

THR 814 – DIGITAL DESIGN MEDIA FOR THEATRE  
COURSE SYLLABUS  
SAMPLE  
MW 10:20 – 12:10  
F 11:00 – 12:10  
ROOM 521 BAKER  
ROOM 1 AUDITORIUM

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OFFICE HRS: TH/F10:00 a.m. - 11:00 a.m.

### DESCRIPTION OF COURSE:

Targeted exploration of common software tools for theatrical production designers in costumes, scenery and lighting.

### GOALS:

- 1) Develop an understanding of digital design programs specified to you specific area of interest.
- 2) Improve digital presentation styles in those programs.
- 3) Improve communication skills, especially as they relate to digital presentation.
- 4) Improve critical assessment skills, especially as they relate to the evaluation of your own working process

To achieve these goals, I have arranged independent labs for this course. Each student will work at their own level and enhance their digital needs.

### REQUIREMENTS:

You will be required to complete specific design projects in individually distinct programs.

Each phase of a project's process will be discussed and critiqued in class – in fact will, on presentation days, be the class content. Your participation in these discussions is very important, and will be part of each project's grade. In other words, your attendance and participation is required at all class sessions.

### CLASS ATTENDANCE:

- Attendance is **Mandatory**. Being present and receptive to the information, discussions, and critique sessions presented in class sessions is essential to the successful completion of the course. More than one (1) unexcused absence will result in the lowering of your semester's grade by .25 of a grade point. *Each additional unexcused absence will lower your semester grade by .25 of a grade point.*
- Lateness will not be tolerated. Please be courteous to your instructor and fellow students by arriving on time.

### PREP FOR WEEKLY PRESENTATIONS AND CRITIQUE:

Come prepared to present your weekly process and final "projects"!!!

### SUBMISSION FORMAT:

- All weekly process assignments are to be presented and submitted digitally.

### LAB & EQUIPMENT FEE:

- \$35.00 to offset program and printing costs.(Make check payable to: MSU Department of Theatre)

WEEKLY SCHEDULE (Subject to Change)

**Week 1** – January 11, 13, 15

Monday: Introduction to course. Introduction to Photoshop  
Wednesday: Selections in Photoshop—*Selections* Lab due 1/13.  
Friday: AutoCAD Project I assigned

**Week 2** –January 18, 20, 22

Monday & Wednesday: Painting in Photoshop—*Comic Strip* Lab due 1/20.  
Friday: AutoCAD Project I due, AutoCAD Project II assigned

**Week 3** – January 25, 27, 29

Monday & Wednesday: Photo Repair—*Headline* Lab due 1/27.  
Friday: AutoCAD Project II due, AutoCAD Project III assigned

**Week 4** – February 1, 3, 5 **Go see:** You Can't Take it With You

Monday & Wednesday: Filters—*Photo Manipulation* Lab due 2/3.  
Friday: AutoCAD

**Week 5** – February 8, 10, 12

Monday & Wednesday: Channels in Photoshop—*Alpha* Lab due 2/10  
Friday: 3DsMax Project I Assigned

**Week 6** –February 15, 17, 19 **Go see:** Dancing in Our Time

Monday & Wednesday: Advanced Painting in Photoshop—*Texture* Lab due 2/17.  
Friday: 3DsMax

**Week 7** – February 22, 24, 26

Monday & Wednesday: Vector Tools in Photoshop & Illustrator—*Tools* Lab due 2/24.  
Friday: 3DsMax Project I due, 3DsMax Project II assigned

**Week 8** – March 1, 3, 5

Monday & Wednesday: Vector Tools contd.—*Trace* Lab due 3/3.  
Friday: AutoCAD Project III due

**March 8-12 – SPRING BREAK**

**Week 9** – March 15, 17, 19

Monday & Wednesday: Sketching in Illustrator—*Sketch* Lab due 3/17  
Friday: 3DsMax

**Week 10** – March 22, 24, 26 **Go see:** In the Blood

Monday & Wednesday: Introduction to After Effects.  
Wednesday: Final Integrated Media Project Assigned  
Friday: 3DsMax Project II due

**Week 11** – March 29, 31 April 2

Monday: 3D in After Effects  
Wednesday & Friday: USITT **No Class**

**Week 12** – April 5, 7, 9

Monday & Wednesday: 3D in After Effects—*3D Effects* Lab due 4/7

Friday: Work on Final Project

**Week 13** – April 12, 14, 16 **Go See: Rent**

Monday & Wednesday:

Friday: Work on Final Project

**Week 14** – April 19, 21,23

Work on Final Project

**Week 15** – April 26, 28

Monday & Wednesday: Final Integrated Media Projects Due

Final Project Presentations

**EXAM:** Thursday, May 6: 10:00a.m.-12:00p.m.

\*\*\*The Final Integrated Media Project(s) for this course is a PowerPoint, Web or Video Presentation of your process work leading up to, and including your final Integrated Media Project(s). We will discuss the format and requirements for these presentations on March 24th. Deposit materials on ANGEL or come prepared with a digital version of your presentation.

