

# DC 321 - Production Design

Winter Quarter – 2019  
Thursdays 8:30am to 11:45am  
DePaul Cinespace Studios – Stage 16

Professor Noelle Thomas  
Office Hours: Thursday's 8:00am -8:30am, 11:45pm - 12:45pm at  
DePaul Cinespace Studios, or by appointment.  
Email: nthoma13@depaul.edu

## \*Course Description

Cinematic Production Design and its affiliated departments are responsible for creating the settings, atmospheres, and characters that establish a film's look or "feel". Production design can also help with narrative and comment on the action, help move the plot and add symbolic content. Art directors, scenic designers, draftsmen, set decorators, scenic painters, prop-masters, costume designers, stylists, and hair/make-up personnel are just a few of the many craftspeople that work under the title, "Production Design".

In this course, we will explore the many crafts of production design. Through readings, screenings, lectures, guest speakers and visits to sets at Cinespace Chicago Film Studios, students will get an in depth perspective of the overall involvement that production design plays in filmmaking. Students will also work on projects and be required to go through various stages of preproduction and production with regard to production design. This may include but is not limited to: architectural, decorative, costume, and cultural research, location scouting, budgeting, drawing/drafting, prop making, set building, costume and make-up choices, and special effects.

## \*Course Aims and Learning Outcomes

By the conclusion of this course students will be able to:

- ✓ Explain, in well-written prose, the role of production design and how it helps convey story in cinematic media.
- ✓ Articulate and explain the various trades, craftspeople, and positions that work within production design to achieve that end.
- ✓ Demonstrate effective preproduction planning and research.
- ✓ Prepare a production design strategy for an assigned project.
- ✓ Execute various skills and techniques specific to production design.
- ✓ Develop interpretations for the aesthetics concerning production design and the affiliated crafts.
- ✓ Develop and demonstrate various trade skills.

## ✳️ **How Learning Outcomes Will Be Met**

Learning outcomes will be met through a variety of projects including written script analysis, research, perspective drawing, sketching, set design, basic drafting, introductory model building, costume, makeup & hair design. Students will also be graded as active class participants in discussions and talkbacks with guest artists.

## **Course Management**

Syllabus, schedule and all course materials including all assignments can be found on the D2L page for this course, go to: <https://d2l.depaul.edu>

## ✳️ **Expectations**

### **1. Class attendance**

Each class consists of lectures, discussions, and screenings. Your attendance in the course is required. The class is participatory and the instructor's material and concepts are presented during class meetings. Students are expected to attend each class and to remain for the duration. Coming 15 minutes late or leaving 15 minutes early constitutes an absence for the student. The overall grade for participation drops after any absence. Three absences for any reason, whether excused or not, may constitute failure for the course.

### **2. Academic Integrity**

For ALL types of writing, proper citation of any reference sources is required in this course; as with all courses in which independent research and writing is required. PLAGIARISM of any form will NOT be tolerated. Students should be aware of the serious repercussions of plagiarism. If a student is suspected of plagiarism, the case will be immediately reported to the university as a violation of the Academic Integrity Policy. If it is proven that the student has, indeed, committed an act of plagiarism, the student will automatically fail the course.

DePaul takes matters of Academic Integrity in all academic programs very seriously and depending upon the severity of the infraction the penalty could be dismissal from the university.

The entire Academic Integrity Policy is available at <http://academicintegrity.depaul.edu>. Please review it. All papers & written projects must be submitted in to the appropriate Submissions folder, message board or similar as defined in the assignment descriptions on D2L and will be subject to "Turn It In" software.

The DePaul Writing Center is an excellent resource for assistance in your writing for this and other classes. Take advantage of these services offered to you.

### 3. Technology and Food

Keep all cell phones and similar devices turned off/silent and PUT AWAY during class (see “4. Breaks”). Please extend the courtesy to your colleagues and myself by refraining from unrelated activities on your gadgets during class time. During work in class time you are welcome to listen to music ONLY on headphones at a reasonable level, so you can still hear me & do not disrupt your neighbors.

**NO WATCHING of any TV, movies, cat videos etc. NO texting, emailing or similar activity during class time. Penalty for anything other than music during work in class time is an immediate 25 points off your current project.** This is unacceptable in class behavior and will not be tolerated. Please keep all food and drinks AWAY from all work, spilled coffee or greasy fingers can irreparably ruin hours of hard work in a matter of moments.

