

THAR 24 Course Outline as of Fall 2013**CATALOG INFORMATION**

Dept and Nbr: THAR 24 Title: INTRO DESIGN PROCESS
 Full Title: Introduction to the Design Process
 Last Reviewed: 11/26/2018

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	2.00	17.5	Lecture Scheduled	35.00
Minimum	3.00	Lab Scheduled	3.00	17.5	Lab Scheduled	52.50
		Contact DHR	0		Contact DHR	0
		Contact Total	5.00		Contact Total	87.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00

Total Student Learning Hours: 157.50

Title 5 Category: AA Degree Applicable

Grading: Grade Only

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly:

Catalog Description:

An introduction to the collaborative process of theatrical design through hypothetical and/or actualized team projects in which students focus on one or more design areas (scenery, costume, lighting, sound, props, makeup and hair). The course covers all aspects of the design process, including script analysis, research methodology, conceptualization, and communication skills, as well as careers in theatrical design.

Prerequisites/Corequisites:**Recommended Preparation:**

Course Completion or Concurrent Enrollment in THAR 1 and CS 101A OR Course Completion or Concurrent Enrollment in THAR 2 and CS 101A

Limits on Enrollment:**Schedule of Classes Information:**

Description: An introduction to the collaborative process of theatrical design through hypothetical and/or actualized team projects in which students focus on one or more design areas (scenery, costume, lighting, sound, props, makeup and hair). The course covers all aspects of the

design process, including script analysis, research methodology, conceptualization, and communication skills, as well as careers in theatrical design. (Grade Only)

Prerequisites/Corequisites:

Recommended: Course Completion or Concurrent Enrollment in THAR 1 and CS 101A OR Course Completion or Concurrent Enrollment in THAR 2 and CS 101A

Limits on Enrollment:

Transfer Credit: CSU;UC.

Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area	Effective:	Inactive:
CSU GE:	Transfer Area	Effective:	Inactive:

IGETC:	Transfer Area	Effective:	Inactive:
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CSU Transfer:	Transferable	Effective:	Spring 1992	Inactive:
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UC Transfer:	Transferable	Effective:	Spring 1992	Inactive:
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CID:

CID Descriptor: THTR 172	Introduction to Design or Introduction to Theater Design
SRJC Equivalent Course(s):	THAR24

Certificate/Major Applicable:

Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:

In order to achieve these learning outcomes, during the course the student will:

1. Apply perceptual acuity through rendering and design skills.
2. Research the social, historical, political, artistic, and theatrical background of a script.
3. Collaborate effectively with others in achieving a common goal, demonstrating communication skills, ethical practices, and responsibility to others.
4. Analyze a work of dramatic literature, including the genre, theme, and style, and apply that analysis to design elements.
5. Synthesize script analysis, design elements, research results, and collaborative feedback into a cohesive design.

Topics and Scope:

- I. Introduction to Theatre Design and Technology
 - A. Principles of design (line, mass, color, texture, etc.)
 - B. Design and Technology Areas and Personnel
 1. Scenery
 2. Properties
 3. Costume
 4. Makeup and hair
 5. Lighting/visual effects

- 6. Sound/composition
- II. Theatre Architecture and Theatrical Spaces
 - A. Short history
 - B. Audience configurations
 - C. Theatre buildings and found spaces
 - D. Working spaces within a theatre
- III. The Design Process of Designer/Director Collaboration
 - A. Interpreting a script
 - B. Working from the original concept
 - C. Outlining a research path
 - D. Communication tools and techniques
 - E. Developing a cohesive vision
- IV. Script Analysis
 - A. Genre
 - B. Style
 - C. Theme
 - D. Plot Structure
 - E. Language
 - F. Other dramatic elements as appropriate for design emphasis
- V. Research Methodology for the Design Process
 - A. Research resources
 - 1. Print sources
 - 2. Internet and electronic sources
 - 3. Field research
 - B. Types of research
 - 1. Primary
 - 2. Secondary
 - 3. Evocative (or inspirational)
 - C. Formulating a research path - identifying the questions to ask
 - D. Essential areas of comprehensive research
 - 1. The playwright
 - 2. The world of the play (time period, location, social, political, etc.)
 - 3. Genre, style and mood of the play
- VI. Conceptualization and Communicating a Design Vision
 - A. Shaping an initial design vision
 - B. Visual and/or aural aids used in communicating a design vision
 - 1. Brainstorm quick sketches in collaborative sessions
 - 2. Creation of design plans, (floor plans, elevations, models, props, costume and makeup renderings, light plots, demo CDs)
 - 3. Computer aided rendering modes
 - C. Justifying design choices through script analysis and/or research
- VII. Collaborating with Others in the Design Process
 - A. Time management and working relationships
 - 1. Organizing the work
 - 2. Maintaining open communication
 - 3. Working with the shop and stage managers
 - 4. Observing rehearsals
 - 5. Adapting when the plan changes
 - B. Preparing for collaborative meetings
 - 1. What to prepare for production meetings
 - 2. What to bring to the discussion with the director
 - C. Communication skills in the design process

