**Meeting time and location:**

M/W 9:30am – 10:45am, Scenic Studio T66 and other locations as identified. 09/04 through 12/11, 2019

**Instructor:**

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Email  cig0001@uwm.edu  
Office/Hours  M/W 8AM-2PM, UWM PSOA T276  
Phone  414-581-6352 (mobile)  
D2L  [http://d2l.uwm.edu](http://d2l.uwm.edu)

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**Description:**

This course explores intermediate scenic element fabrication techniques with an emphasis on using common stage mechanics for theatrical effects. The course introduces technical direction skills for live entertainment and demonstrates a specific philosophy of scenic engineering through practical in-class work and theoretical exercises. Inclusive of the base modules are the concepts of in-shop analysis and fabrication of advanced scenic elements, project management, and communication techniques. The coursework may be tied to current production activities within the department and remains subject to change in order to take advantage of departmental production needs.

The course uses the practical application of skills and techniques learned through diverse practical assignments to demonstrate command of session content. Many assigned projects are cumulative in nature, demanding a strong commitment from the student.

The course may contain access to supplemental material, allowing students to delve deeper into topics as they desire.

This course may take advantage of online learning systems. Students may actively use computers for course content and application of the practical skills and techniques taught. Students are required to use the Canvas system, and may need to use web based presentation systems, online text, graphic and video tutorials to obtain content and complete assignments. Start dates/times for online sessions may or may not be restricted within Canvas. Some session content may remain accessible throughout the course, others will not.

This course carries a special course fee for materials. If the student wishes to opt-out of the College acquiring their program materials, the student may contact the instructor on or before the second Friday of Classes; if no contact is made by that time, the Student will be deemed to have opted-in. Students opting out of this process will be reimbursed for the cost of program materials and will be personally responsible to acquire these materials. Note that materials may cost significantly more when not obtained through the College.
Objective and Outcome:

This course provides the student with working knowledge of methods and techniques for creating stage effects and engineering scenic elements. Upon successful completion, students with aspirations of entering a field requiring proficiency in scenic production will be equipped with the methods and skills to excel in that area. Personal, recreational and amateur practitioners will be able to produce satisfying professional level work.

THR 314 Special Effects for Stage Scenery directly addresses the following established Student Learning Outcomes as determined by the UWM PSOA Department of Theatre:

SLO 1: Practical application
Students will be able to execute and practice various skills in the area of stage craft and technical theatre at a level of proficiency needed to successfully build and construct stage scenery and props, hang and focus lights, and build music/effects in sound.

SLO 2: Visual Communication
Students will be able to communicate through the use of visual and design methods.

SLO 3: Professionalism - Understanding the designer's role
Students will be given opportunities to understand and practice professional modes of behavior expected of professional electrician, prop artisans, scenic artisans, sound engineers, or designers.

SLO 4: Aesthetic awareness
Students will develop an aesthetic awareness of design and construction principles and be able to express and use the elements of design in their work.

SLO 5: Critical thinking skills
Students will be able to think critically and use personal criteria for evaluating their work as professional production craftspeople and designers.

SLO 6: Ability to assess personal creative work.
The student will gain the ability to assess and critique their own creative work.

SLO 7: Function effectively as a member of a collaborative creative team.
The student will be able to function effectively and cooperatively as a member of a production team in the areas of scenery, properties, sound, and electrics.

Expectations for Online Content:

The workload for any online only sessions is comparable to that of face-to-face sessions. A great deal of self-discipline is required to stay on schedule and keep up with the demands of online session content, projects and assignments. On the average, each session requires between 1 to 2 hours of work directly with the online material. Assignments are expected to take 1 to 2 hours to complete. Students should plan to devote an average of 3 hours per session. Some sessions may require less time, others more.

Being an effective student in a hybrid-online course requires several traits. Students need to be able to communicate effectively in writing, enjoy independent learning, manage their time effectively and meet deadlines. http://campus.arbor.edu/ma_com/online_learner.html and http://www.butlercc.edu/online/about.cfm have useful information about being an effective online learner.

Students also need to be willing to work through technical problems and personal computer/internet/network related issues. The instructor will assist when possible and appropriate, but students are responsible for the function of their personal hardware and software. Failure of software or hardware is not recognized as a valid excuse for not completing coursework.

