

PROJECTION DESIGN FOR LIVE PERFORMANCE

DESCRIPTION OF COURSE:

Creating digital performance media through script, technology advancements, and production analysis. Practical application through digital rendering, video production, and software exploration.

COURSE OBJECTIVES:

This course is designed to provide the student with the opportunity to accomplish the following objectives and goals:

1. Develop as a creative artist in the design of media for a variety of live performance styles including: music concert, narrative theatre, dance performance.
2. Expand, evolve and examine your work as an entertainment designer.
3. Understand the technical requirements and media delivery systems to control and cue visual media for live performance.

GRADING BREAKDOWN:

Grading Policy: Grades are assessed on the students understanding, effort and success on each paper, projects and presentations. Grades will be assigned based on the percentage of the total points available. Point totals could change with addition or subtraction of assignments. Please feel free to discuss grade questions or concerns with the instructor at any time.

Late Work: Late work will not be accepted for full credit for classroom critique or presentation. 10% of the total points possible will be deducted for each class period a project is late.

Homework Assignments and Projects

- Class Projects:
 - History: Quick Scene 25 Points
 - Perception: Physical Media 25 Points
 - Media Actor: Media Beat 25 Points
 - Media Audience: Interaction 25 Points
- Script Projects:
 - Sally: A Solo Play 75 Points
 - Radiance (A Witch Hunt) 75 Points
 - Goblin Market 150 Points

Total 400 Points

GRADING SCALE:

372 – 400	=	4.0	292 – 311	=	2.0
352 – 371	=	3.5	272 – 291	=	1.5
332 – 351	=	3.0	240 – 271	=	1.0
312 – 331	=	2.5	Below 239	=	0.0

WEEKLY SCHEDULE (Subject to Change)

Week	Topic	Monday	Wednesday	Assignment
Week 1	Introduction to Projection Design		Exploring Two Dimensions in a 3D World	<i>Quick Scene</i> Assigned (due 9/21)
Week 2	History of Digital Performance	NO CLASS	The Past: 2000 BCE - 1920	Read <i>History of Digital Performance</i>
Week 3	History of Digital Performance	The Present: 1920 - 2016	The Future: 2017 +	
Week 4	History of Digital Performance	<i>Quick Scene</i> Work Day	<i>Quick Scene</i> performance & discussion	<i>Physical Media</i> Assigned (due 10/12)
Week 5	Perception: Semiotics	Position & scale [AUD room 10]	Time & motion [AUD room 10]	Read <i>Sally: A Solo Play</i>
Week 6	Perception: Media & Theatre	<i>Sally: A Solo Play</i> Guest Sandra Seaton	Contrast & affinity	Read <i>Perception</i>
Week 7	Perception: Too Human	<i>Physical Media</i> Work Day [AUD room 10]	<i>Physical Media</i> performance & discussion [AUD room 10]	<i>Media Beat</i> Assigned (due 10/26)
Week 8	Media as Actor	Media & Actor, Greenscreen Filming	Present & discuss <i>Sally: A Solo Play</i> designs	Read <i>Media as Actor</i>
Week 9	Media as Actor	<i>Media Beat</i> Work Day	<i>Media Beat</i> performance & discussion	Read <i>Media Engineering</i>
Week 10	Media Engineering	Engineering in Action [Pasant Stage]	Engineering in Action [Pasant Stage]	Read <i>Radiance (A Witch Hunt)</i>
Week 11	Media Engineering	Engineering in Action [Pasant Stage]	<i>Radiance (A Witch Hunt)</i> Guest Kristin Idaszak	Read <i>Media & Audience</i>
Week 12	Media & Audience	<i>Interaction</i> Work Day	Present & discuss <i>Radiance (A Witch Hunt)</i> designs	<i>Interaction</i> Assigned (due 11/21)
Week 13	Media & Audience	<i>Interaction</i> performance & discussion	NO CLASS	<i>Goblin Market</i> initial concept (due 11/28)
Week 14	Final Project: Work Week	<i>Goblin Market:</i> Director Meetings	<i>Goblin Market:</i> Director Meetings	
Week 15	Final Project: Work Week	<i>Goblin Market:</i> Work Day	<i>Goblin Market:</i> Work Day	
Week 16	Final Project Presentation			Final Project: <i>Goblin Market</i>

Syllabus is subject to change based on the needs of the class

Class Projects Assignment Grading

Project grading for Class Project Assignments will be evaluated based on the criteria below.

- Exploration (40% of project grade) – This project demonstrates an understanding of the principles covered in class. It meets the requirements as laid out in the assignment.
- Challenge of Design (40% of project grade) – The design is unique, creative and adventurous. This project shows evidence of creative problem solving.
- Reading (20% of project grade) – Student actively engages in the class discussion on the concepts presented in the reading as they apply to the class project. Student successfully answers questions posed by the professor that address information, analysis or specifics that were in the reading assigned for that class project.

Some of these assignments will be completed in groups, which will be assigned by the instructor. Each individual in the group will receive their own grade based on the above criteria and their contribution to the finished work. Please see D2L for the rubric for group assignments.

Script Projects Assignment Grading

Project grading for Scripted Project Assignments will be evaluated based on the criteria below.

- Critical Engagement & Discussion (20% of project grade) – Student actively engages in the class discussion on the themes and concepts in the script, coming prepared with a thorough understanding of the script prior to the start of discussion. The student has initial design concept ideas to share. At the conclusion of the assignment the student participates in the critique of ALL of the presented designs. The comments given are valid contributions to help the presenting designer improve.
- Design (40% of project grade) – The project demonstrates an understanding of the basic principles covered in class. The design meets the needs of the script – and solves ALL problems. The design concept is consistent throughout all elements presented.
- Completion (40% of project grade) – Student effort on the project is evident. It is clear that all avenues were explored to improve and refine the project. There are no obvious or glaring areas that were left as-is. The finished presentation is clear with professional quality presentation materials and a comprehensive design package.

Final Project: Goblin Market

You will be assigned a director and you will meet with this director twice. The initial meeting will be a discussion of themes and concepts. The second meeting will be a presentation of your finished design. These meetings will be scheduled the week of 11/28 and the week of 12/12. If you miss your scheduled meeting time a make-up time is NOT guaranteed. Director feedback is a significant portion of your grade so missing a meeting will negatively impact your grade.