

## T ART121 : Stage Scenic Design

### General Information

Author:	<ul style="list-style-type: none"><li>Jeanette Farr</li><li>Gunter, Melody</li><li>Sparfeld, Tobin</li></ul>
Course Code (CB01) :	T ART121
Course Title (CB02) :	Stage Scenic Design
Department:	T ART
Proposal Start:	Spring 2025
TOP Code (CB03) :	(1006.00) Technical Theater
CIP Code:	(50.0502) Technical Theatre/Theatre Design and Technology.
SAM Code (CB09) :	Clearly Occupational
Distance Education Approved:	No
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000260247
Curriculum Committee Approval Date:	05/22/2024
Board of Trustees Approval Date:	07/16/2024
Last Cyclical Review Date:	05/22/2024
Course Description and Course Note:	T ART 121 is a practical course with emphasis on originality of theatrical scenic design and the collaborative process. Through evaluation of an assigned script, visual and historical research, sketches, students will create original scenic designs and physical scale models. Hands-on experience will be gained in scenic construction, painting, and installation of sets for Glendale Community College theatrical productions. Note: Additional materials including model making, craft, and art supplies may be required.
Justification:	Mandatory Revision
Academic Career:	<ul style="list-style-type: none"><li>Credit</li></ul>
Mode of Delivery:	
Author:	
Course Family:	

### Academic Senate Discipline

Primary Discipline:	<ul style="list-style-type: none"><li>Drama/Theater Arts</li></ul>
Alternate Discipline:	<ul style="list-style-type: none"><li>Stagecraft</li></ul>
Alternate Discipline:	No value

## Course Development

### Basic Skill Status (CB08)

Course is not a basic skills course.

Allow Students to Gain Credit by Exam/Challenge

### Course Special Class Status (CB13)

Course is not a special class.

### Pre-Collegiate Level (CB21)

Not applicable.

### Grading Basis

- Grade with Pass / No-Pass Option

### Course Support Course Status (CB26)

Course is not a support course

## General Education and C-ID

### General Education Status (CB25)

Not Applicable

### Transferability

Transferable to both UC and CSU

### Transferability Status

Approved

## Units and Hours

### Summary

**Minimum Credit Units (CB07)** 2

**Maximum Credit Units (CB06)** 2

**Total Course In-Class (Contact) Hours** 72

**Total Course Out-of-Class Hours** 36

**Total Student Learning Hours** 108

### Credit / Non-Credit Options

#### Course Type (CB04)

Credit - Degree Applicable

#### Noncredit Course Category (CB22)

Credit Course.

#### Noncredit Special Characteristics

No Value

#### Course Classification Code (CB11)

Credit Course.

Variable Credit Course

#### Funding Agency Category (CB23)

Not Applicable.

Cooperative Work Experience

Education Status (CB10)

### Weekly Student Hours

	In Class	Out of Class
Lecture Hours	1	2
Laboratory Hours	3	0
Studio Hours	0	0

### Course Student Hours

<b>Course Duration (Weeks)</b>	18
<b>Hours per unit divisor</b>	0
<b>Course In-Class (Contact) Hours</b>	
Lecture	18
Laboratory	54
Studio	0

**Total** 72

**Course Out-of-Class Hours**

Lecture 36

Laboratory 0

Studio 0

**Total** 36

**Time Commitment Notes for Students**

Additional materials including model making, craft, and art supplies may be required.