**In other words BE PROFESSIONAL.**

### 4. Breaks

We will take a 15-minute break mid way thru the class, this is a good time to enjoy a snack, take a walk, check your phone, write an email or watch that cat video. NOTE: Failure to return to the classroom on time will result in a deduction of 5 points of your current project. Feel free to use the restroom or refill your water at any time during class.

### 5. Accommodations for Students with Disabilities

Students who feel they may need an accommodation based on the impact of a disability should contact the instructor privately to discuss their specific needs. All discussions will remain confidential.

To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the Center for Students with Disabilities (CSD) at: [csd@depaul.edu](mailto:csd@depaul.edu).

## ✳️ Respect and Inclusivity

The School of Cinematic Arts at DePaul University has a student body that represents a vivid variety of backgrounds and perspectives. The University is utterly committed to providing an academic atmosphere that cherishes and respects that diversity. “The DePaul community is above all else characterized by ennobling “the God-given dignity of each person.”

**I ask each of you to:**

- **Keep an open mind, discuss, listen to/read the views of others**
- **Offer your own opinions and views with pride and respect**
- **Value the uniqueness of your colleagues**

## \*Assignments and Grading

### 1. Grading Scale

Projects and Class Participation will total 1000 points to be earned. Each project will be worth specific number of points. All grades will be posted on D2L.

A = 1000-930	A- = 920-900		Excellence
B+ = 890-880	B = 870-830	B- = 820-800	Good Work
C+ = 790-780	C = 770-730	C- = 720-700	Satisfactory Work
D+ = 690-680	D = 670-630	D- = 620-600	Unsatisfactory Work
F = 590-0			Substantially Unsatisfactory Work.

### 2. Late Policy

This class demands you to be a self-motivated student, demonstrating self-discipline, and excellent time management skills. You must keep up with the pace of this class completing assignments and projects on time.

Work is considered late if it is turned in past the time and date listed on the schedule.

Late written or creative projects = 50 point deduction.

Work over 2 weeks (14 days) late will not be accepted and zero points will be issued.

Extensions may be requested; extensions must be requested prior to the due date and the student requesting the extension must give sufficient reason(s).

## \*Projects Quizzes and Exams 1000 pts. to be earned.

### 1. Writing

Writing assignments include script analysis, concept development and research topics.

### 2. Quizzes

Quizzes will be given via D2L and will assess student comprehension of assigned reading materials and topics covered in class.

### 3. Creative Projects

Students will work on individual creative projects in class and outside of class time.

### 4. Midterm Exam

Midterm will assess student comprehension of materials presented in class.

### 5. Final Exam

The Final exam for this class will be a presentation of your cumulative work as a Production Designer this quarter.

## 6. Participation

Students are highly encouraged to ask questions and offer comments relevant to the day's topic. Students will be expected to demonstrate comprehension of the reading assignments. Students must keep up with the reading to participate in class discussion.

## 7. Extra Credit

...Will not be offered. No exceptions. You must take responsibility to participate in discussions, be active participants in class, study adequately for the quizzes and do your very best work on each and every project for this class.

**\*\*If you feel you need help or extra time to complete your work you must let me know as soon as possible, prior to the due dates listed in the schedule. Do not wait until the last minute.**

## \*Incompletes and Withdrawals

As stated in the University Bulletin, a student will only be given an incomplete grade if the student request's one from the instructor and the instructor agrees that the circumstances merit this accommodation. Though the instructor may set a shorter deadline, all incompletes **MUST** be graded by the end of the following quarter. Incompletes not changed by the end of the following quarter will automatically become an F.

**I will only issue incompletes for instances where circumstances beyond the student's control have conflicted or prevented the student from completing their work on time. Busy schedules are not an acceptable excuse for late or missing classwork and will not merit an incomplete.** Students who wish to Withdraw from this class must complete the process by the dates posted in the University's Academic Calendar. The University Appeals Committee with appropriate documentation of health or family emergencies may only grant exceptions.

## \*Meetings with the Instructor

I will conduct drop in Office Hours: Thursdays 8:00am -8:30am, 11:45pm - 12:45pm at DePaul Cinespace Studios, or by appointment. Email is the primary and preferred means of communication between faculty and students enrolled in this course outside of class time.

## \*Course Materials

### 1. Required textbook

Production Design for Screen By: Jane Barnwell

ISBN-13: 978-1472580672

Students are expected to read assigned sections of the required textbook and demonstrate that they have done so during in class discussions. This text will serve, as the basis for instruction and it will not be possible to participate without it.

