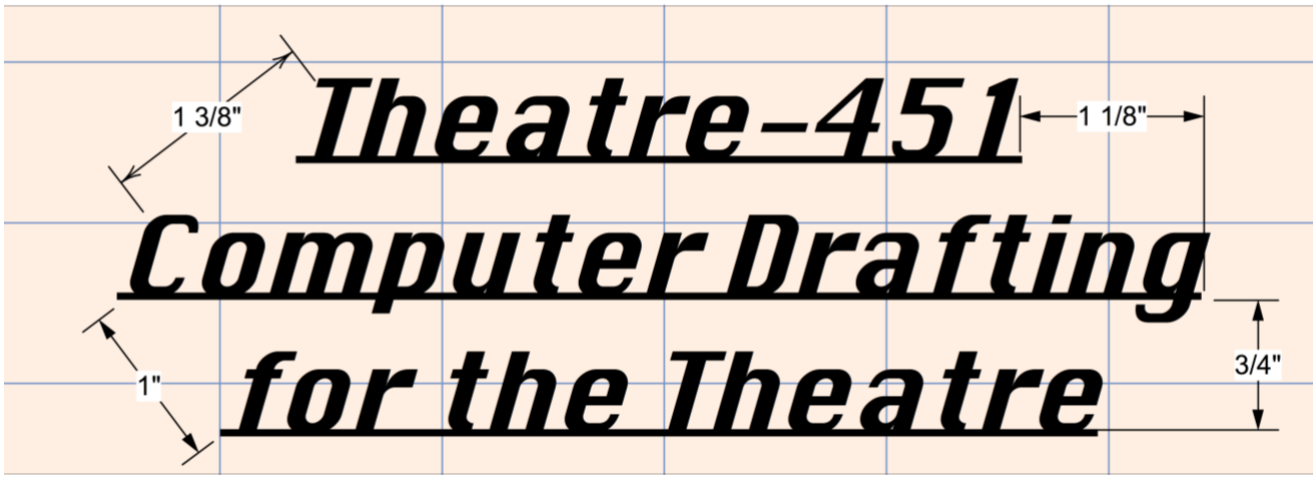

Theatre 451- Computer Drafting for the Theatre
Instructor: Dylan G Bollinger, MFA, M.Ed.
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Avila University
Department of Theatre
School of Performing Arts
College of Liberal Arts and Social Sciences

Office Hours: Open Door Policy

Class Meetings: TR 10:30-11:45
Location: BOR 456 (The Design Studio)
Required Texts:

- Dorn, Dennis, and Mark Shanda. *Drafting for the Theatre 2nd Ed.* Carbondale: Southern Illinois University Press, 2012.

Required Materials[2]:

- USB Flash drive with at least 4Gb, or a working knowledge of an on-line storage system (i.e. OneDrive).

The syllabus is intended to brief the student on expectations for the course. Reading the entire syllabus is essential for comprehension of the professor's expectations. Said policies and expectations are intended to create a productive learning environment for both professor and student.

The course instructor may modify the standards and requirements set forth in this syllabus at any time. Notice of such changes will be by announcement in class, and will also be promptly posted and announced on Canvas.

This 3-credit course requires three hours of classroom or direct faculty instruction and between six to nine hours of out of class student work each week for approximately 16 weeks. Out-of-class work may include but is not limited to: required reading, research, written and/or lab assignments, project creation, and studying for quizzes and exams.

Course Description: Practice in computer drafting, CAD. Focus on preliminary scenic designs.

Goal: the goal of this course is to introduce and familiarize the student with advanced theatrical drafting techniques, tools, and practices. A primary focus will be on Computer Aided Drafting (CAD), and how these techniques can be applied directly to drafting requirements of technical theatre.

[1] Yes, this is my real cell phone numbers, complete with messaging capabilities. You now have enough knowledge to be dangerous… tread carefully.
[2] This is available at the bookstore. You also have free access to OneDrive.

Objectives: After taking this course, students should have the following knowledge and skills:

1. Appropriately set up preferences of the CAD Program.
2. Create templates to serve as the basis for future drawings.
3. Visualize and execute drawings using an object-based approach.
4. Dimension drawings appropriately.
5. Create object-based drawings utilizing irregular curves.
6. Translate real-world objects and spaces into a CAD Drawing making appropriate simplifications.
7. Create and appropriately utilize symbols.

Method of Assessment: The above objectives will be assessed by the following:

1. Configure global and document preferences and make appropriate workspace selections.
2. Create templates for standard size drawings in both portrait and landscape orientation.
3. Create drawings utilizing and illustrating appropriate dimensions and techniques.
4. Create a front elevation plate with a variety of moldings, utilizing appropriate shading techniques.
5. Create a ground plan and section of a space or set utilizing symbols where appropriate.

Attendance

The expectation is that students attend all classes. Each class builds off the previous material, therefore missing class is not advised. However, the professor recognizes that some absences may be unavoidable.

Students who attend at least 85% of the course meetings will earn their grade as listed in Canvas. Students who miss more than 15% will have their final grade lowered by one letter (A to B, B to C, etc…). Students who miss more than 20% of course meetings for any reason will receive a grade of "F", regardless of course work. This class is currently scheduled to meet 30 times; therefore, more than 4.5 absences will result in a letter grade deduction. Missing more than 6 classes will result in a grade of "F".

Arriving late to a class meeting will count as 1/3rd of an absence. Application of this policy is at the discretion of the instructors.

Exceptions to the attendance policy will be so rare as to be considered non-existent.

Inclement Weather: When the decision is made to close the campus due to emergency conditions, local media will broadcast the campus closure as a public service message. In addition, Avila's social media accounts will inform followers. If the university is not closed or delayed, all students are expected to be in class. If we can make it to class, you can make it to class.