Participation is critical for success in this course. Students are expected to utilize the shared resources, cafe, and technical support forums, engaging in meaningful conversation with their classmates and instructor. The instructor and teaching assistants will frequent all discussion forums. The learning experience for all students will be greatly enhanced by this kind of participation. Practice basic net-etiquette (nettiquette) and be courteous. The instructor reserves the right to remove any post from the forums and block users from future posts.
Required Materials:
- Safety eyewear (safety ear protection recommended)
- 25’ Tape measure
- Architect’s scale rule or other graduated straight-edge
- Basic office supplies (notebook, pencils, pens, etc.)

Recommended Materials:
- Scissors or Matte Knife

Safety Note:
THR 314 is a hands on course that makes use of power tools and fabrication materials. Students need to be comfortable in the operation of common hand tools and power tools, including stationary saws, mitre saws and sanders. THR 214 Stagecraft is a highly recommended pre-cursor to this course.

Dress
- Footwear must cover the entire foot
- No loose clothing (shirt’s with loose tails, skirts, no drawstrings or other items that could get caught in machinery or impede use of extremities
- No shorts or skirts during welding sections (no exposed skin)

Students will get dirty during this course. Many materials used will leave stains that cannot be removed. Dress accordingly. There is a locker room space available in proximity to change – access is obtained through request of instructor.

Grading:
Students will receive written and/or verbal feedback (and critique as applicable) regarding all assignments as it relates to the learning objectives of the course. Point results will be recorded within Canvas.

There are two categories of assessment:
- Assignments 01-06: 40% of the overall grade
- Assignment 07 (Final Project): 20% of the overall grade
- Attendance: 40% of the overall grade

All assignments are evaluated on a 10 point scale according to the Assessment Rubrics.

Attendance is mandatory. Each student begins the course with 40 points. The first absence is excused without penalty. Additional absences incur a deduction of 8 points. Students are responsible to tracking their own attendance grade and may request status updates from the instructor at any time. Note that 5 missed sessions results in failure of the attendance category and a maximum possible overall grade of 60% (D-). Attendance excuses are honored according to UWM policy.

Final letter grading is considered and factored using the following scale (percentile).
93-100=A  90-92=A-  86-89=B+  83-85=B  80-82=B-  76-79=C+  73-75=C  70-72=C-  66-69=D+  63-65=D  60-62=D-  Lower than 60=F

The official UWM policy on grades and grading is available at [http://www4.uwm.edu/secu/acad+admin_policies/S29.htm](http://www4.uwm.edu/secu/acad+admin_policies/S29.htm)
The official UWM policy regarding incomplete grades is available at [http://www4.uwm.edu/secu/acad+admin_policies/S31.htm](http://www4.uwm.edu/secu/acad+admin_policies/S31.htm)
Assessment Rubric:

<table>
<thead>
<tr>
<th><strong>Project Submissions</strong></th>
<th><strong>Excellent</strong></th>
<th><strong>Good</strong></th>
<th><strong>Average</strong></th>
<th><strong>Poor</strong></th>
</tr>
</thead>
</table>
| Following assignment instructions (timeliness, completeness, level of detail in content) | • On time submission  
• Well executed with attention to detail | • On time submission  
• Adequate execution | • On time submission  
• Execution satisfactory for function | • Late submission  
• Execution undermines function |
| Demonstration of assignment criteria (Displays command of instructional materials, clarity and depth of content demonstration) | • Consistent and correct function  
• Clear representation of all demonstrated techniques | • Consistent and correct function  
• Clear representation of most demonstrated techniques | • Potentially correct function  
• Demonstrated techniques evident but not clear | • Lack of function  
• Unclear or lack of demonstrated techniques |
| **Points** | **9–10** | **7–8** | **5–6** | **4 or less** |

