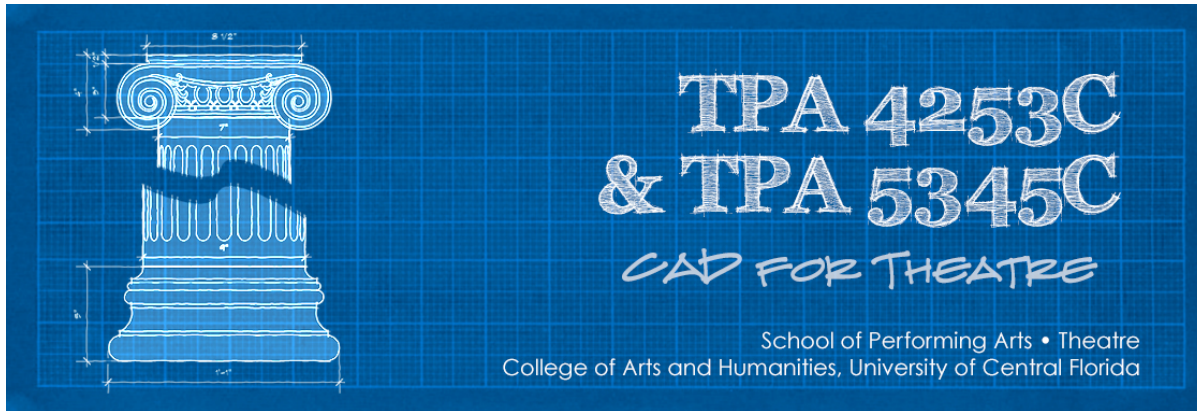


TPA4250C_CMB-17Spring

[Jump to Today](#)[Edit](#)**Spring 2017****Professor:** Bert Scott**Office Hrs:** M,TR 10:00-12:00 or by appointment**Office:** T236**Phone** (407) 595-3797 (cell) - please don't call or text before 8am after 10pm!**E-Mail:** Bert.Scott@ucf.edu**Course Meetings:**

Online

Course Description:

An introduction to Computer Aided Drafting and Design as applied to technical drawings for the theatre, using the software program Vectorworks.

Course Objectives:

At the conclusion of this course, students should be able to read, understand, and create these standard types of scaled theatrical technical drawings :

- Groundplans
- Elevations
- Sections
- Details/props
- Lightplots

The drafting program Vectorworks will be the primary tool for exploring/creating these drawings.

Required Materials:

- (1) USB "flash" drive, 128mb minimum, or cloud storage account. *It is strongly recommended that you obtain and use a cloud storage account.*

Required Text:

None

Suggested Texts:

[Vectorworks for Entertainment Design by Allen](http://www.amazon.com/Vectorworks-Entertainment-Design-Document-Lighting/dp/0415726131/ref=sr_1_1?s=books&ie=UTF8&qid=1421079480&sr=1-1&keywords=vectorworks+entertainment) (http://www.amazon.com/Vectorworks-Entertainment-Design-Document-Lighting/dp/0415726131/ref=sr_1_1?s=books&ie=UTF8&qid=1421079480&sr=1-1&keywords=vectorworks+entertainment)

Some of the content for this course will be drawn from this text, but we will not be using it as a traditional textbook. If you are a scenic or lighting designer you should, however, consider obtaining a copy of this book - it is one of the best available references for the use of Vectorworks in entertainment design.

[Designer Drafting and Visualizing for the Entertainment World by Woodbridge & Tine](http://www.amazon.com/Designer-Drafting-Visualizing-Entertainment-World/dp/0240818911/ref=sr_1_1?s=books&ie=UTF8&qid=1421079323&sr=1-1&keywords=designer+drafting+and+visualizing+for+the+entertainment+world) (http://www.amazon.com/Designer-Drafting-Visualizing-Entertainment-World/dp/0240818911/ref=sr_1_1?s=books&ie=UTF8&qid=1421079323&sr=1-1&keywords=designer+drafting+and+visualizing+for+the+entertainment+world)

This book is the best available reference of professional drafting, both Cad and hand-drawn. There are many examples of professional drafting from Broadway, movies, television, large-scale events, etc. If you are a scenic designer you should own this book.

