

# DESIGN (DESG-GT)

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## DESG-GT 1210 Scenic Design III (5 Credits)

Scenic Design III builds on the foundation of a design process established in Scenic Design II. In Scenic Design III we will focus on completion of ideas. We will work on 1 project (Thesis) for the semester. The course is very text based. Each week we will dive deeper into the text and focus intently on the scene by scene structure. You will present model work & drafting to support your ideas weekly. Critiques will move around the room based on scenes rather than an individual person so everyone's work will need to be up and ready to go at the top of class at 1pm. ½" model work is preferred. Drafting can be ¼" or ½". All models need to be lit, lighting options discussed in class. All models need scale figures and at least 1 row of audience seats. Group discussion is the basis for this class. Be prepared to speak about the text, your work and other's work weekly. No cell phone usage during class. We will have 2-10 min breaks.

**Grading:** Grad Tisch Graded

**Repeatable for additional credit:** No

## DESG-GT 1216 Production Design II (5 Credits)

In Production Design II you will create a Production Design for a screenplay of your own choosing. (You must work from a complete shooting script in English, and your choice of film must be approved before the semester begins.) Your thesis project is no more – or less – important than any of the projects you will have completed to date. The intention is for you to build on the momentum generated during the first semester: to become ever more conscious of the ways in which “the personal” informs “the visual,” and to gain more confidence (as a storyteller) by designing a Story which is grounded in your own interests.

**Grading:** Grad Tisch Graded

**Repeatable for additional credit:** No

## DESG-GT 1400 Costume Design III (5 Credits)

The goal of Costume Design III is to wrestle with story. Over the past two years, you have practiced a variety of techniques as part of developing your personal process for designing. Now you are ready to take a text-based design (of your choosing) from the beginning to the end! In order to do so, this class will focus on story, myth, structure, and, above all, dramaturgy. As individuals, and as a group, we will work to discover how each designer can best crack a story to get to its heartbeat. Each of you will find a very different, very personal but equally exciting path. You will be encouraged not to begin by focusing on costumes or sets or even research. Instead, as a group and as individuals, we will begin by dealing with the universal myths at the heart of your text, with exacting character details, and with the beginning, middle, and end of the story.

**Grading:** Grad Tisch Graded

**Repeatable for additional credit:** No

## DESG-GT 1450 Lighting Design III (5 Credits)

This class will deal with the complete process of lighting design, how to continue to give light significance in context. Projects and class trajectory will be tailored to each student's needs and goals. Individual creativity will be encouraged within an environment of shared experience. Questions of meaning, structure, process and intent will be investigated. What light can and cannot communicate will be examined in detail. Much importance will be placed on process and product, both intellectual and practical. Major emphasis will be placed on genuine life procedures and practice, in a real-world context. Each student's individual voice will be nurtured and considered. Individual expression will be our goal.

**Grading:** Grad Tisch Graded

**Repeatable for additional credit:** No