

THEA 2304

Theatre Graphics & Technology

Spring 2023

Instructor: Marissa A. Díaz, MFA
Cell Phone: 915.276.3124
Office: Fox Fine Arts D172
Class Time: M|W 10:30am - 11:50am
Office Hours: By appointment only on: T & TH 8:30am-10am | Virtual meetings may also be scheduled

Email: mddiaz2@utep.edu
Office Phone: 747.7851
Classroom: D075
Credits: 3

Required Text:

No textbook is required for this course. All material for this course will come directly from lectures and videos during class time. Lectures will NOT be uploaded onto Blackboard, so please be attentive, listen, and take notes if needed.

Technology Requirements:

- Microsoft Word/Google Docs (PDFs may be generated through Microsoft Word/Google Docs) will be needed for the class. If you do not have a word-processing software, you can download Word and other Microsoft Office programs (including Excel, PowerPoint, Outlook and more) for free via UTEP's Microsoft Office Portal link below:

https://www.utep.edu/technologysupport/ServiceCatalog/SOFTWARE_PAGES/soft_microsoftoffice365.html

- Adobe Reader – <http://get.adobe.com/reader/>
- Vectorworks 2022 (free) <http://student.myvectorworks.net/>

Course Description:

This course will provide students with knowledge of reading and creating drawings for ground plans, sections, and elevations. Students will also learn how to generate 2D and 3D elements in Vectorworks and how to organize the drawing files. Students will learn a system of sharing drawings with other disciplines that allows for more efficient collaboration.

Course Objectives:

The class will use a combination of online video tutorials, short online quizzes after each tutorial, in-class discussions, projects, and in-class lab time/progress checks. The class will focus on:

- 2D drafting
- 3D modeling
- Basic texturing
- Basic lighting
- File organization
- Printing and graphic layouts

Course Policies:

- It is the responsibility of the student to fulfill all the course requirements to the best of their abilities. If a student is unclear about anything on the syllabus, they should seek clarification from the instructor.
- Attendance is factored into the grade for this course. You will earn points for being present during class meeting times and will not earn anything on days you are absent. Timeliness and presence are also crucial in the performing arts; therefore, if you enter the classroom 15 minutes late or more, you will be counted as absent.

- Absences that will be excused are those for students representing the university in officially recognized university activities. The students must provide the instructor with written notice from the sponsoring faculty or staff member prior to the event. In addition, a student may also be excused for observance of a religious holy day and for the time needed to travel for said holy day.
- If you are sick or test positive for COVID-19, please send me an email with a positive COVID-19 test result or a doctor's note and I will be in touch/make accommodations if possible.
- Students are expected to maintain a classroom environment, which is conducive to learning. To assure all students have an opportunity to benefit from time spent in class, students are **prohibited from using cellphones** in class unless otherwise approved by the instructor.
- Students may take notes on iPads or tablets with a pen or stylus, and use of laptops is solely for class projects.
- No earphones, earbuds/air pods are allowed on while in the classroom.
- **Late work will not be accepted, no exceptions.** If a deadline is missed, the student will receive a zero as a grade for that project or assignment.
- Students must behave in accordance with all rules put forth by the Handbook of Operating Procedures of the University of Texas at El Paso.

Course Communication:

- **Email:** UTEP e-mail is the best way to contact me. I will make every attempt to respond in a timely manner to your e-mail within 24-48 hours of receiving. Please be sure to e-mail me from your UTEP student account and include the course number or title in the subject line, along with your first and last name. **IF YOU DO NOT PUT THE COURSE NUMBER OR TITLE IN THE SUBJECT LINE, I WILL NOT RESPOND.**
- **Announcements:** Please check Blackboard announcements frequently for updates, deadline changes, or other important messages.
- **Cell Phone:** You may text me; however, you must include your name and which class you are in. You may contact me via cell at any time during the week, but not on weekends unless it is an emergency.
- **Video Calls/Meetings:** Video calls or meetings may be set up as needed throughout the semester.

