

## **Scene Design Two**

Fall 2009

Anne Mundell

[www.andrew.cmu.edu/user/amundell/Scene\\_Design\\_Two/index.htm](http://www.andrew.cmu.edu/user/amundell/Scene_Design_Two/index.htm)

[amundell@andrew.cmu.edu](mailto:amundell@andrew.cmu.edu)

AIM: gravityannie

Purnell 322 268-7218

office hours-by appointment or stop by

### **GOALS**

- To hone the idea building skills you developed over the course of the last year
- To deepen your studio design skills
- To continue to grow you into a stronger creative artist
- To address in a very direct manner any struggles you were experiencing last year
- To increase your speed and efficiency
- To improve your creative collaboration

### **PROJECTS AND EXPECTATIONS**

Scene Design Two is a continuation of Scene Design One. The projects will be more challenging and the deadlines will be more demanding. You will also find that the course instructor will be more rigid about having you stick to deadlines. Read the expectations on the grade sheets carefully. Since we are only meeting once per week, you will want to find time outside of class to discuss the project with the instructor, your classmates and the guest directors. The expectations will be higher and the instructor and student will regularly review the goals that we set for the student at the beginning of the semester. Please note that all grade sheets will include a section for “meeting semester goals”.

### **READINGS AND COURSE MATERIALS**

The books that you will need to pick up at the bookstore are as follows:

*The Skriker*- Caryl Churchill

*The Visit*- Friedrich Durrenmatt

### **CLASSES**

Classes will be in seminar form or studio form with an occasional short lecture. You **MUST** be in class to discuss your projects and to attend the skills sessions. The class time is imperative to give you perspective from your classmates and myself on the progress of your projects. It is important to see your work in progress; even at this stage in your academic careers, process is still more important than product. We will have “Pizza Party” studio sessions from 3-5 on the Fridays noted on your course calendar. Please note that some “Pizza Parties” will be devoted to going to the warehouse, and the final “Pizza Party” will be used to review the project. Let me know if you have a conflict for that time.

## **GRADING**

You will have three projects this semester, with the grade breakdown as follows:

*The Skriker*-35%

**TV Workshop**-15%

*The Visit*-40%

**Participation**-10%

You will have a grade sheet each project. Those grade sheets are included in this packet so that you know what to expect with each project. **PROJECTS NOT HANDED IN ON TIME WILL NOT BE ACCEPTED.** On the due date, you will hand in what you have finished and be graded on that. You may, however, continue working on the project and be RE-graded on the amendments. If you are designing a set for a show on the CMU production calendar, you may exchange one of your “paper projects” or portions of two for your realized design. **ONLY** CMU Drama School projects will be included. There will be a requirement for produced projects of the handing in of a completed production notebook as well as artifacts of the rest of the process. I will, however, still expect a minimal amount of work on the paper project so that you can participate in class. How much and what will be determined on a case by case basis. You must arrange this with me **IN ADVANCE.**

### **Please note the School of Drama Grading Standards:**

A-Excellent

B-Good

C-Satisfactory

D-Passing

R-Failure

For each of you, this class is considered to be a core class in your major. Therefore, you will most likely be placed on an academic action for any grade below a B-.

**THERE WILL BE NO INCOMPLETES IN SCENE DESIGN TWO.** ALL work will be due on the last day of classes or on the project due day, whichever comes first.

**ATTENDANCE IS MANDATORY.**

Three unexcused absences will result in failure of the course. Two will cause your grade to be lowered by one letter. An excused absence might be a family emergency or illness for which you have a doctor’s note. Production is not an excused absence. One unexcused absence will have no consequences, so plan this absence carefully.