THEA 348-01
Fall 2019
Instructor: Todd Wren

Course Syllabus
Digital Design for Live Entertainment

Course Credit:	3 Units
Course Meeting:	M,W 9:00-10:50
Office Hours:	M, W 1:30-3:30 or by appointment
Contact Information:	Office: EHFA 133 Phone: O: 843-349-2555 C: 917-913-4032 Email: twren@coastal.edu

Course Description

This course will focus on creating digital performance media through script, technology advancements, and production analysis. Students will gain practical application through digital rendering, video production, and exploration of common software used in live entertainment. The class will explore both the creation of content and the complex presentation of content for live entertainment.

Overview/Objectives

1. Identify and understand the principles of live entertainment digital content creation, focusing primarily on live theatre.
2. Identify and understand principles of digital media presentation for live entertainment.
3. Demonstrate proficiency in use of common digital design playback and editing software.
4. Operate basic digital design live entertainment presentation equipment.

Learning Outcomes: Upon successful completion of this course students will be able to:

1. Students will demonstrate proficiency in creating digital design content for live entertainment.
2. Students will be able to install and operate common digital design entertainment playback equipment.
3. Students will demonstrate proficiency in use of digital design entertainment creation software.
4. Students will be able to research unfamiliar equipment and incorporate that equipment into complex live entertainment situations.

Materials Needed

32GB or larger flash drive.

Recommended Reading

Digital Media, Projection Design, and Technology for Theatre by Alex Oliszewski and Daniel Fine

Unmasking Theatre Design: A Designer's Guide to Finding Inspiration and Cultivating Creativity by Lynne Porter

WATCHOUT Cookbook Dataton Publishing

Organization

Class will be divided into four parts.

1) Reading and study assignments: Study assignments are posted on the class Moodle page and <u>must</u> be reviewed prior to the next class. These assignments and exercises provide essential information to complete the in-class exercises.

2) Classroom Lecture: Classroom discussions of theatre technology principles and applications. Respectful class discussion is essential. Participation in this class should offer a safe and stimulating environment for students to hone their spoken communication skills, and students will be evaluated on both the quality and quantity of their participation. At times, information shared in the class may be of a confidential nature. Students are expected to respect this confidence.

3) Classroom Exercises: Assignments will be completed during scheduled class times in the classroom and labs. Classroom exercises build on readings and study assignments to provide a foundation for students to complete out of class assignments.

4) Out of Class Assignments: Are to be completed outside of scheduled class meetings and will be submitted to the Moodle page before the listed due date. Lat assignments will NOT be accepted. Each unit will build upon the last to create a larger more comprehensive project, therefore it is essential for students to keep up with the course assignments.

Topics Covered

Date:	Scheduled Topics	Assignments
8/21	Class Biz	
8/26-28	Camera Operation PhotoShop	
9/2-4	(Monday No Class – Labor Day) More Photoshop – select and crop	
9/9-11	After Effects	
9/16-18	Q Lab Basics Q Lab Video	
9/23-25	Script Analysis and Research Digital Media Documentation	
9/30-10/2	Mid Term Project Presentations	
10/7-9	Projection Equipment Specifications Projection Installation	
10/14-16	Lens Calculation Multiple Surfaces	

Date:	Scheduled Topics	Assignments
10/21-23	Story Telling Todd Out of Town (10/24-11/1)	
10/28-30	Media Servers WACTHOUT Basics	
11/4-6	WATCHOUT Time lines and Cues Masks and Mapping	
11/11-13	Pixel Mapping project	
11/18-20	Final Project Presentations	
11/25-29	Thanksgiving Break	
12/2-4	Final Project Presentations	
12/11	Monday @ 11a	Final Exam

Class schedule and topics are subject to change at the discretion of the instructor

Policies

Attendance

Students are expected to attend class and to arrive on time. When conflicts are unavoidable, a student must arrange an excused absence with the instructor *36 hours in advance* or provide a signed note from a care provider. Students who miss class are responsible for material covered on that day, for turning in any assignments due that day, and for getting any new assignments. *There are no "free" unexcused absences*. Two unexcused absences will lower the student's final grade by one letter grade and each subsequent absence will further lower the student's final grade by ½ a letter grade. Arriving more than 5 minutes after the start of class shall be considered late arrival. Two late arrivals count as an unexcused absence.

Conduct/Collaboration/Cheating

This class is a design and skills class. I expect students to help each other to understand the concepts and ideas expressed in class by working with one another. Each student must submit their own work and will be held accountable to explain and independently use the tools to solve specific tasks.

Please review the "2019-2020 Code of Student Conduct" portion of your Student Handbook.
https://www.coastal.edu/media/2015ccuwebsite/contentassets/documents/deanofstudents/2019-2020CodeofStudentConduct.pdf
Students are required to silence alerts on all devices and telephones. Any student disrupting class will be required to leave the classroom.

Homework

Assignments for this class consist of digital projects completed both in and out of class. Projects MUST be submitted as *Project_Name_1ˢᵗ Initial of First Name and first 6 letters of Last Name*. For example: my photoshop project would be named *Photoshop TWren.psd.* It is essential files are submitted in the format required by the project rubric or in class instructions. Misnamed or unreadable submissions will receive zero credit. All written documents must be grammatically correct, spelling checked, and formatted neatly.

Assignments are due at the start of the class on the due date. *Late assignments will not be accepted.*

Students with circumstances affecting their ability to complete assignments on time should arrange **48 hours in advance** of due date/time to be eligible for an extension.

Students with Disabilities

Coastal Carolina University wants each student to be successful and given equal opportunity to achieve their fullest potential. Any student needing accommodation due to a disability – physical, learning, and/or psychological- will be provided the means necessary to achieve their goals. For further information, please contact Accessibility and Disability Services at 843-349-2341.

Grading Scheme:

The class semester grade will be weighted as follows:

Participation	200 pts.
Image Library	100 pts.
Quizzes	200 pts.
Photoshop	150 pts.
After Effects	150 pts.
Q Lab	150 pts.
Mid Term Project	150 pts.
Mid Term Exam	100 pts.
Watch Out	200 pts.
Pixel Mapping	150 pts.
Calculations	100 pts.
Final Exam	150 pts.
Final Project	200 pts.
Total	2000

Grading will be ABCDF scale:

A	2000-1820 100%-91%	Exceptional work that consistently <u>exceeds</u> the expectations the assignments.
B	1819-1640 90% - 82%	Good work that meets the requirements of the assignments.
C	1639—1460 81%-73%	Work which meets the average expectations of the assignments.
D	1459-1280 72%-64%	Work markedly below the average expectations of the assignments.
F	1279-0 63%-0%	Submissions fail to meet the minimum expectations of the assignments

NOTES:

A grade of "D" or below may trigger an academic action, including but not limited to a warning letter or imposition of probationary status. Grades in the College of Fine Arts measure a student's progress toward mastery in their field. Expectations of progress are defined within each option and for each level of the curriculum.

Faculty consider specific factors in determining grades. Individual rubrics and requirements are made available on a course specific basis. The following are areas of competency in the College of Humanities and Fine Arts evaluates on a school-wide basis; artistic and professional aptitude and potential, skills mastery, professional conduct and engagement, innovation and positive collaboration.

Achieving a "B" in this class should prove rather easy. Achieving an "A" in this class will prove rather difficult and requires exceptional performance on all projects, quizzes, and exams. Missing quizzes, or poor preparation for assignments will certainly trigger lower grades.