Las Positas College
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Course Outline for THEA 48C

TECHNICAL THEATER IN PRODUCTION - ADVANCED

Effective: Spring 2019

I. CATALOG DESCRIPTION:
THEA 48C — TECHNICAL THEATER IN PRODUCTION - ADVANCED — 3.00 units

Participation in scheduled productions as designer and/or assistant designers of said productions technical elements, including scenic, costume, lighting and sound design. Enrollment is for the duration of the semester. Students may participate in more than one production per semester, as needed.

1.00 Units Lecture 2.00 Units Lab

Prerequisite
THEA 48A - Technical Theater in Production - Beginning
with a minimum grade of C
(May be taken concurrently)

THEA 50L - Introduction to Stage Lighting
with a minimum grade of C
or

THEA 51 - Introduction to Costume Design
with a minimum grade of C
or

THEA 52 - Introduction to Design
with a minimum grade of C

Strongly Recommended
MATH 107 - Pre-Algebra
with a minimum grade of C
or

MATH 107B - Pre-Algebra B
with a minimum grade of C

Grading Methods:
Letter or P/NP

Discipline:
- Drama/Theater Arts or
- Stagecraft

Family: Theater Tech

	MIN
Lecture Hours:	18.00
Lab Hours:	108.00
Total Hours:	126.00

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

III. PREREQUISITE AND/OR ADVISORY SKILLS:

Before entering the course a student should be able to:

A. THEA48A
1. Demonstrate proficiency in the skills required for a technical theatre crew, specifically as they relate to backstage skills, running crew, costume crew, prop management, and general costume management and assistance.
2. Employ basic skills to address the technical demands of a theatrical production, as a member of the backstage and/or pre-production crew.

3. Execute assignment responsibilities in technical rehearsals, during production run, and strike.
4. Work safely and effectively in one or more of the following areas of technical theater:
5. Props construction
6. Set construction
7. Scenery painting
8. Lighting equipment rigging
9. Work on a running crew
10. Costume construction

B. THEA50L
1. Identify, define and describe terminology commonly associated with theatrical lighting design and execution.
2. Identify the controllable qualities of theatrical lighting
3. Identify the functions of theatrical lighting
4. Recognize and explain the different types of drawings and paperwork commonly used in theatrical lighting design
5. Calculate the capacity of electrical wire gage and safe current flow
6. Employ an understanding of the function of various theatrical lighting instruments in various sketches and design choices
7. Recall and practice safety information concerning electrical hazards
8. Participate in the hanging, circuiting, focusing, and operation of theatrical lighting equipment
9. Demonstrate an understanding of style, color, texture, angle and mood by completing theatrical lighting design assignments given in class
10. Produce the paperwork necessary to implement a lighting design
11. Apply basics of lighting design and graphic standards to create projects
12. Demonstrate an understanding of basic electricity, and lighting and rigging safety by hanging and focusing from a specified light plot

C. THEA51
1. Use historical research methods in creating a costume design
2. Identify costumes from various historical periods
3. Correctly use standard costume vocabulary in written work and oral presentations
4. Identify fabrics and materials used in costumes
5. Analyze a play script to create a design concept
6. Utilize costume construction methods to execute a costume
7. Evaluate the effective use of costume in production
8. Create a design from a design concept
9. Analyze a design in terms of budget requirements

D. THEA52
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 revelent to clothing, architecture and techonological design.

Before entering this course, it is strongly recommended that the student should be able to:

A. MATH107
1. perform accurate computations with whole numbers, fractions and decimals, signed and unsigned, without using a calculator;
2. simplify and evaluate variable expressions;
3. demonstrate a knowledge of ratios, proportions and precentages and their application;
4. demonstrate knowledge of geometric figures and their properties;
5. demonstrate a knowledge of the English and metric units of length, area, volume, mass, temperature and time;
6. solve linear equations involving multiple steps;
7. analyze and construct graphs of data;
8. construct graphs of linear equations in two variables in a rectangular coordinate system;
9. calculate mean, median and mode from a set of data;
10. apply the concepts learned to specific real-life applications, such as, simple interest, business and finance, restaurants, bank statements, etc.