**Units and Hours - Weekly Specialty Hours**

Activity Name	Type	In Class	Out of Class
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No Value	No Value	No Value	No Value
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**Pre-requisites, Co-requisites, Anti-requisites and Advisories**

No Value

**Entry Standards**

Entry Standards

**Course Limitations**

Cross Listed or Equivalent Course

**Specifications**

Methods of Instruction

Methods of Instruction	Lecture
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Methods of Instruction	Laboratory
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<b>Methods of Instruction</b>	Studio			
<b>Methods of Instruction</b>	Discussion			
<b>Methods of Instruction</b>	Multimedia			
<b>Methods of Instruction</b>	Collaborative Learning			
<b>Methods of Instruction</b>	Demonstrations			
<b>Methods of Instruction</b>	Field Activities (Trips)			
<b>Methods of Instruction</b>	Guest Speakers			
<b>Methods of Instruction</b>	Presentations			
<b>Out of Class Assignments</b> <ul style="list-style-type: none"> <li>• Group Projects (e.g. group project in which students explore the collaborative nature of the design process through visual research)</li> <li>• Individual projects (e.g. drawing assignments that explore the fundamentals of design and principles of composition)</li> <li>• Scenic Design portfolio (e.g. a portfolio consisting of research, drawings, technical draftings, and scenic model for a proposed design of an assigned play)</li> </ul>				
<b>Methods of Evaluation</b>	<b>Rationale</b>			
Evaluation	On-going evaluation of student's ability at being conversant in the vocabulary related to set design			
Evaluation	Graded evaluations of examinations, quizzes, in-class discussions, and practical hands-on skills based assignments			
Presentation (group or individual)	Written evaluation of term project (oral, visual and written presentations) based upon the guidelines presented by the instructor			
<b>Textbook Rationale</b> <p>Both the Klingelhoefer and Wolf are classic texts. As scene design and stage lighting have not changed much in recent years, the publication date is not relevant.</p>				
<b>Textbooks</b>				
<b>Author</b>	<b>Title</b>	<b>Publisher</b>	<b>Date</b>	<b>ISBN</b>

Klingelhoef, Robert	The craft and art of scenic design : strategies, concepts, and resources	Routledge	2017	9781138183773
Wolf, R Craig	Scene Design and Stage Lighting	Boston: Wadsworth	2014	9781111344436
<b>Other Instructional Materials (i.e. OER, handouts)</b>				
No Value				
<b>Materials Fee</b>				
No value				

## Learning Outcomes and Objectives

### Course Objectives

Design sets that reflect the play's intended mood, action, characterization, time and place, theme, and staging.

Recognize set design as a visual art and a collaborative process.

Assess the process of effective scenic design from the preliminary conceptualization of a play to its final, visual presentation.

Apply the concept of scale in technical drawings used in the theatre.

Synthesize knowledge of a play, scale, and composition by designing an appropriate set and constructing a scale model.

### SLOs

**Identify theatre terminology as it relates to areas of design.**

Expected Outcome Performance: 70.0

<i>T ART</i> Technical Theatre Certificate	Apply skills and knowledge of technical theatre in preparation for transferability or vocation
	Identify theatre terms and occupations
	Identify theatre terms and occupations
<i>I LOs</i> Core ILOs	Communicate clearly, ethically, and creatively; listen actively and engage respectfully with others; consider situational, cultural, and personal contexts within or across multiple modes of communication.
<i>T ART</i> Theatre Arts - Certificate (NIC)	identify theatre terms and occupations
<i>T ART</i> Theatre Arts - A.S. Degree Major (NIC)	identify theatre terms and occupations

**Identify the role and function of a set designer in a production team.**

Expected Outcome Performance: 70.0

<i>T ART</i> Technical Theatre Certificate	Apply skills and knowledge of technical theatre in preparation for transferability or vocation
	Identify theatre as a collaborative art form
	Identify theatre terms and occupations
<i>ILOs</i> Core ILOs	Communicate clearly, ethically, and creatively; listen actively and engage respectfully with others; consider situational, cultural, and personal contexts within or across multiple modes of communication.
<i>T ART</i> Theatre Arts - A.S. Degree Major (NIC)	identify theatre as a collaborative art form
<i>T ART</i> Theatre Arts - Certificate (NIC)	identify theatre as a collaborative art form