Netiquette

As we know, sometimes communication online can be challenging. It's possible to miscommunicate what we mean or to misunderstand what our classmates mean given the lack of body language and immediate feedback. Therefore, please keep these netiquette (network etiquette) guidelines in mind. Failure to observe them may result in disciplinary action.

- Always consider the audience. This is a college-level course; therefore, all communication should reflect polite consideration of others' ideas.
- Respect and courtesy must be provided to classmates and to the instructor at all times. No harassment or inappropriate postings will be tolerated.
- When reacting to someone else's message, address the ideas, not the person. Post only what anyone would comfortably state in a face-to-face situation.
- Blackboard is not a public internet venue; all postings to it should be considered private and confidential. Whatever is posted online in these online spaces is intended for classmates and professor only. Please do not copy documents and paste them to a publicly accessible website, blog, or other space.

Sharing of Material on Social Media

All the materials—written, audio and visual—shared within this course remain within this course. You can share on your social media your own materials if the only person that appears or the only author is you. If you want to share content that includes or is co-authored with other classmates, you need to write them AND the instructor to discuss the authorization.

Helpful Resources:

Technical Support

If you do not know how to use Blackboard or have technical issues with Library access – visit the Technology Support Center located in the Library at Room 300. You can contact the Help Desk via email, helpdesk@utep.edu, by phone 747-4357. Hours are M-T 7a-9p, Fri 7a-6p, Sat 10a-2p and Sun 12-5pm.

Students with Disabilities Policy:

If you have or suspect a disability and need an accommodation, you should contact The Cass Office at 747-5148 or at cass@utp.edu or go to Room 106 Union East Building.

UTEP Writing Center

To get help with writing please check out the writing center – their procedure has changed due to the virus and you must plan ahead. <https://www.utep.edu/uwc/>

Student Health Center

UTEP Student Health Center is here to meet the health care needs of all students so they can focus on their studies. As a student you have paid a medical service fee that allows you to be seen at the clinic as often as needed. Office visits are low cost as well as medications, supplies and any needed lab tests 747-5624.

University Counseling Center

The UTEP University Counseling Center located at 202 Union West can assist you to decide on a career or work through personal concerns. They provide confidential counseling services, assist with stress management, and offer an after-hours crisis support line 747-5302.

Copyright Statement <https://www.copyright.gov/title17/92chap5.html>

Some of the materials in this course are copyrighted. Copying of textbooks is not “fair use” under the Copyright Act. Your cooperation is expected.

Scholastic Integrity:

Academic dishonesty is prohibited and is considered a violation of the [Handbook of Operating Procedures: Student Affairs](#). It includes, but is not limited to, cheating, plagiarism, and collusion. Cheating may involve copying from or providing information to another student, possessing unauthorized materials during a test, or falsifying research data on laboratory reports.

Plagiarism occurs when someone intentionally or knowingly represents the words or ideas of another as ones' own. Collusion involves collaborating with another person to commit any academically dishonest act. Any act of academic dishonesty attempted by a UTEP student is unacceptable and will not be tolerated. All suspected violations of academic integrity at The University of Texas at El Paso must be reported to the Office of Student Conduct and Conflict Resolution (OSCCR) for possible disciplinary action. To learn more, please visit <https://www.utep.edu/hoop/section-2/student-conduct-and-discipline.html>

I expect all your work to be original, as I do read all of your work.

Subject Matter:

The performing arts have a power to stir strong emotions, or possibly touch on subjects you might not feel comfortable watching or reading. If you have concerns about any of plays or discussing specific subjects, please reach out to me as soon as possible to discuss possible accommodations. As I will respect your individual rights to choose what plays you work on, I expect all our discussions—including any that may occur outside of class—to be conducted in a respectful and professional matter.

Disclaimer:

Information contained in this syllabus, other than the grade and absence policy, is subject to change with advance notice as deemed appropriate by the instructor to enhance learning opportunities. All changes will be clearly communicated.