B. MATH107B
1. Perform accurate computations with whole numbers, fractions and decimals, signed and unsigned, without using a calculator;
2. Simplify and evaluate variable expressions;
3. Demonstrate a knowledge of ratios, proportions, percentages and their applications by setting up and solving relevant equations;
4. Identify geometric figures and their parts to find Perimeter, Area, Volume and Surface Area using their respective formulas;
5. Demonstrate conversion between the English and metric units of length, area, volume, mass, and temperature, and the ability solve applied problems involving those units;
6. Solve linear equations involving multiple steps;
7. Analyze and construct graphs of data;
8. Construct graphs of linear equations in two variables in a rectangular coordinate system;
9. Calculate mean, median and mode from a set of data;
10. Apply the concepts learned to specific real-life applications, such as, simple interest, business and finance, restaurants, bank statements etc.

IV. MEASURABLE OBJECTIVES:

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

A. Produce a design, using knowledge of specifically assigned area of technical theater, in active participation in technical work connected to productions of the Theater Department or other performing arts areas;
B. Organize and manage a safe work environment in one or more of the following areas of technical theater:
1. Scenic design and oversight for implementation
2. Lighting design and oversight for implementation
3. Sound design and oversight for implementation
4. Costume design and oversight for implementation

C. Recognize and practice the complex responsibilities involved in design and crew functions, as well as the teamwork involved in creating the technical dimensions of a major theatrical production.

V. CONTENT:

A. Active participation in the creation of designs for theatrical lighting.
1. Creation of a light plot and scheme

2. Assistance in selection and ordering of gobos and specialized lighting equipment
3. Creation and maintainance of light cues, in cooperation with director

B. Active participation in the creation of designs for theatrical sound
1. Creation of a sound plot
2. Assistance in selection and ordering of music
3. Live mixing of sound cues, in cooperation with director, as necessary for public performance

C. Active participation in the creation of designs for costuming a show
1. Sewing some items by hand or machine
2. Creation of costume sketches of all character in play
3. Creation of costume plot

D. Active participation in the creation of designs for theatrical sets / scenic design
1. Research and create a set design
2. Create renderings of design, including architectural elevation drawings
3. Create ground plan and accompanying 3D model

VI. METHODS OF INSTRUCTION:

A. Presence and supervision during performances.
B. Hands-on instruction on sewing techniques and costume sketch processes
C. Hands-on instruction in running a lighting and sound board during rehearsals
D. Hands-on instruction in the process of creating the scenery pieces, costumes and lighting
E. Pre-work instruction in the techniques and procedures of running a lighting or sound board
F. Pre-work instruction on the handling of materials and tools 1. Techniques 2. Safety

VII. TYPICAL ASSIGNMENTS:

A. Research era specific content related to design field
B. Design and sketch costumes for a theatrical productions
C. Building or gathering costumes materials for a specific costume to be used in production
D. Design set for theatrical production
E. Provide rendersing, model, and elevation drawings
F. Designing light plot and operating light board
G. Designing sound plot and operating sound board

VIII. EVALUATION:

Methods/Frequency

A. Research Projects
One
B. Projects
One
C. Class Participation
Throughout semester
D. Class Work
Bi-weekly
E. Lab Activities
Weekly

IX. TYPICAL TEXTS:

1. Brewster, K. *Fundamentals of Theatrical Design: A Guide to the Basics of Scenic, Costume, and Lighting Design.* new ed., Allworth Press, 2011.
2. *Stagecraft Fundamentals, Second Edition: A Guide and Reference for Theatrical Production.* 1 ed., Focal Press, 2013.
3. *Technical Design Solutions for Theatre Volume 3.*, Focal Press, 2013.
4. Rowe, C. *Drawing and Rendering for Theatre: A Practical Course for Scenic, Costume, and Lighting Designers.*, Focal Press, 2007.
5. Malloy, Kaoime. *The Art of Theatrical Design Elements of Visual Composition, Methods, and Practice.* 1 ed., Focal Press, 2015.
6. Klingelhoefer, Robert. *The Craft and Art of Scenic Design.* 1st ed., Focal Press, 2017.
7. Campbell, Drew. *Technical Theater for Non Technical People.* 3 ed., Allworth Press, 2016.

X. OTHER MATERIALS REQUIRED OF STUDENTS:

A. Students will be required to own colored pencils, rulers, trace paper, and an artists sketch pad. Scenic designers will be required to purchase materials for 3D model creation (glue, balsa wood, and foam board)