

**ENT-2200 Theatrical Drafting, Section D242**

Professor: John McCullough

Office: Room V121B, Voorhees Hall, (718) 260-5506

Email: [jmccullough@citytech.cuny.edu](mailto:jmccullough@citytech.cuny.edu)

Office Hours: Tuesday 11am-1pm, Thursday noon-2pm

**Class Meeting Time:**

Tuesdays and Thursdays, 4:00pm - 5:40pm, Light Lab (V119)

*Learning results from what the student does and thinks and only from what the student does and thinks. The teacher can advance learning only by influencing what the student does to learn. –Herbert A. Simon*

**Course Description:**

Drafting serves two primary functions: first, it lets us solve problems graphically. We can determine which audience members can see what parts of the stage, how long our cables need to be to get from point A to point B, and what size and shape our scenic elements have to be in order to perform their function. Second, it helps us to communicate that solution to another person (or sometimes to a machine) so that our ideas can move from our brains, to the page, to the stage.

Both functions of drafting are important, and cannot succeed alone. You may find the most elegant, efficient, and innovative solution to a problem, but if you can't explain it to someone else you can't implement your idea. You can be a master drafter and produce drawings that are clean and crisp, but without a good idea to communicate, the drawings would have no purpose.

In this class, you will have opportunities to practice both problem-solving and communication using theatrical drafting techniques and standards.

**Learning Outcomes**

<b>After taking this class, the student will be able to...</b>	<b>This will be demonstrated by...</b>
Read and understand drawings (build drawings, ground plans, schematics)	In-Class Exercises, Homework, Learning Portfolio
Use drafting techniques to solve problems (find lengths, quantities, true size and shape, determine if object will fit, evaluate sightlines, etc)	In-Class Exercises, Homework, Learning Portfolio
Draft objects completely and accurately in 2D	In-Class Exercises, Homework, Learning Portfolio
Use AutoCAD productivity tools to draft efficiently	In-Class Exercises, Homework, Learning Portfolio
Follow theatrical drafting standards	In-Class Exercises, Homework, Learning Portfolio

**Projects:**

**Sketchbook:** You will keep a sketchbook during the semester and sketch something every day. Learning to look at the world around you and make quick sketches by hand is a vital skill, even in today's digital world. Sketching can help you understand the world around you, and help you to work through your visual ideas before you turn on your computer to draft. And of course, it helps to be able to make quick, accurate sketches when you need to solve a problem at a late-night notes meeting during tech week.

**Homework/Assignments:** Homework assignments are due at the beginning of class. The details of each homework assignment will be handed out when the homework is assigned. Homework will

typically involve following written directions to produce one or more printed plates as well as digital files. Each assignment is an opportunity to apply one or two graphical problem-solving concepts and to practice one or two vital drafting skills. They will build on each other over the course of the semester.

**Mid-Term Project:** You will draft the ground plan and section of a theater. Most theatrical projects begin with a ground plan and section, and these drawings are vital to how theatre professionals think about production and communicate their ideas to each other.

**Final Project:** The final project will require you to use all of the skills and techniques that you used during the semester to draft the ground plan and section of a show inside a theatre, and solve some of the common problems faced during production, like evaluating sightlines, locating the quick-change booth, and putting your masking in the right position.

**Learning Portfolio:** Your learning portfolio is a tool for you to keep track of your progress on mastering the concepts and skills introduced in class. It is a combination of evidence of your work (copies of drawings, class notes) and written reflection about your learning. This is an important tool to help you learn, and to identify your own strengths and weaknesses.

### **Required Texts:**

*Drafting for the Theatre* 2<sup>nd</sup> Edition by Dennis Dorn and Mark Shanda ISBN-13: 978-0809330379

### **Required Equipment:**

25' tape measure, pencil, architectural scale rule, sketch book (5"x8" minimum), USB flash drive or external hard drive

**NB: You are required to bring your equipment to every class meeting!**

### **Internet Access:**

You must use OpenLab for this course. Join the class here: <https://goo.gl/T3UiqS>

You must also check your school email on a regular basis.

### **Attendance:**

Punctuality is one of the most respected virtues in the entertainment business. If you have a reputation for showing up on time, you will always find people willing to trust you and to hire you. Use this class as an opportunity to build the habit of punctuality.

Your attendance will not be graded, however it will be very difficult for you to learn the material if you are not in class. If you must come in late, please be respectful of the class and try not to disturb anyone as you enter.

If you know ahead of time that you will be late or absent, please contact me before the start of class so we can arrange for you to make up material you will be missing.

### **Grades:**

Every piece of work you produce (in-class activities, homework, projects) will receive detailed feedback from me, but they **WILL NOT BE GRADED**. This feedback will indicate the strengths and weaknesses of your work, as well as areas to improve and what skills or concepts you should learn next.

We will determine your final grade together during a grading conference at the end of the semester. You will use your learning portfolio to write a self-assessment of your work and suggest the grade that you think have earned based on your mastery of the concepts and skills introduced in class. We will review your assessment and portfolio together, and come to an agreement about your grade.

<b>Late</b>	<b>Topic</b>	<b>Due</b>	<b>Assigned</b>
8/29	Introduction – Diagnostic Test Review – scale, measurement, fractions, angles		Get Sketchbook Get Textbook
8/31	Lab – Sketching, Scaling, Graphical Problem-Solving	Sketchbook	
9/5	Review – orthographic projection The AutoCAD Environment (colors, units, save) Basic 2D commands (line, pline, rec, circle, mirror, SNAPs, tracking, linetype, lineweight, etc)	Read: Introduction pp 79-88	Homework 1
9/7	Plotting, plot styles (.ctb vs .stb), viewports	Homework 1 – Complete Missing Views	
9/12	Layers; Dimensions, lineweight Lab – Using Lineweight to Communicate	Read: pp21-29, 60-78	Homework 2
9/14	Sections; Hatching Lab – draft objects in class	Homework 2 – Orthographic Projections Read: pp 89-96	
9/19	View Callouts, references		Homework 3
9/21	No Class		
9/26	UCS; Auxiliary Views	Homework 3 – Section Read pp97-111	
9/28	Auxiliary Views, cont'd		Homework 4
10/3	Pictorial Views	Homework 4 – Auxiliary View Completions Read pp 112-122	Homework 5
10/5	Lab – Dimensioning Pictorial views, isocircles	Homework 5 – Pictorial Views	
10/10	Lab: Blocks		
10/12	Dynamic Blocks		Homework 6
10/17	Project work in class		
10/19	Learning Portfolios	Create OpenLab Account; Homework 6 – Dynamic Block	Learning Portfolio
10/24	Ground Plans	Read pp 183-228	Mid-Term Project
10/26	Project work in class		
10/31	Project work in class		
11/2	Project work in class	Sketchbook Check-in	
11/7	Review GP&S Drafting Environment – templates	Mid-Term Project	
11/9	XREFs - Full-scale plotting Drawing Organization		Homework 7
11/14	Putting it all together – working drawings for a deck; In-class: make a platform block	Homework 7 – Trace an XREF	Homework 8
11/16	Project work in class		
11/21	No Class		
11/23	No Class		
11/28	Lab – Answering Questions with Drawings Working with Designer Drawings	Homework 8 – Show Deck Read pp 229-314	Homework 9
11/30	Project work in class		
12/5	Project work in class		
12/7	Lab – Sight Lines; Masking Placement; Lighting, Sound, and Projections gear placement Project work in class	Homework 9 – Scenery Ground Plan and Section	Final Project
12/14	Plot final projects in class	Final Project; SketchBook	
12/19	Review Final Projects	Learning Portfolio	

