Weber State University

THEA 2580: Computer Software for Theatre

Computer Aided Drafting for The Theater

Spring 2014, Tues/Thurs 1:30pm-3pm

**Instructor:**

Jessica Greenberg **Office:** Browning Center 302

**Office hours:** Wed 3pm-5pm

**Email:** Jessicagreenberg@weber.edu

This class provides a basic introduction to several important computer program used in theatre productions, including *Vectorworks*, *Lightwright*, *QLab*, *Google Sketch Up* and *Photoshop*. Students interested in scenic design, lighting design, sound design, and projection design will benefit from these software tools

**Course Objectives:**

* Students will gain a basic working knowledge in the programs including *Vectorworks*, *Lightwright*, *QLab*, *Google Sketch Up* and *Photoshop*.
* Students will use *Vectorworks* 2014 to create a 2D drawing that will be expanded into 3D models of a scenic design and a theater.
* Students will create a scenic rendering in *Google Sketch Up*.
* Students will use *QLab* to create a sound cue plot for a scene from a play
* Students will learn basic editing tools in *Photoshop* to create several still images.
* Students will use *VW* and *Lightwright* software to fully document a lighting plot.

**Program Outcomes for Theatre:**

**7.** Have the ability to critically evaluate what they and others have created.

**8.** Develop necessary skills to be proficient in at least 1 area of theatre (performance, teaching, technical/design-costume, technical/design-scenery, technical/design-lighting, technical/design-sound, directing, theatre management, or playwriting), with the ability to identify, analyze and resolve specific problems pertaining to that area.

**Attendance:** The Theatre area recognizes the importance of class participation and performance. To this end we enforce the following attendance policy: Tuesday/Thursday classes are allowed 2 absences, Monday/Wednesday/Friday classes are allowed 3 absences, however these absences may not be on a scheduled test day. Once the allowed absence limit has been reached the student's grade will drop incrementally for each additional absence.

Example: Mitzi, an “A” student, has missed 3 classes in a MWF theatre class. Today she is missing class and her grade will drop to an A-. If she misses the next class, her grade will drop to a B+. One more absence and she will have dropped a full letter grade to a B.

Tardies are as important an issue as absences. Therefore, 2 tardies equal 1 absence. Students should plan ahead and use absences and tardies wisely.

**Required Texts:**

All readings will be made available through electronic resources on Canvas. There are no required textbooks for this class. Students will need to purchase a notebook or binder. It is recommended that students have their own laptop.

**Required Technology:**

Students will be requested to provide their own laptop – Mac or PC -- to be brought to class with the following software installed: *Vectorworks* 2014 Service Pack 2, *Lightwright* 5.0.21, *Google Sketch Up* and *Microsoft Word*. Free student versions of *VW*, *LW*, and *Google Sketch Up* are available for download. Also, a right click / left click mouse.

**Recommended Resources:**

* [www.stagelightingprimer.com](http://www.stagelightingprimer.com)
* [www.nemetschek.net](http://www.nemetschek.net)
* <http://www.vectorworks.net/training/free_resource.php>
* <http://figure53.com/qlab/>
* <http://audacity.sourceforge.net/>

**Assignments**: All assignments are due for the day they are listed.

**Outcomes Assessment:**

Participation and Attendance                                     100 Points                                           10%

*Subjective Assessment*

Tips & Tricks Journal                                                100 Points                                           10%

*Subjective Assessment*

Individual Software Assignments                               400 Points                                           40%

*Subjective Assessment*

Final Project                                                   400 Points                                           40%

*Subjective Assessment*

**Total**                                                                           1000 Points                                         100%

**Assignments:**

Assignments will be posted on the class website. Due dates are listed in the course schedule below and on the calendar in the class website. Assignments will not be accepted 1 week after their due date without prior arrangements. Assignments not turned in by the due date will only be worth 75% of the total points for that assignment unless prior arrangements have been made. All assignments should be turned in using the class website on Canvas.

You will complete 1 assignment in each of the programs we are learning. Your final project can focus on the area of your choosing.

**Tips and Tricks Journal:**

Throughout the semester you will be learning new tools within the software and new methods of doing things that you have previously done. Your tips and tricks journal should highlight especially useful tools, tips, or tricks that you have learned in class or on your own. At the end of the semester, I will compile the class’s journals into 1 document and provide you with a copy for future reference. You should have at least 1 entry for each topic discussed in class, and there is no limit to the amount of information you can include. The journal will be every four weeks, and at the end of the semester to compile the class tips and tricks journal. There is no set format or other limitations. Please do not hesitate share your journal ahead of the due dates or ask any questions regarding it.

## **Final Project:** During the semester you will learn various ways to use software to more efficiently plan, document, and control a design. The final project will demonstrate the skills you have learned and along the way create a quality project that may be used as a portfolio piece. The final project should be based on a realized production that you have or will be working on. It is not a design project – you are not required to design the production as part of this class – but rather a documentation project. You should approach it from the point of view of a lighting designer, scenic designer, sound designer, or projection designer depending on what part of the project you would like to work on.