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<tr>
<th><strong>Written/Graphic Submissions</strong></th>
<th><strong>Excellent</strong></th>
<th><strong>Good</strong></th>
<th><strong>Average</strong></th>
<th><strong>Poor</strong></th>
</tr>
</thead>
</table>
| Following assignment instructions (timeliness, format of files, level of innovation in content) | • On time submission  
• Correct format  
• Fascinating and/or innovative content | • On time submission  
• Correct format  
• Interesting content | • On time submission  
• Usable format  
• Uninspired content | • Late submission  
• Unusable format  
• Inadequate content |
| Demonstration of knowledge and understanding gained from session material | • Clear and dynamic demonstration of knowledge of session topics  
• Insightful use of demonstrated techniques | • Demonstrates command of session topics  
• Uses demonstrated techniques effectively | • Some demonstration of knowledge of session topics  
• Some use of demonstrated techniques | • No evident use or command of session topics  
• No or unclear use of demonstrated techniques |
| Grammar, spelling, layout and adherence to online protocols | • Excellent layout  
• Well written with no typo, spelling or grammatical errors | • Clear layout  
• Minimum of spelling errors or grammatical errors | • Acceptable layout  
• Some spelling or grammatical errors | • Unclear layout  
• Difficult to read due to spelling or grammatical errors. |
<p>| <strong>Points</strong> | <strong>9–10</strong> | <strong>7–8</strong> | <strong>6–7</strong> | <strong>5 or less</strong> |</p>
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<tr>
<th>Session</th>
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<th>Classroom Content</th>
<th>Projects</th>
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<td><strong>WEEK 1</strong>&lt;br&gt;1 09/04</td>
<td>Introduction to Course</td>
<td>Review of Syllabus and expectation of the course</td>
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<tr>
<td><strong>WEEK 2</strong>&lt;br&gt;2 09/09</td>
<td>Stage Effects - Historical</td>
<td>Lecture/Discussion: Types of effects and the history of their development</td>
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<tr>
<td></td>
<td>ASSIGNMENT 01: Research a scenery based special effect. Summarize your findings in writing (not to exceed 1000 words). Include internet links of images/video and/or submit images/video and present the findings in during session 3 on 09/13. Submit to Canvas. Due 11:59pm, 09/10.</td>
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<tr>
<td>3 09/11</td>
<td>Presentations of ASSIGNMENT 01</td>
<td>Student Presentations</td>
<td></td>
</tr>
<tr>
<td><strong>WEEK 3</strong>&lt;br&gt;4 09/16</td>
<td>Designing Effects - Prototyping Articulation</td>
<td>Lecture/Demonstration: Simple 2D Prototyping</td>
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<td>ASSIGNMENT 02: Pick an existing (or devise a new) articulation effect. Using simple 2D methods, prototype at least one aspect of the articulation. Demonstrate the prototype during class session 7, 09/25.</td>
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<tr>
<td>5 09/18</td>
<td>Designing Effects - Prototyping Articulation</td>
<td>Studio Activity</td>
<td>Articulation Effect Prototyping</td>
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<td><strong>WEEK 4</strong>&lt;br&gt;6 09/23</td>
<td>Designing Effects - Prototyping Articulation</td>
<td>Studio Activity</td>
<td>Articulation Effect Prototyping</td>
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<td>7 09/25</td>
<td>Student Presentations of Assignment 02.</td>
<td>Presentations</td>
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<td>Articulation Hardware</td>
<td>Demonstration: Pneumatics</td>
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<td>9 10/02</td>
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<td>Studio: Pneumatics</td>
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<td><strong>WEEK 6</strong></td>
<td>16 10/07</td>
<td>Motor Control Systems</td>
<td>Demonstration: Motorworks and the Creative Connors Motion System</td>
</tr>
<tr>
<td>11 10/09</td>
<td>Motor Control Systems</td>
<td>Programming the Creative Connors Motion System</td>
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</table>
| **WEEK 7** | 12 10/14 | **Group 1**: Final Project Identification  
**Group 2**: Programming the Creative Connors Motion System | Discussion: Small Scale Scenic Effect Project  
Motion Control Programming |
| ASSIGNMENT 04: (Group 1) In small groups or individually, devise or select a scenic special effect to realize. Summarize your concepts in writing (not to exceed 1000 words). Include internet links of images/video and/or submit images/video as appropriate. Submit to Canvas. **Due 11:59pm, 10/20.**  
ASSIGNMENT 05: (Group 2) Program the Creative Connors Motion System to create a three stage basic motion sequence. **Due in class.** |
| **WEEK 8** | 13 10/16 | **Group 1**: Programming the Creative Connors Motion System  
**Group 2**: Final Project Identification | Studio Activity  
Motion Control Programming |
| ASSIGNMENT 04: (Group 2) In small groups or individually, devise or select a scenic special effect to realize. Summarize your concepts in writing (not to exceed 1000 words). Include internet links of images/video and/or submit images/video as appropriate. Submit to Canvas. **Due 11:59pm, 10/20.**  
ASSIGNMENT 05: (Group 1) Program the Creative Connors Motion System to create a three stage basic motion sequence. **Due in class.** |
| 14 10/21 | Graphic Communication | Lecture/Demonstration: Using graphics to brainstorm and communicate concepts |
| ASSIGNMENT 06: Prototype and graphically illustrate the Small Scale Scenic Effect Project with emphasis on sequencing and fabrication techniques. Present in class during session 16. |
| 15 10/23 | Practical Project Communication | Studio Activity  
Prototype and graphically illustrate the Small Scale Scenic Effect Project |
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<td>Student Presentations of Assignment 06</td>
<td>Student Presentations and Final Project Introduction</td>
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<td>On the Fly Challenge 1</td>
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<td>Speed Graphics</td>
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<td>Studio Activity</td>
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<tr>
<td>19</td>
<td>On the Fly Challenge 2</td>
<td>Studio Activity</td>
<td>Egg Drop Competition</td>
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| 20 | **Group 1**: CNC Techniques  
**Group 2**: Practical Application | Lecture/Demonstration: Tool Usage. Studio Activity | |
| 21 | **Group 1**: Practical Application  
**Group 2**: CNC Techniques | Lecture/Demonstration: Tool Usage. Studio Activity | |
| 22 | **Group 1**: CNC Techniques  
**Group 2**: Practical Application | Lecture/Demonstration: Creating Vectors and Toolpaths. Studio Activity | |
| 23 | **Group 1**: Practical Application  
**Group 2**: CNC Techniques | Lecture/Demonstration: Creating Vectors and Toolpaths. Studio Activity | |
<p>| <strong>WEEK 11</strong> | | | |
| 24 | Practical Application | Studio Activity | Realizing a Scenic Effect |
| 25 | Practical Application | Studio Activity | Realizing a Scenic Effect |
| 26 | Practical Application | Studio Activity | Realizing a Scenic Effect |
| <strong>WEEK 12</strong> | | | |
| <strong>WEEK 13</strong> | | | |
| 27 | Practical Application | Studio Activity | Realizing a Scenic Effect |</p>
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<td>Project Presentations</td>
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</tbody>
</table>