**BREAKDOWN OF FINAL GRADE:**

- GRADING is based on completion of labs and projects and how well you demonstrate digital techniques/skills learned in class. It's not simply the result. It's also the specific process by which you attain the result and how well you handle the technology and respond to instruction. Each assignment grade is evaluated on four criteria: "application of course materials", "quality of work", "completion of work", and "overall portfolio of work." Feel free to inquire about your grade standing at anytime.
- Late work will devalue your assignment grade by 25% if one class period late and an additional 25% for each additional class.
- Academic dishonesty will result in a course grade of 0.0.

**% BREAKDOWN OF FINAL GRADE:**

*Adobe Labs* – 40%

(each lab is worth 4%)

*AutoCAD Project I* – 5%

*AutoCAD Project II* – 5%

*AutoCAD Project III* – 10%

*3DS Max Project I* – 5%

*3DS Max Project II* – 10%

*Final Integrated Media Project(s)* – 25%

**GRADING SCALE:**

- |            |   |     |           |   |     |
|------------|---|-----|-----------|---|-----|
| • 93%-100% | = | 4.0 | • 73%-77% | = | 2.0 |
| • 88%-92%  | = | 3.5 | • 68%-72% | = | 1.5 |
| • 83%-87%  | = | 3.0 | • 60%-67% | = | 1.0 |
| • 78%-82%  | = | 2.5 | • 0%-59%  | = | 0.0 |

## UNIVERSITY POLICY AND PROCEDURES:

1. Academic Honesty: Article 2.3.3 of the Academic Freedom Report states that "The student shares with the faculty the responsibility for maintaining the integrity of scholarship, grades, and professional standards." In addition, **The Department of Theatre** adheres to the policies on academic honesty as specified in General Student Regulations 1.0, Protection of Scholarship and Grades; the all-University Policy on Integrity of Scholarship and Grades; and Ordinance 17.00, Examinations. (See Spartan Life: Student Handbook and Resource Guide and/or the MSU Web site: [www.msu.edu](http://www.msu.edu).)

Therefore, unless authorized by your instructor, you are expected to complete all course assignments, including homework, lab work, quizzes, tests and exams, without assistance from any source. You are expected to develop original work for this course; therefore, you may not submit course work completed for another course to satisfy the requirements for this course. Also, you are not authorized to use the [www.allmsu.com](http://www.allmsu.com) Web site to complete any course work in **THR 814**. Students who violate MSU rules may receive a penalty grade, including but not limited to a failing grade on the assignment or in the course. Contact your instructor if you are unsure about the appropriateness of your course work. (See also <http://www.msu.edu/unit/ombud/honestylinks.html>)

2. Accommodations for Students with Disabilities: Students with disabilities should contact the Resource Center for Persons with Disabilities to establish reasonable accommodations. For an appointment with a counselor, call 353-9642 (voice) or 355-1293 (TTY).
3. Drops and Adds: The last day to add this course is the end of the first week of classes. The last day to drop this course with a 100 percent refund and no grade reported is **2/4/10**. The last day to drop this course with no refund and no grade reported is **3/3/10**. You should immediately make a copy of your amended schedule to verify you have added or dropped this course.
4. Observing Major Religious Holidays: You may make up course work missed to observe a major religious holiday only if you make arrangements in advance with the instructor.
5. Commercialized Lecture Notes: Commercialization of lecture notes and university-provided course materials is not permitted in this course.
6. Attendance: Students whose names do not appear on the official class list for this course may not attend this class. Students who fail to attend the first four class sessions or class by the fifth day of the semester, whichever occurs first, may be dropped from the course.
7. Internet: Some professional journals will not consider a submission for publication if the article has appeared on the Internet. Please notify your instructor in writing if you do not want your course papers posted to the course Web site.
8. Disruptive Behavior: Article 2.3.5 of the Academic Freedom Report (AFR) for students at Michigan State University states: "The student's behavior in the classroom shall be conducive to the teaching and learning process for all concerned." Article 2.3.10 of the AFR states that "The student has a right to scholarly relationships with faculty based on mutual trust and civility." General Student Regulation 5.02 states: "No student shall . . . interfere with the functions and services of the University (for example, but not limited to, classes . . .) such that the function or service is obstructed or disrupted. Students whose conduct adversely affects the learning environment in this classroom may be subject to disciplinary action through the Student Faculty Judiciary process.