**Instructors**

**Melissa Foulger**

**PERFORMANCE PRACTICUM**

**LMC 4602**

SYLLABUS

TUESDAY AND THURSDAY – 1:35 – 2:55

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Office Phone: 404-894-4814

Office Hours: TR 11:00 – 12:00 or by appointment

**Course Prerequisites**

ENGL 1102

**Core Area/Attributes**

Free Elective

**Course Description**

Through “hands-on” experience, students will learn the fundamentals of scenic construction and painting. Based on the lab structure, the course is a four-hour work session to help DramaTech to construct its sets for the different shows of the season.

**Learning Outcomes**

Textual/Visual Analysis: Students will learn to read, analyze, and interpret not only cultural projects such as film, literature, art and new media, but also scientific and technical documents

Interpretive Frameworks: Students will become familiar with a variety of social, political, and philosophical theories and be able to apply those theories to creative and scientific texts, as well as to their own cultural observations.

Literary/Film/Narrative Art Inquiry: Students will be aware of the traditions and conventions of literature, film, and other forms of narrative art, and they will be able to analyze those traditions and conventions in specific cultural contexts.

**Required Text/Materials**

Gilette, J. Michael. Theatrical Design and Production: An Introduction to Scenic Design and Construction, Lighting, Sound,

Costume and Makeup – Seventh Edition. ISBN 978-0-07-338222-7

Churchill, Caryl. A Number. ISBN 978-1-55936-225-2

**Grading Policy**

Students have a total of 60 possible points. The following outlines the assignments and the point distribution:

1. Lighting Design Project – 10 points

2. Scenic Design Project – 10 points

3. Sound Project – 10 points

4. Costume Design Project – 6 points

5. Costume Construction Project – 4 points

6. Work Party Participation – 4 points

7. Classwork – 6 points

8. Play Response Papers (2 x 5 points) – 10 points

**Grading Scale**

The following grading scale refers to the overall point total and is based on percentages (A = 90% - 100%, B = 80% -

89%, C = 70% - 79%, D = 60% - 69%, F = 59% and below)

54 to 60 – A

48 to 53 – B

42 to 47 – C

36 to 41 – D

35 to 0 – F

**Assignment Descriptions**

Scenic Project – 10 points – This project will include a ground plan and elevation for Caryl Churchill’s A Number. In

addition, write a 2 page paper supporting your decisions based on given circumstances in the script.

Lighting Project – 10 points – As a class, you will hang and focus one area of lights. Each student will choose color and

patterns as appropriate for a play for your choosing and implement it. In addition, write a 2 page paper supporting your

decisions based on given circumstances for the show.

Sound Project – 10 points – Prepare a sound plot for one scene of A Number indicating where sounds (music and

sound effects are placed) and create on sound effect that works for the scene. In addition, write a 2 page paper

supporting your decisions based on the given circumstances of the scene.

Costume Design Project – 6 point – Prepare a color rendering of two costumes for A Number. In addition, write a 2-age

paper supporting your choices based on given circumstances.

Costume Construction Project – 4 points – Construct a small item that demonstrates both hand and machine stitching

proficiency.

Work Party Participation – 4 points - Actively participate in 2 set parties and 2 lights parties.

Classwork (3 x 2 points) – 6 points – complete the three of the four classwork assignments as noted in the syllabus.

Play Response Papers (2 x 5 points) – 10 points – You will need to see both after the quake and How to Succeed in

Business Without Really Trying and write a critique of the production looking specifically at how the technical elements

help to enhance/detract from the production.

**Attendance**

Attendance is extremely important, however, it is understood that absences will happen. For this class, you are given two

unexcused absences. Unexcused, missed presentations and final projects cannot be rescheduled. However, in fairness to

other students, papers or written assignments will be accepted with the exception of the final project. For each day (not

class day) late, the paper will be lowered one-half of a letter grade. A paper is considered late if it is not received by 5pm

on the day it is due. Final work is due on the day of the final exam and there will not be any exceptions.

**Disability Accommodations**

Any student needing accommodation for a disability will need to register with GT ADAPTS (www.adapts.gatech.edu).

**Honor Code**

Plagiarizing is defined by Webster’s as “to steal and pass off (the ideas or words of another) as one's own : use (another's

production) without crediting the source.” If caught plagiarizing, you will be dealt with according to the GT Academic

Honor Code. For any questions involving these or any other Academic Honor Code issues, please consult me, my

teaching assistants, or www.honor.gatech.edu.

**Anticipated Schedule**

Date Topic Assignment for Next Class

1/8 Course Introduction

The Design of Modern Theatre Film

Write a short reaction paper (1 – 2 pages) based on

concepts learned during “The Design of Modern

Theatre” Film

Read Gillette Ch. 1

1/10 Production Organization and Management Read Gillette Ch. 2 and A Number

1/15 No Class – Attend Work Party on 1/12

1/17 The Design Process

Discuss A Number

Create a concept design piece for A Number

Review Gillette Ch. 3 and 4

1/22 Present concept designs for A Number

Discuss theatre architecture and technology,

types of theatres

Read Gillette Ch. 5, 6 and p. 130 - 134

1/24 Style, Composition and Design/Color/Types of

Drawings

Read Gillette Ch 9

Review A Number

1/29 Given Circumstances and the Scenic Designer Complete Given Circumstances for A Number

1/31 Discuss Given Circumstances for A Number Review Gillette Ch. 10, 11, 12

2/5 Tour shop and discuss materials Begin work on sketches for A Number scenic design

2/7 No class – GA Thespians

2/12 Discuss scenic design sketches Complete Scenic Design Project for A Number

2/14 Present scenic design projects

Discuss lighting design

Read Gillette Ch. 16

2/19 Discuss equipment and paperwork

McCandless lighting technique

Prep Lighting Project for A Number

2/21 Hang, focus and color for light project Read section from Dramatic Imagination and write a two

page response to Jones’ theories on design

2/26 View/discuss lighting project Complete paperwork for lighting project

2/28 View/discuss lighting project Prepare paper on after the quake

3/5 Discuss after the quake Read Gillette Ch. 21

3/7 Discuss sound design

3/12 Sound effects – live/recorded

Sound designer paperwork

Prepare sound design project

3/14 Present sound design projects Read Gillette Ch. 19

3/19 No Class – Spring Break

3/21 No Class – Spring Break

3/26 Costume Construction discussion and demo

3/28 Costume construction

4/2 Costume construction

4/4 Costume construction Read Gillette Ch. 18

4/9 Discuss Costume Design Sketch costume designs

4/11 Review and discuss costumes sketches Prepare Costume Design Project

4/16 Present Costume Design Project Read Gillette Ch. 20

4/18 Standard Makeup/Age

4/23 Discuss How to Succeed in Business...

4/25 Beards and Mustaches/Cuts and Bruises Prepare for Makeup Project and Complete Costume

Construction Project

This syllabus is subject to change.