**Discuss the process of effective scenic design from script to performance based on the needs of a given script.**

Expected Outcome Performance: 70.0

<i>T ART</i> Technical Theatre Certificate	Analyze a play from script to performance
	Analyze a play from script to performance
	Apply skills and knowledge of technical theatre in preparation for transferability or vocation
	Identify theatre as a collaborative art form
	Identify theatre terms and occupations
<i>ILOs</i> Core ILOs	Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.
	Communicate clearly, ethically, and creatively; listen actively and engage respectfully with others; consider situational, cultural, and personal contexts within or across multiple modes of communication.
<i>T ART</i> Theatre Arts - A.S. Degree Major (NIC)	analyze a play from script to performance
	identify theatre as a collaborative art form
<i>T ART</i> Theatre Arts - Certificate (NIC)	analyze a play from script to performance

**Course Content****Lecture Content****Purpose of Scenic Design (3 hours)**

- Introduction
  - Roles, responsibilities, and chain of command in the theatre
  - Theatrical terminology
  - Theatre spaces and layouts
  - Introduction to the scene shop: Orientation and safety training
- Function of Scene Design
  - Placing the action
  - Staging the story
  - Characterization
  - Time and place
  - Establishing Mood
  - Reinforcing the theme
- Scenic Design and Collaboration
  - Crafting a cohesive world with other designers

- The role of projections
- Props and furniture
- Scenic and lighting, sound, and costumes

### **Scenic Design as a Visual Art (3 hours)**

- Fundamentals of Design
  - Composition and the elements of design
  - Line
  - Mass
  - Composition
  - Texture
  - Color
- The Principles of Composition
  - Unity
  - Balance
  - Movement
  - Rhythm
  - Focus
  - Contrast
  - Pattern
  - Proportion

### **Scenic Design and the Theatre (3 hours)**

- History of Scenic Design
  - Ancient to modern day
  - Major contributors
  - Major movements: realism, anti-realism, metatheatricality, abstraction, etc.
  - Role of scenic design in storytelling
- The Physical Stage
  - Sightlines
  - Staging in different theatrical spaces: proscenium, black box, thrust, arena, immersive spaces
  - Soft Goods
  - Fly systems
  - Rakes
  - Traps
  - Pits
  - How we move scenic elements on and offstage

### **Scenic Design and the Play (3 hours)**

- Analysis of the play
  - Theatrical styles
  - Plot styles
  - Functions of Scenic Design as they relate to the story
  - Realistic, non-realistic, abstraction, and theatricality
  - Theatre space Relationship between actor and audience
  - Central message, image, metaphor
  - Props and furniture

### **Beginning Scenic Design Process for Assigned Play (3 hours)**

- Scenic Concept
  - Historical research
  - Mood imagery research
  - Rough sketches showcasing variations of early scenic concepts
- Design Process through Production
  - Collaboration and communication with the design team
  - Design meetings
  - Production meetings
  - Designer run-through
  - The scenic designer and the scene shop
  - Tech rehearsals
  - Dress rehearsals
  - Performances
  - Photo Call
  - Strike

### **Communicating the Idea (3 hours)**

- Perspective Drawing
  - Two-dimensional perspective
  - Drop-point perspective
  - Exploration of rendering materials: marker, watercolor, gouache, acrylic, pastel, etc
  - Advance early sketches into perspective renderings
- Introduction to Draftings
  - Drafting history: hand drafting

- AutoCAD and Vectorworks
- 2D drawings to 3D renderings
- Line weight
- Scale
- Hatching
- Annotations
- Ground plans
- Section View
- Front Elevations
- Creation of simple drafting package

### **Creation of Actual Scenic Designs (3 hours)**

- Assigned scene shop lab hours may include:
  - Scenic construction
  - Scenic installation
  - Scenic painting
  - Props creation or modification
  - Projections hang and focus
  - Hanging soft goods
  - Production strikes
  - Scenic crew roles in production
- Construction of Scale Models
  - Synthesizing concepts, renderings, and draftings into a physical model
  - Creation of 1/4" or 2" scale models for mainstage or studio theatre