Projects:

Students are responsible for submitting assignments on time, even if they may be absent on the due date. Students may turn in projects early, if approved by the professor. *Projects are due at 11:59pm on the due date on Blackboard, unless otherwise noted by the professor.* Detailed project and assignment instructions will also be available on Blackboard as they are assigned. Please give yourself plenty of time to do the project and ask questions ahead of time. If you ask questions the night before the project due date or the date the projects are due, you may not see the reply until after the deadline.

- Late work will not be accepted.
- If work appears it was done as a group or with a partner, you will all receive a zero and be turned over for your student conduct.

Project #1: Simple 2D Ground Plan, Elevation, and Section

On (3) separate layers, create the following: a 2D ground plan, 2D elevation, and 2D section. Utilize appropriate graphic attributes and line weights discussed in class to correctly display drawn objects.

Project #2: Build Project#1 in 3D

Students will use their drawings created in Project #1 to recreate the elements in 3D. Using the Project #1 file, students will create another layer for these three-dimensional objects. Students will use basic 3D tools discussed in class to generate this drawing and assign solid colors to the objects so they can be viewed in Open GL/Shaded mode.

Project #3 Part 1: Workgroup Referencing, Creating Set Layers, Classes, and Saved Views

Students will be provided with a venue file from the instructor and create a new file in which they will set up a basic workgroup reference, scenic layers, classes, and saved views.

Project #3 Part 2: 2D and 3D Drafting of Set with Proper Attributes and Hybrid Symbols and Flyrail

Students will continue off of their Project #3 Part 1 file and use a sample set provided by the instructor to begin drafting a set in both 2D and 3D by using hybrid symbols. All elements should be classed appropriately and have the proper graphic attributes in 2D.

Project #3 Part 3: Sheet Layers, Smart Title Block and Viewports

Students will continue off of their Project #3 Part 2 file and create a smart title block and the necessary sheet layers and viewports based off of the provided PDF example.

Project #3 Part 4: Rendered View with Basic Lighting

Continuing off of the Project #3 Part 3 file, students will create a bonus sheet layer utilizing a camera to provide a rendered view of their drawn set. Basic point light or spotlight tools will be used to give the rendering a lighting look.

Project #3 Part 5: Completed PDF Package and Vectorworks File

Students must publish/print all elements of Project 3 into 1 single PDF package. Both PDF file and Vectorworks file (used from parts 1-4) will be submitted on Blackboard for final project grading.

Project #4a-#4b: Departmental Show Review Papers

Students must attend (2) UTEP production of your choice. The following productions will be produced this semester: *The Prom* and *The Full Monty* at the UTEP Dinner Theater, *Heroes and Saints* at the Wise Family Theater, along with the *Gathering for Water* Dance Festival in the Wise Family Theatre and the June Sadowski Kruszewski Studio Theater. Students must submit a (2) page minimum, double spaced review using 12pt. Times New Roman font that includes observations and critiques on the overall show. Please also talk about the layout of the set: did the ground plan work/not work? What did you think of the overall use of the space? **You must sign in at the sign-up sheet provided after the show ends.** Your attendance for this show and paper will not count if your name is not on that list. Terminology from class is expected within the review.

*****Your last day to submit these is May 3rd, the last day of class.*****

Extra Credit Options:

1. Lighting/Sound Shop Hours:

Students may come in and volunteer hours in the lighting and sound shops and earn extra credit points. Each hour worked is (2) points, for example: if you volunteer (10) hours, you will receive 20pts. The shop hours are **Monday through Friday from 12:30-5:00pm** at the Wise Family Theater or the June Sadowski Kruszewski Studio Theater. If you are interested in this option, you must complete the required safety training (available on Blackboard). Attached to the syllabus is a time sheet where you can fill out your name and hours. If you are putting in shop hours for extra credit, your time sheet must be stored in the binder at the scene shop. Should your time sheet be lost or misplaced, you will need to start your hours over.

*****Your last day to complete any hours for extra credit is May 3rd, the last day of class.*****

2. Mini Drafting Projects

Students may draft/model additional mini projects as additional extra credit. There can be a maximum of (5) objects modeled and textured which may include but are not limited to a flower with a significant structure, an intricate bird house, and an elaborate coffee machine. Mini projects must include an inspirational or research image and have documented approval from the instructor. Each mini project will be worth 10 points each for a maximum of 50 points from 5 different object efforts.

