Anne Mundell…………..Current Courses, Academic Year 2013-14

Design Thesis
Third Year MFA Students
Advise Scenic Design Thesis Students, (generally one to three per year)
Secondary Advisor for students outside of Scenic Design discipline (one to six per year)

Through individually tailored, realized and theoretical projects, and one on one interaction with advisors, Design Thesis Class facilitates the synthesis of concepts and skills gained in the previous three years. This class is a capstone for MFA students, which propels them to build on what they have learned in order to take their process and product to a professional level, and to examine and challenge current practices.

Professional Preparation
Graduating Students, MFA and Seniors
Co-taught with the rest of the Design Faculty and organized by Option Coordinators
Responsible for responding to student professional branding and the website portion of the course and for mentoring formatting for materials for professional showcases.

Professional Preparation introduces students to real-world professional practices, structures and supports the building of individual brand, provides practice for interviewing and presentation skills and covers some of the more practical ends of the business of design, such as unions and agents and the construction of career support materials such as resumes and websites.

Modern/Classical Scenic Design (mini)
Teach the "Modern" mini of this class.
Seniors and Second Year Graduate Scenic Designers

Modern/Classical Scenic Design challenges students with an in-depth investigation of world-building through scenic design for two texts, one contemporary and one classical.

Scenic Design Boot-Camp
Co-taught with Dick Block and Narelle Sissons
Juniors and First Year Graduate Scenic Designers

Boot-Camp is about imbedding process with quickly iterated ideas. Students learn how to quickly develop and respond to ideas. I lead two projects (one a collaboration with Playwrights and one a camera project) during which students are also challenged by working in new kinds of collaborative situations.

Explorations in Scenic Design
Juniors and First Year Graduate Scenic Designers

Explorations in Scenic Design is structured around working with students to discover and invent their own process as artists. The design process is broken

down into its smallest conceptual components, allowing students to explore creative pathways, mine intuition and discover the value of inspiration.

Production Preparation
Advise Scenic Designers for six or seven shows per year. These shows are a mix of Main-stage, Opera, Graduate Thesis and Senior Thesis Shows.

Work with students on all aspects of the design process from conception to communication to documentation, as they create realized productions as members of collaborative teams.

Digital Drawing and Rendering for the Scenic Designer (mini)
Juniors and First Year Graduate Scenic Designers

Digital techniques for idea building: Photoshop Storyboarding, Website Construction, 3-d Modeling with Sketchup

Drawing and Painting for the Scenic Designer (mini)
Juniors and First Year Graduate Scenic Designers

Non-digital techniques for idea building for the Scenic Designer, pencil and painted storyboards, paint elevations, etc…

Design for the Stage
Sophomores
Scenic Design Portion
Co-taught with Cindy Limauro, Sarah Pickett, Larry Shea and Narelle Sissons

Design for the Stage introduces students to all areas of Theatre Design This class connects the basic design and storytelling skills gained in freshman year to theatrical storytelling through a series of sequential exercises designed to investigate process as it is applied to the various design disciplines.

Growing Theater Outreach
Students of all levels from Across the University
University Course

Growing Theater connects college mentors with at-risk children, using the full spectrum of theatrical tools to engage mentor/mentee partnerships in building a live theater production within a supportive learning environment that is shared, creative, confident, patient and respectful.

Scenic Design Forum
Forum for all Scenic Design Students
Coordinate Guests and Schedules

Scenic Design Forum is an informal session in which students present design work and talk about challenges faced in realized productions as well as discussing collaboration with students, professionals and teachers from other disciplines within Drama,