All other reading materials will be available on D2L.

## 2. Recommended books

These books are fantastic resources; add them to yours when you can.

The Filmmaker's Guide to Production Design

By Vincent LoBrutto ISBN 978---1581152241

What an Art Director Does: An Introduction to Motion Picture Production Design

By Ward Preston ISBN 978---1879505186

## 3. Required Materials

*Must have all materials in your possession by Week 2*

- Spiral Bound Sketch Pad
  - ✓ Acceptable sizes: 8.5"x11", 7"x10", 9"x12", 11"x14" Must be spiral bound
- Pencil
- Eraser
- Ultra Fine Point Sharpie or similar
  - ✓ Must be a permanent ink marker
- 12" to 18" Metal Ruler with cork backing
  - ✓ Any size is acceptable, MUST have cork backing
- #11 X-Acto Knife Handle
  - ✓ Your choice of handle style - must hold a #11 blade
- Architects Scale Ruler
  - ✓ Do NOT purchase an Engineers Scale – be careful they look identical
- 1 pad of Post it Notes
  - ✓ 3" x 3" or similar size, any color
- Masking Tape
- Folder or small binder to keep all handouts available and organized
- Carrying case for your tools
  - ✓ Your choice of container to safely travel with your design tools.

Optional Supplies (not required)

- You may want to add these to your collection of design tools.
  - ✓ Color media – colored pencils, markers, paints, etc.
  - ✓ Sharpie Markers – various sizes/colors
  - ✓ Scrapbooking papers – patterns and textures for models
  - ✓ Double Stick Tape
  - ✓ Model building materials TBD by your design – brass, balsa, acetate, beads, fabrics, etc.

## Digital Camera/Smartphone camera

For your projects there will be times when I'll ask you to take and share pictures of your process and projects on D2L. For these activities, you'll need a digital camera. If you do not have one, please do a little research and identify a classmate who has one (a cell phone camera is fine too!). If you have concerns, please contact me.

## Changes to Syllabus

This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly addressed during class, posted on D2L and sent via email. Projects will never be due earlier than listed on the schedule

## Online Course Evaluations

Evaluations are a way for students to provide valuable feedback regarding their instructor and the course. Detailed feedback will enable the instructor to continuously tailor teaching methods and course content to meet the learning goals of the course and the academic needs of the students. They are a requirement of the course and are key to continue to provide you with the highest quality of teaching. The evaluations are anonymous; the instructor and administration do not track who entered what responses. A program is used to check if the student completed the evaluations, but the evaluation is completely separate from the student's identity. Since 100% participation is our goal, students are sent periodic reminders over three weeks. Students do not receive reminders once they complete the evaluation. Students complete the evaluation online in Campus Connect.

### DC 321 - Production Design - Weekly Schedule – Winter 2019

<u>1/10/19</u>	<u>WEEK 1</u>	INTRODUCTION, DESIGN PROCESS, PRINCIPLES of DESIGN
<u>1/17/19</u>	<u>WEEK 2</u>	SCRIPT ANALYSIS, RESEARCH, CONCEPTS & SKETCHES
<u>1/24/19</u>	<u>WEEK 3</u>	SPACE, MOVEMENT & ELEMENTS OF DESIGN
<u>1/31/19</u>	<u>WEEK 4</u>	DRAFTING, MODELS & PAINT ELEVATIONS
<u>2/7/19</u>	<u>WEEK 5</u>	COLOR, CONSTRUCTION MATERIALS
<u>2/14/19</u>	<u>WEEK 6</u>	COSTUMES, MAKEUP & HAIR
<u>2/21/19</u>	<u>WEEK 7</u>	ART DEPARTMENT, PROPERTIES
<u>2/28/19</u>	<u>WEEK 8</u>	SET DECORATION
<u>3/7/19</u>	<u>WEEK 9</u>	NOTABLE PRODUCTION DESIGNERS
<u>3/14/19</u>	<u>WEEK 10</u>	PRODUCTION DESIGN, GUEST ARTIST
<u>3/21/19</u>	<u>WEEK 11</u>	FINAL - 8:30 AM – 10:45AM

\*\* This schedule is subject to change at the discretion of the instructor, you will be notified of any changes throughout the quarter. \*\* Projects will never be due *earlier* than listed on the schedule.