*****The final day to present these mini projects is May 3rd, the last day of class.*****

3. Lighting Installation Observations

Students are welcomed and encouraged to visit lighting installation/light art exhibits in El Paso or in other areas. Students must submit photo proof of the exhibit along with a 2-page paper double spaced, 12pt. Times New Roman font stating their experience in the exhibit. How did you feel? How long were you there? Can you imagine standing in that room and only experience either lights or sound and how would that experience differ from what you felt at your visit? What did you think about the design of the space? Did the layout work? Write about possible drafting/planning you anticipate could have gone into the process of this

installation. Did you do any research about the artist/exhibition prior to your visit and how did that influence your opinions about the work? Write details about your observations.

*****The final day to submit this for extra credit is May 3rd, the last day of class.*****

4. Build a Model

Students may be allowed to build a model with foam core and other materials used similar to the ones around in D075. The student must have either 2d or 3d drawings in Vectorworks presented to and approved by the instructor prior to the physical construction of the model. This is a tedious process and some planning does need to be done before cutting items, putting them together, etc.

*****The final day to present this for extra credit is May 3rd, the last day of class.*****

Grading Breakdown:

Attendance	58 pts
Project #1-Simple 2D Ground Plan, Elevation, & Section	30 pts
Project #2-Build Project#1 in 3D	30 pts
Project #3 Part 1 -Workgroup Referencing, Set Layers, Classes, & Saved Views	60 pts
Project #3 Part 2-2D and 3D Drafting of Set	100 pts
Project #3 Part 3- Sheet Layers, Smart Title Block, and Viewports	100 pts
Project #3 Part 4-Rendered View with Basic Lighting	80 pts
Project #3 Part 5- Completed PDF Package with Vectorworks File	200 pts
Project #4a-#4b-Departmental Show Review Papers	100 pts (50 pts each)

TOTAL POINTS: 758 pts

Extra Credit:

Shop Hours	50 pts
Mini Drafting Project	50 pts
Lighting Installation Observations	25 pts
Build a Model	75 pts

Final Letter Grade Breakdown:

A	758-682
B	681-606
C	605-531
D	530-455
F	454-0

THEA 2304 Theatre Graphics & Technology Spring 2023 Schedule

Date	Synopsis	Project Assignment	Projects/Quiz Due
W-01/18	Course Introduction Review Syllabus Introduction to Theatre Graphics Basic Drafting Symbols		
M-01/23	Review Basic Drafting Symbols How to Read a Groundplan/Section/Elevations		
W-01/25	Vectorworks Screen Navigation Introduction to 2D Tools - Lines, Polylines, Polygons, Native Shapes, Selection, Pan, Zoom		
M-01/30	Continuation of 2D Tools - Freehand, Eyedropper, Mirror, Chamfer, Fillet, Tape Measurer, Dimensions, Duplicate Array Practice in Class		
W-02/01	Editing 2D Objects - Split, Trim, Offset, Clip, Composing Shapes, Adding & Clipping Surfaces Practice in Class		
M-02/06	Review Graphic Attributes of Theatrical Drawings Introduction to Layers & Scale Begin 2D Groundplan, Elevation, and Section	Assign Project #1- Simple 2D Groundplan, Elevation, and Section	
W-02/08	Continue working on 2D Groundplan, Elevation, and Section		
M-02/13	Presentations for Project #1-Simple 2D Groundplan, Elevation, and Section		Project #1 Due In Class
W-02/15	Introduction to Simple 3D Drawing - Screen Plane vs. Layer Plane Creating & Editing Extrudes		
M-02/20	Review Extrudes & Planes 3D Drawing - Creating & Editing Solids Predone Shapes, Fillet, Chamfer Fills in Render Modes Intro to Organic Modeling - NURBS Curves & Surfaces	Assign Project #2- Build Project #1 into 3D	
W-02/22	Review and Practice 3D Drawing - Creating & Editing Solids Predone Shapes, Fillet, Chamfer Fills in Render Modes		
M-02/27	3D Drafting - Walls, Windows, Doors, Furniture Scale Objects Organization - Design Layers, Classes, Saved Views, Sheet Layers, Viewports, Section Viewports, Workgroup Referencing Fly Rail		Project #2 Due on Blackboard by 11:59pm
W-03/01	Review and Practice 3D Drafting - Walls, Windows, Doors, Furniture Scale Objects Organization - Design Layers, Classes, Saved Views, Sheet Layers, Viewports, Section Viewports, Workgroup Referencing Fly Rail	Assign Project #3 Part 1-Workgroup Referencing, Set Layers, Classes, & Saved Views	
M-03/06	3D Organic Modeling Continued - The Loft Tool, Push/Pull Tool, Extract & Create Contours, Project Tool, Shell Tool, Analysis, Drape Surface, Fillet Surface		