[Drafting for the Theatre by Dorn and Shanda](http://www.amazon.com/Drafting-Theatre-Dennis-Dorn/dp/0809330377/ref=sr_1_1?s=books&ie=UTF8&qid=1421079358&sr=1-1&keywords=drafting+for+theatre) (http://www.amazon.com/Drafting-Theatre-Dennis-Dorn/dp/0809330377/ref=sr_1_1?s=books&ie=UTF8&qid=1421079358&sr=1-1&keywords=drafting+for+theatre)

This is the standard textbook for 2d drafting for theatre. Some of the methods are a bit outdated now that many projects are being done in 3D, but it is the standard reference for traditional 2d theatrical drafting. There should be a copy in the library, and if you hunt around online there are used copies available very cheaply.

Required Software:

[Vectorworks student edition](http://student.myvectorworks.net/) (<http://student.myvectorworks.net/>)

As a student you may obtain a free copy of the software directly from Vectorworks.

Vectorworks is also available in the computer lab in the PAC/Theatre building, T204.

Please note that VW 2016 is currently running in the lab. Your personal copy will likely be VW 2017. There is only one major difference in the program (the "Resource Browser") that will affect this course. Many of the online tutorials were created in VW 2016, but the information is easily to translate to VW 2017. If you need to open a VW 2017 file in the Computer lab, you will need to save it as a VW 2016 file first!

Assignments:

- Project 1: Setup/Titleblocks/Layers/Viewports 5%
- Project 2: Geometric Shapes/Symbols 5%
- Project 3: Groundplan 1 5%
- Project 4: Groundplan 2 10%
- Project 5: Elevation 1 5%
- Project 6: Elevation 2 10%
- Project 7: Section 1 5%
- Project 8: Section 2 10%
- Project 9: Prop 1 5%

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| • Project 10: Prop 2 | 10% |
| • Project 11: Lightplot 1 | 10% |
| • Final Project: Complete set of plans | 20% |

Total 100%

Grading Scale:

93-100	A
90-92	A-
87-89	B+
83-86	B
80-82	B-
77-79	C+
73-76	C
70-72	C-
67-69	D+
63-66	D
60-62	D-
0-59	F

Attendance and participation:

You should be able to complete the assignments by following the online tutorials, but I am more than happy to help you in person during office hours or via email, phone or text.

All of the tutorials are not currently available - I will be adding them over the course of the semester. The "next" tutorial should always be available at least by the due date of the "current" tutorial however.

Please don't hesitate to contact me outside of class hours if you need help. I may not always be available, but I'll be happy to arrange a mutually agreeable time to help you.

Late, make-up and extra credit work:

- All assignments are due by midnight (12pm) on the date listed in the course calendar.
- Any exceptions (religious holiday or official university, college, or department sponsored events, for example) must be arranged with the instructor at least one week in advance.
- Late assignments will be penalized 10% for each 24 hour period . For example, a 10 point project will be penalized 1 point (10% of 10) for each day it is late.
- There will be no "make-up" assignments and no extra credit assignments available.

Grading:

Drafting/CAD is all about visual communication. Neatness and attention to detail are critically important. Proper use of line weights is essential to good drafting. When creating a drawing, think about your time working in the shop with drawings – what sorts of information are important for you to be able to build your project accurately? Think about how you lay out information on the page – the arrangement of drawings is often as important as the drawings themselves (for example, front, top and side views must be aligned in order for the information to be clear).

An "A" project is a drawing which could be sent to any professional shop and would enable that shop to build exactly what you intend, without having to call you and ask questions. After you have finished a drawing, take a look at it and ask yourself: Is there any information the shop might need which is not included in this drawing? If so, find a way to include that information. Remember that a picture is almost always preferable to a text note.

Turning in Projects:

- All digital files will be turned in via Webcourses. Most projects should be submitted as a native Vectorworks file. Any exceptions will be noted in the instructions for individual projects.
- The final Project will be turned in in printed form and MUST be on the proper size paper (for instance an 11"x17" drawing must be plotted on 11"x17" paper, not 18"x24"). You may need to manually trim pages which print out on over-sized paper. One of the learning objectives for this course is the ability to print drawings in presentational format and presentation will be factored into project grades
- All projects must have title blocks and all title blocks must contain the correct information for each project. EVERY project should have the following information in the titleblock: your name, the title of the project, the drawing scale, the date, and the title of the drawing
- Drawings which are turned in digitally MUST follow this file-name convention:

YournameProject#.vwx (ie. BertScottProject2.vwx)

Projects which are incorrectly named will not be graded and will be considered "not turned in"!!!

