

## COURSE OUTLINE

### **Theatre Arts 122 Stage Scenic Design II**

#### **Catalog Statement**

T ART 122 is a continuation of Theatre Arts 121 with more emphasis on originality of design. Students continue a study of research and the collaborative design process in the area of scenic design and set installation techniques, while creating an environment for the performer and audience.

Total Lecture Units: 1.0

Total Laboratory Units: 1.0

**Total Course Units: 2.0**

Total Lecture Hours: 16.0

Total Laboratory Hours: 48.0

Total Laboratory Hours To Be Arranged: 0.0

**Total Faculty Contact Hours: 64.0**

Prerequisite: T ART 121 or equivalent

#### **Course Entry Expectations**

Prior to enrolling in the course, the student should be able to:

- recall, identify, compare and contrast the various concepts, techniques and terminologies related to scene design;
- assess the function of a set designer and discuss their function in relation to the entire production staff in the creation and implementation of a particular design for a particular play;
- develop sufficient knowledge of technical theatre traditions and practices to develop and organize methods of construction, mounting and shifting scenery during performance;
- evaluate a set design of a play as demonstrated in a writing assignment in which the student is required to recall, identify, explain, compare and contrast the concepts and techniques utilized with the basic elements presented in class;
- assess the process of effective scenic design from the preliminary conceptualization of a play to its final, visual presentation.

#### **Course Exit Standards**

Upon successful completion of the required coursework, the student will be able to:

- demonstrate through their set designs an understanding of the play's intended mood, time and place, character and action, and theme;
- learn the principles of composition;
- appreciate set design as a visual art;
- participate in the design of a college theatrical production.

## **Course Content**

**Total Faculty Contact Hours = 64.0**

### **The Design Concept (Lecture 4 hours; Lab 2 hours)**

Introduction to scene design  
Theatrical form  
Physical form  
Creating an Environment for the performers and audience  
Design collaboration  
Solving practical design problems  
Collaboration with director and other designers  
Function of scene design  
Action  
Characterization  
Time and place  
Establishing the mood  
Reinforcing the theme  
Staging the story

### **Scene Design and the Theatre (Lecture 3 hours; Lab 5 hours)**

The theatrical medium  
History of Scenic Design  
The physical stage  
The proscenium theatre  
Sightlines  
Staging  
Staging in front of the proscenium  
The extended apron  
The thrust stage  
The arena theatre  
Flexible staging  
Stage lighting  
Projection Design

### **Scene Design as a Visual Art (Lecture 4 hours; Lab 10 hours)**

The fundamentals of design  
Composition and the elements of design  
Line  
Shape  
Measure  
Position  
Color

- Texture
- The principles of composition
  - Harmony
  - Contrast
  - Variation
  - Pattern compositions
  - Gradation
- Composition end space
  - Two-dimensional perspective
  - Perspective-sketch techniques
    - Perspective-grid method
    - Measuring-point method
  - Perspective floor plan
  - Three-dimensional perspective
- Composition and unity
  - Balance and movement
  - Proportion and rhythm
- Composition and interest
  - Types of proportional balance
  - Center of interest
- The Design Idea (**Lecture 4 hours; Lab 10 hours**)
  - Analysis of the play
    - Theatrical styles
    - Scenic Materials
    - Mood
    - Realistic from non-realistic Theatre
    - Central Image
    - Locale and Period
      - The unit setting
      - Simultaneous-scene setting
      - Formal setting
      - Projected scenery
    - Preliminary studies and research
  - The presentation of the design idea
    - Scale Models
    - Renderings
    - AutoCad, Drafting, Vectorworks
- The Creation of Actual Designs (**Lecture 1 hour; Lab 21 hours**)
  - Set Decoration
  - Design Meetings
  - Rehearsals and Performances

### **Methods of Instruction**

The following methods of instruction may be used in this course:

- lecture;
- multimedia;
- individual or group student presentations;
- laboratory practice;
- discussion;
- collaborative learning;
- demonstration;
- field activities/trips;
- guest speakers;
- presentation.

### **Out of Class Assignments**

The following out of class assignments may be used in this course:

- research paper or project (e.g. researching time and location of an assigned play, artistic elements, and types of scenic elements);
- group projects (e.g. a collaborative project with director, designer, playwright of a scenic design);
- individual project (e.g. a white model, rendering, or a drafting project);
- critiques (e.g. critique of a play or peer evaluation);
- portfolios (e.g. a portfolio of research on a given play, renderings, or materials; for an individual design).

### **Methods of Evaluation**

The following methods of evaluation may be used in this course:

- written and oral critiques of student work;
- quizzes on scenic design concepts and/or terminology.

### **Textbooks**

Wolf, R Craig, Dick Block. *Scene Design and Stage Lighting*. 10<sup>th</sup> ed. Boston: Wadsworth, 2014.  
Print.  
12<sup>th</sup> Grade Reading Level. ISBN: 9781111344436

### **Student Learning Outcomes**

Upon successful completion of the required coursework, the student will be able to:

- demonstrate how theatre is both a collaborative art and an interpretive art;
  - identify theatrical styles through scenic design;
- synthesize their knowledge of a play and composition by designing an appropriate set.