New Course Request

Check Appropriate Boxes: Undergraduate credit [x]  Graduate credit [x]  Professional credit [ ]

1. School/Division: School of the Arts  2. Academic Subject Code: THTR
3. Course Number: T332 (must be cleared with University Enrollment Services)  4. Instructor: Nolan O'Dell
5. Course Title: Scene Painting

Recommended Abbreviation (Optional) (Limited to 32 characters including spaces)

6. First time this course is to be offered (Semester/Year): Fall 2004
7. Credit Hours: Fixed at 3.0 or Variable from ________ to ________
8. Is this course to be graded S-F (only)? Yes [x] No [ ]
9. Is variable title approval being requested? Yes [x] No [ ]

10. Course description (not to exceed 50 words) for Bulletin publication:
    Fundamental techniques of scene painting: emphasis on a variety of techniques and methods utilized in modern scenic art for the stage to create specialized effects and artistic focus applied to practical projects.

11. Lecture Contact Hours: Fixed at _______ or Variable from _______ to _______
12. Non-Lecture Contact Hours: Fixed at _______ or Variable from _______ to _______
13. Estimated enrollment: 15 of which 0 percent are expected to be graduate students.
14. Frequency of scheduling: Annually  Will this course be required for majors? Yes [x] for BFA
15. Justification for new course: See attached sheet

16. Are the necessary reading materials currently available in the appropriate library? Yes [x]
17. Please append a complete outline of the proposed course, and indicate instructor (if known), textbooks, and other materials.
18. If this course overlaps with existing courses, please explain with which courses it overlaps and whether this overlap is necessary, desirable, or unimportant.
19. A copy of every new course proposal must be submitted to departments, schools, or divisions in which there may be overlap of the new course with existing courses or areas of strong concern, with instructions that they send comments directly to the originating Curriculum Committee. Please append a list of departments, schools, or divisions thus consulted.

Submitted by:

[Signature]
Department Chairman/Division Director
Date: 3/28/04

Approved by:

[Signature]
Dean
Date: 3/24/04

Date

Dean of Graduate School (when required)

Date

Chancellor/Vice-President

Date

University Enrollment Services

Date

Linda Chen

After School/Division approval, forward the last copy (without attachments) to University Enrollment Services for initial processing, and the remaining four copies and attachments to the Campus Chancellor or Vice-President.

UPS 724
University Enrollment Services Final—White; Chancellor/Vice-President—Blue; School/Division—Yellow; Department/Division—Pink; University Enrollment Services Advance—White
T332  Scene Painting

Course Justification

Scene painting is one of the final and most important steps in creating an effective stage picture. The process is one of communication; communication between the theatre artists and communication to the audience. This course will investigate the integration of scene painting into the other areas of theatrical design including how the form affects stage focus, stage lighting, and costume fabric choices.

Instructor  Nolan O'Dell

Course Objectives

1. To introduce students of drama to the principles of scene painting on scenic art and its application to scenic practices on stage.

2. To explore the methods and reasons for traditional scene painting techniques.

3. To develop the skills of painting different scenic effects.

4. To introduce students to the language of scenic art, painting, and color.

Daily Class Activities

1. Lecture/demonstrations of each topic ranging from basic and universal approaches to scene painting, specialized paint treatments. Special topics will range from color mixing to material usage.

2. Laboratory sessions on each topic where the student will have the opportunity to develop his/her own application ability.

3. Laboratory sessions on the preparation of each specialized paint technique.

4. Direct execution and application of scene painting techniques.

Course Content

1. The language of scene painting
2. Theatrical implications of scene painting.
3. Scene Painting equipment and products.
5. General brush techniques.
6. General scenic underlayment technique.
7. Painting new and distressed wood.
8. Creating three dimensional illusion.
11. Painting marbles.
12. Basic lining.
13. Scenic replication based on a painter's elevation.

Methods of Evaluation

1. Graded application projects.
2. Successful completion of all laboratory sessions.

Selected Texts and References


Other Materials:

Each student will have the opportunity to work with the various scenic paints and domestic paints available on the current market.