

Scene Painting TPA 2075 credits: 3

Spring 2026

The University of Florida – College of Fine Arts

School of Theatre & Dance

Instructor: Professor Mihai Ciupe

Course Meets: Monday and Wednesday – 2^h and 3rd period

Office Hours: Wednesday, 6th -7th period or by appointment

Office: Room 206 **E-mail:** mciupe@ufl.edu

Course Description: Utilization of advanced and experimental techniques unique to theatre graphics; exploration of various media for 3-dimensional representation in scene and design and model building.

Course Objectives: - The purpose of this class is to learn about the techniques, tools, language, and methods of scenic artists. The class provides a laboratory for the practice of scenic painting procedures and guides the student to develop basic skills in color mixing, representing different textures, and representing the volume by using light and shadow.

The class also prepares students to present and discuss their work, as they will do in a professional situation.

Class time will be used also to identify strengths as well as areas for improvement, to broaden and refine individual abilities.

- PROGRAM OUTCOMES: This course addresses the following program outcomes:

1. Developing necessary skills to efficiently execute a paint elevation on typical theatrical surfaces.
2. Providing students with training that will enable them to actively participate in the painting process of the scenery for live performance.

LEARNING OUTCOMES: After completing this course, students should be able to:

1. Communicate and discuss with the set designer challenges and options related to a specific painted elevation.
2. Assess the techniques involved in reproducing a particular painted elevation on a large-scale surface.
3. Reproduce a painted elevation on a large-scale surface.

Required Materials

-full set of Rosco scenic lining brushes

Add'l Course Fees: \$140.00

Text: **Scenic Art for the Theatre** by Susan Crabtree and Peter Beudert
Focal Press; 3 edition (November 29, 2011); ISBN-10: 0240812905

-Information about university-wide policies and resources can be found here: <https://syllabus.ufl.edu/syllabus-policy/uf-syllabus/>

Assignments:

Four painting projects to be done on a personal 6' by 4' scenic flat that will be built in class:

- 1. Large-scale texture faux painting: Wood and Marble.**
- 2. Paint two entablatures using the wood and marble textures from Project #1.**
- 3. Ornament with drapery.**
- 4. Recreate a large scale poster of choice.** Prior approval of the instructor is required.

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-3. Ornament with drapery

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Class Schedule:

Week I (Jan. 12 -14)

-Orientation, overview, objectives

-Tools and the paint shop;

-Color mixing and color theory

Week II (Jan. 19 - 21)

-Jan 19: Holiday

-Preparing/building the flats for painting.

Chapters 1, 2

Week III (Jan. 26 - 28)

-Short exercises on mixing colors

Chapters 3, 4, 5

Week IV (Feb. 2 – Feb. 4)

-applying techniques

Chapter 6

-Demonstration: faux finishes, wood, and marble

-Studio work on Project #1 (wood and marble texture)

-Studio work on Project #1

Chapter 9

Chapter 10

Week V (Feb. 9 – 11)

-Studio work on Project #1

Week VI (Feb. 16 - 18)

-Studio work on **Project #1**

-Project #1 due. Class presentation and discussions.

Week VII (Feb. 23 - 25)

Demonstration: using shadow and highlights to create a 3D illusion on a wood or marble texture.

-Studio work on **Project #2**

Week VIII (Mar. 2 - 4)

-Studio work on **Project #2**

-Project #2 due. Class presentation and discussions.

Week IX (Mar. 9 – 11)

-demonstration: laying out drapery drawing with charcoal and bamboo stick. Chapter 8

-Studio work on **Project #3**

Week X (Mar. 16 - 18)

SPRING BREAK

Week XI (Mar 23 - 25)

-Studio work on **Project #3**

Week XII (Mar. 30 – Apr. 1)

-Studio work on **Project #3**

-Project #3 due. Class presentation and discussions.

Week XIII (Apr. 6 - 8)

-Demonstration: laying out a graphic.

-Studio work on **Project #4.**

Week XIV (Apr. 13 - 15)

-Studio work on **Project #4**.

Week XV (Apr. 20 - 22)

-Studio work on **Project #4**.

-Project #4 due at scheduled exam time.

Grading:	Projects	20% each
	Class Participation	20%
	Total	100%

Grading will be based on presentation quality, composition, and a perceived growth in the painting process and research skills.

Please refer to your student handbook for the University's honesty policy regarding cheating and the use of copyrighted materials.

Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at <https://evaluations.ufl.edu>. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at <https://evaluations.ufl.edu/results/>.”

This syllabus is subject to change during the semester.