

**TDT 2180 Props Construction Fall 2017**  
**Purchase College, State University of New York**  
**Instructor: Anna Catton**  
**Monday: 12:30-3:20 Room: L139**

**Syllabus**

This class will give you the basic concepts that all prop artisans will need to use at some point in their career. We will focus on group collaboration, communication and developing skills needed to create the weird things that we are asked to do. There is no single class that can teach you everything you need to know to be a prop artisan... but we will get you started.

**Attendance Policy and Late Projects**

You will be allowed 1 unexcused absence and 2 late arrivals. Anything afterwards will be counted against your grade. -5% for every late arrival, and -10% for any unexcused absence.

(Need a Board of Study Request for an excused absence. For sickness email myself and Heather by 9:00am and a sick note to corroborate the email)

Late Projects will NOT be accepted

**Shop Conduct**

Make yourself informed of the shop rules as listed in the shop. Learn/Follow/Enforce. You will arrive on time, ready to work with the appropriate clothing. You will wear all PPE's as needed. Keep all personal items in locker. No food in the shop. Closed containers for beverages only. *Leave your drama on the stage.* Cell phones can be used for research only and then on silent.

The last 10 minutes of the day is for cleaning up. Store all projects, put away all tools and unused materials, clean brushes/cups/tools, sweep off tables, sweep floors.

**Class Schedule**

**9/18 Intro.** Shop Safety. What is a prop, why they are important and how they help tell the story. How to give the director and the designer what they want. Where we fit in the production team.

Assignment - Pick an object, research its history to share with the class, due 10/16.

**Script analysis and creating the prop list.** There is a time and place for everything.

Assignment- Read the *The Bear* and write a prop list, due 9/25.

**9/25 Furniture History, parts and function**

**10/2 Furniture History, parts and function**

Assignment- Find images for the furniture types listed and arrange in chronological order, due 10/16.

**10/9 Work day**

**10/16 Presentation day.** Present your researched prop and Furniture Time Line

**Final Project Assignment.** Make a rod puppet that can fly. Research images and styles.

**10/18 Demo Day - Bas Relief Carving of a Medieval Design due 10/30**

**10/23 Work Day - Carving AND Go to [www.props.eric-hart.com](http://www.props.eric-hart.com) and share 4 things learned due 10/30**

**10/25 Demo Day - 3D Carving of a chosen period due 11/6**

**10/30 Work Day - Carving**

**11/1 Demo Day - Additive Sculpting of an Art Deco Design due 11/13**

**11/6 Work Day - Sculpting**

**11/8 Demo Day- Upholstery of a shop built ottoman in the Baroque Style due 11/20**

**11/13 Work Day - Build and upholster**

**11/15 Demo Day - Design and build a cereal box in a 1960's/1970's style due 12/4**

**11/20 Work Day - Paper Prop AND Demo Day for Puppet**

**11/27 Work Day - Puppet**

**12/4 Work Day - Puppet**

**12/11 Final project presentation**

## **Grading**

*Late Projects will not be accepted.* Extra Credit can be earned by seeing a PRT/BA show and writing a 1 page (12pt font) review of the props used. You will be allowed 1 unexcused absence and 2 late arrivals. Anything afterwards will be counted against your grade. -5% for every late arrival, and -10% for any unexcused absence.

Prop List 5%

Researched Prop 5%

Prop Website Report 5%

Furniture History List 15%

Carving or Sculpture 10%

Upholstery 20%

Cereal Box 10%

Final Project 30%

\*\*The Office of Disability Resources collaborates directly with students who identify with documented disabilities to create accommodation plans, including testing accommodations, in order for students to access course content and validly demonstrate learning. For those students who may require accommodations, please call or email the Office of Disability Resources, 914-251-6035, ODR@purchase.edu (Student Services Building, #316A)\*\*