

COURSE DESCRIPTION:

Fundamental principles and application of 3-D digital design. Students will be working with Vectorworks

(CAD), Photoshop and Tablet rendering. This course teaches methods of approaching, developing, communicating, and completing digital designs of sets, costumes, Lighting and interiors.

STUDENT LEARNING OUTCOMES:

- Comprehend, demonstrate, or articulate the value inherent in an artistic, musical, or dramatic creation.
- Knowledge on how to use CAD software to generate 2-D scenic drafting
- Knowledge on how to use CAD software to generate 3-D renderings from 2D drafting.
- Knowledge of how to use Photoshop software to generate renderings
- Knowledge of tablet rendering apps and rendering with a stylus.

TEXT AND MATERIALS:

REQUIRED TEXTS:

Vectorworks for Entertainment Design by Kevin Lee Allen

Photoshop and Painter Artist Tablet Book: Creative Techniques in Digital Painting by Cher Threinen-Pendarvis

REQUIRED MATERIALS:

Flash drive (16GB minimum)

RECOMENDED MATERIALS:

- Download *Vectorworks 2018* Student Version. <https://student.myvectorworks.net/>
- Purchase/Download *Procreate* or *Procreate Pocket* <https://procreate.art/>
- A Stylus. My recommendations are Apple Pencil (for compatible iPads only) and Studio Neat Cosmonaut

PROJECTS AND ASSIGNMENTS:

READINGS:

You will have required reading from 2 textbooks; as well as some handouts available under “Readings” on Blackboard”. You MUST do all the reading for this class and should always bring your textbook to class. YOU WILL NOT UNDERSTAND THE MATERIAL if you do not do the reading. You will also need to reference the readings in class while working on the Lab computers so you should keep all readings for that section on you during class. I would suggest putting all handouts and supplemental readings on your flashdrive so you can access them during class on the computer you are working on.

VECTORWORKS PROJECTS:

All Project Descriptions will be gone over in class as well as posted on Blackboard.

- Drafting Basics** (5% of Final Grade)
- Organization** (10% of Final Grade)
- 2D Drafting** (15% of Final Grade)
- 3D Drafting Basics** (5% of Final Grade)
- 3D Rendering/Walkthrough** (15% of Final Grade)
- Light Plot** Due 4/10 (10% of Final Grade)

PHOTOSHOP PROJECTS:

All Project Descriptions will be gone over in class as well as posted on Blackboard.

- Photo** Due 4/17 (5% of Final Grade)
- Collage** Due 4/26 (10% of Final Grade)
- Rendering** Due 5/6 @ 10:30am (15% of Final Grade)

CLASS PARTICIPATION (10% of final grade):

This class is based on discussions and learning from your classmates. You must actively participate in discussions and answer questions in order to succeed. If you are not in class you cannot participate so excessive absences will also contribute to your participation grade.

I consider good class participation to be:

- Active listening
- Asking and answering questions
- Participating in class discussions
- Making helpful comments on your classmates' and your own work
- Keeping up with assignments and readings in order to be informed for discussions

EXTRA CREDIT:

There will be several extra credit opportunities on assignments throughout the semester. They will be listed on the assignment sheets posted on Blackboard.

You may also write up to two(2) productions responses for extra credit (worth 3% each). Use must answer the following questions about the production in your response:

- What was the plot of the production (please be concise. One paragraph maximum)
- What Style was the production (play, musical, comedy etc...)
- Was there any drawings or drafting displayed/did you see any drawings in class for the set, lights or

costumes? If so, please describe what types of drawings you saw (plan views, renderings, perspective drawings etc...) and what medium they used (CAD, watercolor, digital etc...). Did the designer representations you saw match what was on stage?

- What did you think of all the design elements and do you think they supported or detracted from the production.