINKS: There is a water fountain available in the scene shop. Please refrain from bringing any other food or beverages to consume during class or lab hours.

PHONES: Turn them off. Not on vibrate, off. No exceptions, No texting. Zilch, Nada, Nope.

MISCELLANEOUS: This is a class where **NEATNESS COUNTS. All work must be submitted on time (at the beginning of the class period on the date due). No assignments will be accepted via email or at a later date.**

PRACTICAL / LAB HOURS: In order for you to understand the role of scenery as it applies to the practicalities of theatre production, we will discuss productions in process and post mortem to analyze situational examples of scenic art. In addition to critical analysis, each student is also required to spend a total of 25 Practical/Lab hours painting on the two main-stage shows this semester (approx 10 on *Travesties*, and 15 on *Cabaret*). I will distribute a sign up sheet for each show with 60 minutes time slots. These practical hours will allow you to directly apply classroom techniques on realized productions. It is important to remember that the Practical/Lab hours are an extension of the class and require the same attendance and preparation. Each lab hour will equate to a possible 8 points (i.e. 25 hours x 8 points = 200 total points). Your point total will reflect your attitude about the work, and the quality and quantity of work completed. Once you sign up for lab hours, you may not miss, re-schedule or make up missed time slots without previous discussion with me (*please do not abuse this courtesy as your work impacts many others who are also working on the production.*)

ACADEMIC INTEGRITY: Don't cheat. Don't lie. Don't Steal. A complete description of the College of William and Mary's Honor System can be found in the student handbook. If you have any questions about this policy, please speak with me about it *prior* to choosing your course of action.

STATEMENT OF DISABILITY: If you have a documented disability and need reasonable accommodations to fully participate in course activities or meet course requirements, you must:

- (1) contact the Director of Disability Services in the Dean of Students Office.
757-221-2510 www.wm.edu/deanofstudents/disable
- (2) meet with me, the instructor, within two weeks of receiving a copy of the accommodation letter from the Director of Disability Services to discuss your accommodation needs and their implementation.

THEATRE 203 SCHEDULE : *SUBJECT TO CHANGE*

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1	8/25	First Class : Welcome : Fear and Loathing : Shop Tour and Expectations: <i>HW Buy Materials</i>
2	8/30 9/1	Pass Out Supplies, Color Mixing Basics : <i>HW Color Wheel on Paper, Claim Flat</i> Mixing Color Specific Hues : <i>HW Color Match Samples</i>
3	9/5 9/7	Washing, Priming, Parts of a Brush, and Prepping : <i>HW Prime Flats</i> Establishing a Base / Wood Floor Layout : <i>HW Base and Floor Layout</i>
4	9/12 9/14	Wood Grain Techniques and Tools : <i>HW Mix Grain and Lay In Boards W/ Techniques</i> Highlights, Lowlights, and the Lining Stick : <i>HW Hi / Low with stick</i>
5	9/19 9/21	Mixing To An Elevation / Int. Wall : <i>HW Base Flats</i> Establish field colors and layout : <i>HW complete lay out and lay in</i>
6	9/26 9/28	Adding Texture and Trim / Int. Wall : <i>HW Add Texture Samples and Trim</i> Basic Charcoal Cartooning : <i>HW Base Flats, Work on brown paper expanded cartoon</i> <i>TRAVESTIES THURS SEP 29 – SUN OCT 2</i>
7	10/4 10/6	Layout From a Grid : <i>Complete Gridded Paper Layout</i> Brick Layout With Stamps over a layin color : <i>Layin Color, Begin Brick Stamping</i>
8	10/11 10/13	NO CLASS : FALL BREAK Stamping Part II : <i>Continue Brick Stamping</i>
9	10/18 10/20	Lining and Spattering : <i>HW Establish cut lines and spatter</i> Using and Mixing a Glaze : <i>HW Finish Brick Stamping and Add Glaze</i> <i>DANCEVENT THURS OCT 21 – SAT OCT 23</i>
10	10/25 10/27	Marble: <i>HW Marble Layin</i> Veining, Spatter, and Spray : <i>HW Finish Marble</i>
11	11/1 11/3	CATCH UP DAY : <i>HW Base Flat / TBD</i> Wet Blend Puddling : <i>HW Puddle / Wet Blend Stone</i>
12	11/8 11/10	Creating a Pounce : <i>HW Pounce Design onto Flat, Begin Lay in</i> Building a Stencil / Stippling : <i>Stipple and Stencil Pattern on Flat</i> <i>OKLAHOMA FRI NOV 12 – SUN NOV 14, THURS NOV 18 – SUN NOV 21</i>
13	11/15 11/17	Highlights and Lowlights : <i>HW Add Highlights and Lowlights to Pounded Images</i> Final Project Discussion /Interpreting the Final Elevation : <i>HW Full Scale Paper Mock-Ups</i>
14	11/22 11/24	FINAL PROJECT – <i>HW TBD</i> NO CLASS : THANKSGIVING BREAK: <u>Eat Some Tofurkey</u>
15	11/29 12/1	FINAL PROJECT – <i>HW TBD</i> Final Class – Portfolio Discussion

FINAL PROJECT AND PORFOLIO DUE: TUESDAY DECEMBER 14th 9-12

BUY THIS PAINT FROM ACE HARDWARE