### UWM Policies:
Please refer to [http://www4.uwm.edu/secu/SyllabusLinks.pdf](http://www4.uwm.edu/secu/SyllabusLinks.pdf) for information regarding general UWM Policies as they relate to this syllabus and course.

### UWM Resources:
- The UWM Writing Center: [http://www4.uwm.edu/writingcenter/](http://www4.uwm.edu/writingcenter/)
- Libraries: [http://www4.uwm.edu/Library/](http://www4.uwm.edu/Library/)
- On campus computer lab information: [https://www4.uwm.edu/uits/services/campus/ccls/index.cfm](https://www4.uwm.edu/uits/services/campus/ccls/index.cfm)
- The UWM Bookstore: [http://uwmbookstore.aux.uwm.edu/home.aspx](http://uwmbookstore.aux.uwm.edu/home.aspx)
- The UWM TechStore: [http://www4.uwm.edu/techstore/](http://www4.uwm.edu/techstore/)
- University Information Technology Services (Help Desk): [https://www4.uwm.edu/uits/help/help_desk/index.cfm](https://www4.uwm.edu/uits/help/help_desk/index.cfm)
- Help Desk Telephone: **414-229-4040** Help Desk Location: Bolton Hall 225
- Desire to Learn (D2L) Help: [https://pantherfile.uwm.edu/groups/sa/ltc/public/D2L%20student%20help%20files/](https://pantherfile.uwm.edu/groups/sa/ltc/public/D2L%20student%20help%20files/)

### THR 314 - UWM Resources