Late Work: Late work will be accepted with a 10% penalty until four days have passed. At that point, the work will not be accepted. Students may request one extension for an assignment. This extension will last for one week. Students may not request an extension on the final project, BFA Design/Tech Hours, or Geometric Proficiency Exam. Exceptions to this policy will be so rare as to be considered non-existent.

BFA Design/Tech Hours: This class is required for both the Design/Tech Concentration and the Directing/Producing Concentration. Students in the Design/Tech Concentration are required to complete 5 hours in each area: Scenic, Paint, Props, Costumes, Lighting, and Sound. This is optional for Directing/Producing students.

Hours Sheets: Sheets are available for students to log their hours. Sheets are located in the Design Studio, Scene Shop, and on Canvas. Hours are the only valid documentation the instructor will count towards the BFA Design/Tech hours grade. All sheets are due by 5pm on Friday, December 6th.

Resubmissions: The class emphasizes learning above all else. Resubmissions are allowed for all assignments except for the Geometric Proficiency Examination, Syllabus Quiz, and Final. All resubmissions are due by 11:59pm Thursday, December 5th. Students will receive the average of the original submission and the resubmission as their grade in Canvas.

Computers, Tablets, Cell Phones, and things that go "Ping, Ding, Ring, and/or Bing"

The use of cell phones, smart phones, or other mobile communication devices can be disruptive, and are prohibited during class time. In the case of emergencies or other circumstances students should inform the professor prior to the start of class. Those engaging in this form of communication are asked to quietly leave the space, engage in said communication, and then return.

Computers and tablets may be used for note taking purposes only. Please ensure that technology is muted during class time.

Using any device for purposes other than taking notes or emergency communication is prohibited. Should the professor catch a student playing games, using social media, texting, etc… the student will be asked to cease. Should the behavior continue, the student will then be asked to leave the class and will be counted absent for the day.

Design Studio: The Design Studio was renovated over Summer 2019 to include Mac stations for students. The Building is unlocked from 7am-11pm Sunday-Saturday during the normal university operating schedule. The building is locked from 11pm-6:59am each day. Students who are working in the lab if the building is locked are permitted to stay and work so long as they are able. Please note that if you are the last one out to turn off all lights, and ensure the studio is locked. There are security cameras installed in the studio, and campus safety will monitor student behavior to ensure that protocol is followed.

Avila University Student Code of Conduct: As a student attending a Catholic University emphasizing its Catholic Identity, the code of conduct is binding upon every enrolled student. Any effort in this class to undermine the code, especially in areas of plagiarism and harassment will be met with the consequences outlined in the Avila University Student Handbook: *https://www.avila.edu/student-services/student-handbook*

ADA Statement

If you have a documented disability and require accommodations, please contact the Office of Disability Services early in the semester so that your learning needs may be appropriately met. You will need to provide documentation of your disability to the Disability Services Office before any accommodations are arranged. The office is located in the Hodes Center, call 816-501-3666 for more information or visit the website at *http://www.avila.edu/student-services/disability-services-1*

Environment Open to Inclusivity and Learning

The professor is committed to the growth and learning of all students in the class. Each person is welcomed regardless of their background. Emphasis with each class is on every member of the class, professor included, learning new ways of doing things. Kindness and positivity will always be met in kind.

Assignments/Grade Breakdown

Syllabus Quiz	25
Templates	75
Geometric Proficiency Exam	100
Skin of our Teeth Plate	150
Harvey Plate	175
3D Exploration	100
BFA Design/Tech Hours	75
Final Project	200
Total Points Possible	**900**

Grading Scale[3]

Letter Grade	Percentile	Points
A	90%-100%	810-900
B	80%-89%	720-809
C	70%-79%	630-719
D	60%-69%	540-629
F	0.0%-59%	0-539

Date		Topic	Assignments/Events
8/22	R	Course Intro & VW Overview	
8/27	T	Templates	**Syllabus Quiz Due by 11:59pm**
8/29	R	Templates	
9/3	T	Templates	
9/5	R	Geometric Construction-Plate Prep	
9/10	T	Geometric Construction- Plate 1	**All Templates Due**
9/12	R	Geometric Construction- Plate 2	
9/17	T	Geometric Construction-Plate 3	
9/19	R	Geometric Construction Mock Exam/Review	
9/24	T	Geometric Proficiency Exam	**Geometric Proficiency Exam**
9/26	R	*Skin of Our Teeth*	
10/1	T	*Skin of Our Teeth*	
10/3	R	*Skin of Our Teeth*	
10/3	R	*War of the Worlds: The Panic Broadcast* Opens	
10/6	Su	*War of The Worlds: The Panic Broadcast* Closes and Strike	
10/8	T	*Skin of Our Teeth*	
10/10	R	*Harvey*	
10/15	T	*Harvey*	***Skin of Our Teeth* Plate Due**
10/16-20	**W-Su**	**NO CLASS FALL BREAK**	
10/22	T	*Harvey*	
10/24	R	*Harvey*	
10/29	T	*Harvey*	
10/31	R	*Harvey*	
11/5	T	3D Drafting	
11/7	R	3D Drafting	
11/12	T	3D Drafting	***Harvey* Plate Due**
11/14	R	3D Drafting	
11/19	T	3D Drafting	
11/20	W	*As You Like It* School Matinee & Open	
11/21	R	Final Project	
11/24	W	*As You Like It* Closes and Strike	

[3] The Professors take into consideration the overall effort of each student when considering to round up decimals.

11/26	T	Final Project	**3D Exploration Due**
11/27-12/1	**W-Su**	**No Class, Thanksgiving Break**	
12/3	T	Final Project	
12/5	R	Final Project	
12/10	**T**	**Course Final**	**Final Submitted on Canvas by 11:50am.**