

Course Syllabus

Department: Visual and Performing Arts

Date: June 2012

I. Course Prefix and Number: THE 101

Course Name: Stage Design

Credit Hours and Contact Hours: 3 credit hours and 3 contact hours

Catalog Description including pre- and co-requisites: This course requires students to translate a visual concept into a design for the stage using the principles of composition and the basic elements of design and communicate that design both orally and visually. Emphasis is placed on the following areas of design: scenic, lighting, and costume. Secondary emphasis will be on make-up stage properties, projections, sound design, and the use of computers in the theatre. Work on technical crews for the department's production is required.

II. Course Outcomes and Objectives

Student Learning Outcomes: The primary objective of this course is to expose students to the process and professional life of a theatre designer. Students will explore the fundamentals of scenic, lighting, costume and make-up design. An additional interpretation of props, sound and the computer's use in the theatre will be sought.

Students will also develop skills in the organization and management of play production by participating in various technical areas of the department's main stage production.

The student will:

1. Demonstrate the design process.
2. Recognize and practice the elements and principles of design.
3. Read and interpret basic scenic ground plans, elevations, and detail drawings.
4. Interpret color and identify how it works on the stage.
5. Describe the practical considerations of a designer.
6. Illustrate and produce the various visual presentations required of a theatrical designer.
7. Distinguish the qualities of light and the functions of stage lighting.
8. Hang and focus lighting instruments.
9. Read and interpret a light plot and associated paperwork.

10. Employ the principles of mechanical drafting, perspective drawing and rendering.
11. Prepare scenic, lighting, costume and make-up designs.
12. Distinguish the role of sound design in the theatre.
13. Analyze and interpret the work of the theatrical designer.

Relationship to Academic Programs and Curriculum:

Stage Design is the second in a technical production sequence recommended as part of the first year for the Theatre Arts advisement area. The course has no pre-requisite and is open to all students.

College Learning Outcomes Addressed by the Course:

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| <input type="checkbox"/> writing | <input checked="" type="checkbox"/> computer literacy |
| <input checked="" type="checkbox"/> oral communications | <input type="checkbox"/> ethics/values |
| <input checked="" type="checkbox"/> reading | <input type="checkbox"/> citizenship |
| <input checked="" type="checkbox"/> mathematics | <input type="checkbox"/> global concerns |
| <input checked="" type="checkbox"/> critical thinking | <input checked="" type="checkbox"/> information resources |

III. Instructional Materials and Methods

Types of Course Materials:

Textbook, drawing, and drafting supplies.

Methods of Instruction (e.g. Lecture, Lab, Seminar ...):

Lectures, demonstrations, practical experience, student presentations, quizzes and critique sessions.

IV. Assessment Measures (Summarize how the college and student learning outcomes will be assessed):

Critical Thinking, Reading - Through quizzes and presentations students will be tested on their ability to utilize the design process, analyzing the elements and principles of design, and demonstrate a working use of color.

Critical Thinking - During the course of the semester, the students will interpret designs as they construct and paint scenery for the main stage production.

Critical Thinking - Students will use their problem solving skills to help implement the property, costume and/or sound designs for the main stage production.

Mathematics - Students will implement the main stage lighting design as they hang and focus stage lights in various performance spaces as well as in their own design projects.

Oral Communications, Reading, Mathematics, Critical Thinking, Computer Literacy, Information resources. Students will produce costume, make-up, scenic and lighting designs for a series of plays assigned in class. These designs will require the students to work in the realm of the designer: doing extensive play analysis as well as research into styles, time periods, materials and color. Students must also consider the practical requirements and limitations that are inherent in a stage setting. Each student will be producing detailed sketches, renderings and mechanically drafted blueprints for all designs. Each design will culminate in a presentation by the student followed by a detailed critique session.

V. General Outline of Topics Covered:

1. The Design Process
2. Style, Composition and Design
3. Color
4. Mechanical Drafting
5. Perspective Drawing
6. Scenic Design
7. Lighting Design
8. Electrical theory and Practice
9. Projections
10. Costume Design
11. Makeup Design
12. Drawing and Rendering
13. Sound Design