Academic integrity:

This class abides by the [UCF Golden Rule \(http://goldenrule.sdes.ucf.edu/\)](http://goldenrule.sdes.ucf.edu/)

You are responsible for knowing the university rules and regulations and will be held accountable for them.

Plagiarism statement:

Plagiarism of any kind will not be tolerated. Students are expected to do their own work and all of the work produced should be completed in its entirety by the student who turns it in. Any first acts of plagiarism will result in an immediate failing grade for the project. Any second act of plagiarism will result in an immediate failing grade for the course and referral to the Office of Student Conduct.

Copying any portion of any file not entirely created by you* is plagiarism.

****With the exception of material which you are explicitly told, by the instructor, to incorporate into your file. You may also freely use any digital material available in the Vectorworks program (symbols, texture, etc). Before incorporating any other material ASK THE INSTRUCTOR'S PERMISSION beforehand!***

Students with disabilities:
















Students with disabilities who qualify for academic accommodations must provide the instructor with a letter from the Office of Student Disability Services.

Disclaimer:

We might discuss material (scripts) that may express adult or controversial themes or contain strong language. If this presents a problem for you, please see the instructor immediately to assess your chances for success in the course.

This syllabus may be modified at the discretion of the instructor. Changes will be discussed in class and/or via email and/or Webcourses

Assignments Summary:

Date	Details	
Mon Jan 9, 2017	 Obtain the Software! (https://webcourses.ucf.edu/calendar?event_id=1370744&include_contexts=course_1255476)	12am
Tue Jan 10, 2017	 Reading/Viewing Assignment One (https://webcourses.ucf.edu/calendar?event_id=1370705&include_contexts=course_1255476)	12am
Thu Jan 12, 2017	 Reading/Viewing Assignment Two (https://webcourses.ucf.edu/calendar?event_id=1370706&include_contexts=course_1255476)	12am
Fri Jan 13, 2017	 Syllabus Agreement (https://webcourses.ucf.edu/courses/1255476/assignments/5132871)	due by 11:59pm
Wed Jan 18, 2017	 Project One - Titleblocks/Layers/Viewports (https://webcourses.ucf.edu/courses/1255476/assignments/5130062)	due by 11:59pm
Wed Jan 25, 2017	 Project Two - Geometric Shapes/Symbols (https://webcourses.ucf.edu/courses/1255476/assignments/5130067)	due by 11:59pm
Wed Feb 1, 2017	 Project Three - Groundplan One (https://webcourses.ucf.edu/courses/1255476/assignments/5130066)	due by 11:59pm
Wed Feb 8, 2017	 Project Four - Groundplan Two (https://webcourses.ucf.edu/courses/1255476/assignments/5130060)	due by 11:59pm
Wed Feb 15, 2017	 Project Five - Elevation One (https://webcourses.ucf.edu/courses/1255476/assignments/5130058)	due by 11:59pm
Wed Feb 22, 2017	 Project Six - Elevation Two (https://webcourses.ucf.edu/courses/1255476/assignments/5130064)	due by 11:59pm
Wed Mar 1, 2017	 Project Seven - Section One (https://webcourses.ucf.edu/courses/1255476/assignments/5130063)	due by 11:59pm
Wed Mar 8, 2017	 Project Eight - Section Two (https://webcourses.ucf.edu/courses/1255476/assignments/5130059)	due by 11:59pm
Wed Mar 29, 2017	 Project Nine - Prop One (https://webcourses.ucf.edu/courses/1255476/assignments/5130061)	due by 11:59pm
Wed Apr 12, 2017	 Project Ten - Prop Two (https://webcourses.ucf.edu/courses/1255476/assignments/5130065)	due by 11:59pm
Wed Apr 19, 2017	 Project Eleven - Lightplot (https://webcourses.ucf.edu/courses/1255476/assignments/5130057)	due by 11:59pm

Date	Details
Fri Apr 28, 2017	 Final Project (https://webcourses.ucf.edu/courses/1255476/assignments/5130056) due by 5pm