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Date	Synopsis	Project Assignment	Projects/Quiz Due
W-03/08	Review and Practice 3D Organic Modeling Continued - The Loft Tool, Push/Pull Tool, Extract & Create Contours, Project Tool, Shell Tool, Analysis, Drape Surface, Fillet Surface		Project #3 Part 1- Workgroup Referencing, Set Layers, Classes, & Saved Views Due on Blackboard by 11:59pm
M-03/13	Spring Break		
W-03/15	Spring Break		
M-03/20	3D Organic Modeling Continued - Twist and Taper Face Tool Intro to Groups & Symbols Hybrid Symbols		
W-03/22	3D Organic Modeling Continued - Twist and Taper Face Tool Intro to Groups & Symbols Hybrid Symbols	Assign Project #3 Part 2-2D and 3D Drafting of Set with Proper Attributes and Hybrid Symbols and Fly Rail	
M-03/27	Smart Title Block Renderworks - Editing, Creating, Mapping Textures, Image Props, Bitmaps		
W-03/29	Review and Practice Smart Title Block Renderworks - Editing, Creating, Mapping Textures, Image Props, Bitmaps	Assign Project #3 Part 3-Sheet Layers, Smart Title Block and Viewports	Project #3 Part 2- 2D and 3D Drafting of Set with Proper Attributes and Hybrid Symbols and Fly Rail Due on Blackboard by 11:59pm
M-04/03	Renderworks - Rendering Models and Views with Cameras Renderworks Lighting		
W-04/05	Review and Practice Renderworks - Rendering Models and Views with Cameras Renderworks Lighting		Project #3 Part 3- Sheet Layers, Smart Title Block and Viewports Due on Blackboard by 11:59pm
M-04/10	Quick Tools - Projection & LED Tools Seating Layout 3D Text Along Path Curtain, Soft Goods and Truss Tool Human Figure Tool	Assign Project #3 Part 4-Rendered View with Basic Lighting	
W-04/12	Review and Practice Quick Tools - Projection & LED Tools Seating Layout 3D Text Along Path Curtain, Soft Goods and Truss Tool Human Figure Tool		

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Date	Synopsis	Project Assignment	Projects/Quiz Due
M-04/17	Quick Tools - Creating a Stage, The Hatch Editor, Linetypes, Speaker Tool, Intro to Lighting Plot Tools and Focus Points		
W-04/19	Review and Practice Quick Tools - Creating a Stage, The Hatch Editor, Linetypes, Speaker Tool, Intro to Lighting Plot Tools and Focus Points		Project #3 Part 4- Rendered View with Basic Lighting Due on Blackboard by 11:59pm
M-04/24	Class Time to Re-do/Resubmit Project #3 Parts 1-3 for Higher Grade/Start Final Project Printing		
W-04/26	Class Time to Re-do/Resubmit Project #3 Parts 1-4 for Higher Grade/Start Final Project		
M-05/01	Class Time to Work on Final Project		
W-05/03	Class Time to Work on Final Project		Project #4a-#4b- Departmental Show Review Papers Due on Blackboard by 11:59pm
Th-05/11	Final Project Due at 5pm - Vectorworks File and PDFs to be Uploaded on Blackboard		