You must submit your project for approval by class time on February 25th. If you do not have an existing project to use, please let me know and I will provide several options to choose from.

## Depending on your individual area of focus and your project proposal, your final project may contain the following items:

## *Vectorworks* file containing a 3D Model of theater, set, and lighting design

## Centerline Section

## Light Plot

## Front Elevation of the set in color

## Color Elevations of two possible lighting cues

## *Lightwright* Paperwork

## *QLab* file for fully cued sound design

## Including original composition via Audacity or Garage Band.

## *QLab* file for fully cued projection design

## Including original visuals via *Photoshop* or *Paint*

|  |  |  |
| --- | --- | --- |
| **Week** | **Topic** | **Assignment Due** |
| #1 - January 7 | Introduction and Syllabus |  |
| Jan 9 | Intro to *Google Sketchup* |  |
| #2 – January 14 | *Google Sketchup* Continued | Remote Control tutorial |
| Jan 16 | In Class Lab Session |  |
| #3 – January 21 | Introduction to *Vectorworks* 2014 | Classes & Layers exercise |
| Jan 23 | 2D Drawing tools |  |
| #4 – January 28 | Layers, Sheets, Classes, Viewports | Martini Glass & Picture Frame tutorial |
| Jan 30 | 3D Modeling in *Vectorworks* | 3D Scenic element |
| #5 - February 4 | Intro to Lighting Specific Tools in *Vectorworks* |  |
| Feb 6 | In Class Lab Session |  |
| #6 – February 11 | *Lightwright* bookmarks, worknotes | Theater Rendering & Tips and Tricks Journal |
| Feb 13 | *Lightwright* & *VW* interchange |  |
| #7 – February 18 | Advanced Lighting & Rendering in *Vectorworks*. Focus Points | Submit Final Project for Review |
| Feb 20 | *Garage Band* |  |
| #8 – February 25 | Intro to *QLab* | Symbol created |
| Feb 27 | *QLab* Sound Tools. Audio interface. |  |
| #9 – March 4 | *Audacity* | Focus points exercise |
| March 6 | *QLab* Sound Cueing | Six for Dinner scene |
| March 8-16 | **NO CLASS** – Spring Break |  |
| #10 – March 18 | *QLab* Projection Tools |  |
| March 20 | *QLab* Projection Tools continued | Image Research |
| #11 – March 25 | Mapping and Surfaces |  |
| March 27 | In Class Lab Session | Cue List / Inputs/Outputs |
| #12 - April 1 | Intro to *Photoshop* |  |
| April 3 | *Photoshop* exercise. Paint. | Final Project in process |
| #13 - April 8 | Integration |  |
| April 10 | Set up in space for presentations |  |
| #14 - April 15 | Presentations | Final Project in process |
| April 17 | Presentations | Final Project & Journal |

**Academic Dishonesty:** As specified in PPM 6-22 IV D, cheating and plagiarism violate the Student Code. Plagiarism is “the unacknowledged (uncited) use of any other person’s or group’s ideas or work.” Students found guilty of cheating or plagiarism are subject to failure of a specific assignment, or, in more serious cases, failure of the entire course.

**Core Beliefs:** According to PPM 6-22 IV, students are to “[d]etermine, before the last day to drop courses without penalty, when course requirements conflict with a student's core beliefs. If there is such a conflict, the student should consider dropping the class. A student who finds this solution impracticable may request a resolution from the instructor. This policy does not oblige the instructor to grant the request, except in those cases when a denial would be arbitrary and capricious or illegal. This request must be made to the instructor in writing and the student must deliver a copy of the request to the office of the department head. The student's request must articulate the burden the requirement would place on the student's beliefs.” As a note, I am not willing to censor your fellow students and their writing. Each student has an individual voice and it is very likely topics and language will come up that may be offensive to some.

**Department Course Content Policy**: Some of the writings, lectures, discussions or presentations in this course may include material that some students may find offensive. Please review the syllabus carefully to see if the course is one that you are committed to taking. If you have a concern, please discuss it with me at your earliest convenience.

**Disability Accommodation:** PPM 3-34 notes: “When students seek accommodation in a regularly scheduled course, they have the responsibility to make such requests at the Center for Students with Disabilities before the beginning of the quarter [semester] in which the accommodation is being requested. When a student fails to make such arrangements, interim accommodations can be made by the instructor, pending the determination of the request for a permanent accommodation.”

**Counseling Services:** College can be stressful. We all need a little help sometimes. Please remember that there are completely free services available to talk with someone about small or large issues you might encounter in any part of your life. Call the Counseling Center at 801-626-6406

or visit http://www.weber.edu/counselingcenter/

**Emergency Closure:** If for any reason the university is forced to close for an extended period of time, we will conduct our class via Canvas. Look for announcements through Weber email and on our Canvas page.