1. Listening skills, assertiveness, and brainstorming
 2. Group dynamics and negotiating skills
 3. Conflict resolution
- D. Work ethic, professionalism, and responsibilities to others
- E. Synthesizing and "re-visioning"
- VIII. Introduction to the Business of Theatre Design
- A. Brief introduction to portfolio development
 - B. Pursuing a career in theatre design

Assignment:

As a 2-hour lecture/3-hour laboratory course, students will complete approx. 4 hours of homework per week relating to the assignments listed below.

The following assignments will be performed in conjunction with hypothetical and/or fully realized design projects*. Assignments will include:

1. As a member of a collaborative team, the student will create two or more design projects. Each must be from a different play and one must incorporate non-realistic elements. As part of these projects the student will:
 - A. Read two plays
 - B. Formulate a research path; conduct comprehensive research relating to the play and design vision
 - C. Complete two written script analyses (one per project)
 - D. Complete renderings and/or other communication tools (such as models, CDs, floor plans, etc.)

Project grades will be divided into two categories:

Problem-Solving - Analysis, research, and conceptualization

Skill Demonstration - Collaborative process, application of design communication techniques, and presentation skills
2. One Summary Statement (500-word essay on one of the two design projects)
3. Maintain standards of professionalism (includes timely attendance at all classes, meetings and rehearsals relating to the course/projects, respectful communication, adaptability to practical and stylistic limitations, and meeting deadlines)
4. Assemble all course work into a course portfolio

This course may also include one or more of the following additional assignments:

1. Attendance at one - three Theatre Arts productions; possible 1-2 pg. written critiques of the design elements
2. Observation of a production rehearsal and/or production meeting; possible 1 pg. written report
3. Two - five written quizzes on plays and/or supplemental reading
4. One - three interactive quizzes on computer aided rendering and/or other design communication techniques
5. Preparation of a gallery display for design competition (American College Theatre Festival, etc.)

* Realized projects for SRJC productions are assigned through successful application to the Theatre Arts Department Chair (normally at the end of the previous spring semester). Other off-campus project proposals must have prior approval from the instructor.

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

Summary Statement; Script analyses; Critiques of plays; observation reports

Writing
5 - 20%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Design projects - analysis, research and conceptualizing

Problem solving
25 - 40%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Design projects - collaboration, communication techniques, and presentation

Skill Demonstrations
30 - 40%

Exams: All forms of formal testing, other than skill performance exams.

Quizzes - written and/or interactive

Exams
0 - 10%

Other: Includes any assessment tools that do not logically fit into the above categories.

Professionalism; course design portfolio

Other Category
10 - 20%

Representative Textbooks and Materials:

Theatrical Design and Production: An Introduction to Scenic Design and Construction, Lighting, Sound, Costume, and Makeup. Gillette, J. Michael. McGraw-Hill: 2007. (Classic)

Careers in Technical Theatre. Lawler, Mike. Allworth Press: 2007. (Classic)

Developing and Maintaining a Design-Tech Portfolio: A Guide for Theatre, Film, & TV. Rafael, Jaen. Focal Press: 2006. (Classic)

The Business of Theatrical Design. Moody, James L. Allworth Press: 2012.

Instructor prepared materials.

Selected plays.