

UCSD Global Seminar:

Summer Session I  
July 1–August 2

TDGE 125 - Topics in Theatre and Film: The Architectural Imagination

Instructor: Mark Guirguis

**Course Description:**

A survey of the process and practices used in the theatrical art of production design in theater and film. It will include introductory work in design and visual criticism; studies in text analysis for visual elements. There will be a historical introduction to modern and contemporary movements in architecture, specifically the urban landscape of Tokyo Japan.

The class will examine classic and contemporary anime films as well as genres of science fiction and specifically cyberpunk. We will be discussing the notion of dystopia and how it is represented in art and design for the screen.

Students will develop a final project that imagines an original production design concept for a film or theatrical production.

Text, Readings and other Materials:

Anime: A Critical Introduction: Reyna Denison

The Anime Machine: A Media Theory of Animation: Thomas Lamarre

Interpreting Anime: Christopher Bolton

The Art of Illusion: Production Design for Film and Television: Terry Ackland-Snow

Utopia/Dystopia: Construction and Destruction in Photography and Collage: Nakamori, Yasufumi;  
Bader, Graham

Students are responsible for keeping a “visual journal” of their research throughout the quarter.

Other reading available on TritonEd

**Review of Grading:**

Travelling Collage	50
Architectural collage	50
Character collage	50
Storyboard: initial ideas	100
Complete presentation of final project	200

2 Quizzes/Exams	200
Visual Journal	100
Reflection paper	100
Total Points:	1000

Papers/Discussions:

Any papers handed-in as part of a project must be typed. Un-typed papers are not accepted.

All papers are due on the dates noted in the weekly outline of topics. None are accepted late. A brief description of visual projects is to be typed sent to the instructor.

\*Attendance: This is a highly visual oriented class. Presentations and discussions provide essential information for development of individual projects. This cannot be obtained without attendance. Department of Theatre grading policy states that 1 or more unexcused absences or being tardy more than once can lower the letter grade by one full grade point.

TDGE 125		Syllabus	
UCSD Global Seminars Summer Session I: 2024			
TOPIC	DISCUSSION	TRIPS	
Week 1 Role of the designer as storyteller	Course Introduction	TBD	
	Crafting Worlds: production design and theatrical design		
Elements and principles of design through a lens of <i>Anime and Cyberpunk</i>	<i>Akira, Ghost in the Shell</i>		
	Collaging Techniques		
Week 2 Developing concepts	Present travel collages		

	Elemental design critique	TBD
Elements and principles continued	Storyboarding techniques Quiz #1	
Week 3 The art of storyboarding	Present design collages	
	Form, space, & vision: conceptual drawing practices	
Sci-Fi and Dystopia and Horror	<i>Tetsuo the Ironman, 1989</i>	
	<i>Blade Runner, 1982</i>	
Week 4 Visual Concepts in film	Present initial storyboards + concepts	TBD
	<i>Mishima: A Life in Four Chapters</i>	
Noire, Fantasy and the melding of genre on screen	<i>Spirited Away</i> , The work of Hayao Miyazaki	
	Quiz #2	
Week 5 Implementing ideas for production: stage and screen	Presentations of final production concept collages & storyboards	