**Total hours: 18**

## **Laboratory/Studio Content**

### **Purpose of Scenic Design (4 hours)**

- Introduction
  - Roles, responsibilities, and chain of command in the theatre
  - Theatrical terminology
  - Theatre spaces and layouts
  - Introduction to the scene shop: Orientation and safety training
- Function of Scene Design
  - Placing the action
  - Staging the story
  - Characterization
  - Time and place
  - Establishing Mood
  - Reinforcing the theme
- Scenic Design and Collaboration
  - Crafting a cohesive world with other designers
  - The role of projections
  - Props and furniture
  - Scenic and lighting, sound, and costumes

### **Scenic Design and the Theatre (2 hours)**

- History of Scenic Design
  - Ancient to modern day
  - Major contributors
  - Major movements: realism, anti-realism, metatheatricality, abstraction, etc.
  - Role of scenic design in storytelling
- The Physical Stage
  - Sightlines
  - Staging in different theatrical spaces: proscenium, black box, thrust, arena, immersive spaces
  - Soft Goods
  - Fly systems
  - Rakes
  - Traps
  - Pits
  - How we move scenic elements on and offstage

### **Scenic Design and the Play (8 hours)**

- Analysis of the play
- Theatrical styles
- Plot styles
- Functions of Scenic Design as they relate to the story
- Realistic, non-realistic, abstraction, and theatricality
- Theatre space Relationship between actor and audience



- Central message, image, metaphor
- Props and furniture
- Beginning Scenic Design Process for Assigned Play
  - Scenic Concept
  - Historical research
  - Mood imagery research
  - Rough sketches showcasing variations of early scenic concepts
- Design Process through Production
  - Collaboration and communication with the design team
  - Design meetings
  - Production meetings
  - Designer run-through
  - The scenic designer and the scene shop
  - Tech rehearsals
  - Dress rehearsals
  - Performances
  - Photo Call
  - Strike

### **Communicating the Idea (10 hours)**

- Perspective Drawing
  - Two-dimensional perspective
  - Drop-point perspective
  - Exploration of rendering materials: marker, watercolor, gouache, acrylic, pastel, etc
  - Advance early sketches into perspective renderings
- Introduction to Draftings
  - Drafting history: hand drafting
  - AutoCAD and Vectorworks
  - 2D drawings to 3D renderings
  - Line weight
  - Scale
  - Hatching
  - Annotations
  - Ground plans
  - Section View
  - Front Elevations
  - Creation of simple drafting package

### **Creation of Actual Scenic Designs (30 hours)**

- Assigned scene shop lab hours may include:
  - Scenic construction
  - Scenic installation
  - Scenic painting
  - Props creation or modification
  - Projections hang and focus
  - Hanging soft goods
  - Production strikes
  - Scenic crew roles in production
- Construction of Scale Models
  - Synthesizing concepts, renderings, and draftings into a physical model
  - Creation of 1/4" or 3/8" scale models for mainstage or studio theatre

**Total hours: 54**

## **Additional Information**

Is this course proposed for GCC Major or General Education Graduation requirement? If yes, indicate which requirement in the two areas provided below.

No

### **GCC Major Requirements**

No Value

### **GCC General Education Graduation Requirements**

No Value

**Repeatability**

Not Repeatable

**Justification (if repeatable was chosen above)**

No Value

**Resources**

**Did you contact your departmental library liaison?**

Yes

**If yes, who is your departmental library liaison?**

Adina Lerner (Technology & Aviation, Visual & Performing Arts)

**Did you contact the DEIA liaison?**

No

**Were there any DEIA changes made to this outline?**

No

**If yes, in what areas were these changes made:**

No Value

**Will any additional resources be needed for this course? (Click all that apply)**

No Value

**If additional resources are needed, add a brief description and cost in the box provided.**

No Value