

Las Positas College  
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## Course Outline for THEA 52

### INTRODUCTION TO DESIGN

Effective: Fall 2017

#### I. CATALOG DESCRIPTION:

THEA 52 — INTRODUCTION TO DESIGN — 3.00 units

Students will be offered a survey of the design and history of scenery, lighting, sound, costumes, makeup, properties, theatrical equipment and construction techniques through demonstration, and laboratory experience. Information is applicable to all formal theatrical applications.

2.50 Units Lecture 0.50 Units Lab

#### Grading Methods:

Letter or P/NP

#### Discipline:

	<b>MIN</b>
<b>Lecture Hours:</b>	45.00
<b>Lab Hours:</b>	27.00
<b>Total Hours:</b>	72.00

#### II. NUMBER OF TIMES COURSE MAY BE TAKEN FOR CREDIT: 1

#### III. PREREQUISITE AND/OR ADVISORY SKILLS:

#### IV. MEASURABLE OBJECTIVES:

**Upon completion of this course, the student should be able to:**

1. Define and distinguish between commonly used theatrical terms applied to design and the technical elements of theater production.
2. Define and evaluate the relationship between design concepts and how they are translated and executed in production process.
3. Apply basic skills in creating and organizing a design project from concept to execution.
4. Develop and apply basic skills used in theater production techniques.
5. Employ basic skills and proficiency in the operations of basic areas of technical theater.
6. Outline and analyze the basic steps necessary to coordinate and integrate the various aspects of theater production.
7. Interpret historical works of theater and create a design based on the interpreted script analysis.
8. Assemble a visual database of historical and cultural eras relevant to clothing, architecture and technological design.

#### V. CONTENT:

Course Content :

- A. Organization of theater technical personnel
- B. Theater Architecture
- C. Scenery and properties
- D. Sound and lights
- E. Costumes and makeup
- F. Drawing & rendering techniques
- G. Stage and hand properties
- H. Drafting and computer aided design

Laboratory Activities:

- A. Drafting
- B. Construction
- C. Scene painting
- D. Equipment
- E. Control systems
- F. Installation
- G. Patterns

#### VI. METHODS OF INSTRUCTION:

- A. **Classroom Activity** - Weekly - Activities related to the improvement of rendering techniques, both by hand and in programs like VectorWorks
- B. **Lecture** - Daily

- C. **Field Trips** - Once - to see a play and/or professional design shop (such as at ACT)
- D. **Discussion** - Daily
- E. **Research** - 3-5x per semester - research specific to the design project at hand and the selected script and historical context within
- F. **Lab** - Weekly

## VII. TYPICAL ASSIGNMENTS:

**Assignments**— Various in class and homework assignments involving drawing and model making; painting and other techniques will be used. The student will then apply these fundamental concepts in the completion of projects in scenic, costume and lighting design.

**Research Projects** — The student will complete two research projects consisting of locating historical reference material, and will use that material in completing a sketchbook assignment. Students must select two different design components (for instance one project on scenic and one on costume)

**Sketchbook** — The students is required to keep a sketchbook. Sketchbooks will be collected periodically for progress checks and evaluation. Students will be required to trace and then eventually free hand sketch research related to architecture, clothing, and light. Sketch books will be used as a reference for in class assignments.

**Script Analysis** - Students will be assigned a specific script, of which they will create a design concept for scenic, costume, or lighting design, based on the analysis of the written work. Students will take into consideration (to name a few) theme, historical accuracy, cultural significance, character development, and author intent.

## VIII. EVALUATION:

### A. **Methods**

1. Exams/Tests
2. Quizzes
3. Research Projects
4. Portfolios
5. Projects
6. Class Participation
7. Class Work
8. Home Work
9. Lab Activities

### B. **Frequency**

Weekly Class Assignments related to research and script analysis

Research Papers (at least 2 per semester)

Project Presentation (once per semester)

Weekly Lab work

Tests/Quizzes (3 per semester)

## IX. TYPICAL TEXTS:

1. Gillette, J. (2012). *Theatrical Design and Production* (7 ed.). NA, NA: McGraw-Hill Humanities/Social Sciences/Languages.
2. Holden, A., Sammler, B., Powers, B., & Schmidt, S. (2015). *Structural Design for the Stage* (2 ed.). NA, NA: Focal Press.
3. White, T. (2014). *Blue-Collar Broadway: The Craft and Industry of American Theater* (1 ed.). NA, NA: University of Pennsylvania Press.

## X. OTHER MATERIALS REQUIRED OF STUDENTS:

- A. Play scripts, as assigned by instructor, not to cost more than \$15.00