

THAR 20 Course Outline as of Fall 2013**CATALOG INFORMATION**

Dept and Nbr: THAR 20 Title: INTRO TO STAGECRAFT

Full Title: Introduction to Stagecraft

Last Reviewed: 1/25/2021

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	1.00	17.5	Lecture Scheduled	17.50
Minimum	3.00	Lab Scheduled	5.00	17.5	Lab Scheduled	87.50
		Contact DHR	1.00		Contact DHR	17.50
		Contact Total	7.00		Contact Total	122.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 35.00

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:

Methods, materials and techniques of realizing the physical production on the stage, which include scenery, properties, lighting and sound.

Prerequisites/Corequisites:

Concurrent Enrollment in THAR 25 or THAR 25.2 or THAR 25.5

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

Description: Methods, materials and techniques of realizing the physical production on stage, which include scenery, properties, lighting and sound. (Grade Only)

Prerequisites/Corequisites: Concurrent Enrollment in THAR 25 or THAR 25.2 or THAR 25.5

Recommended:

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:

CSU Transfer:	Transferable	Effective:	Fall 1981	Inactive:
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UC Transfer:	Transferable	Effective:	Fall 1981	Inactive:
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CID:

CID Descriptor: THTR 171	Stagecraft
SRJC Equivalent Course(s):	THAR20

Certificate/Major Applicable:

Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:

Upon completion of the course, the student will be able to:

1. Work safely and competently with common stagecraft tools, equipment, and materials.
2. Correctly utilize stagecraft terminology.
3. Define and demonstrate knowledge of organized and efficient scene shop operation, maintenance and safety procedures.
4. Apply theoretical and practical knowledge learned to problem-solve and overcome unfamiliar situations in technical theatre.
5. Correctly read and interpret working drawings, ground plans and vertical sections.
6. Work productively as a member of a team in carrying out a group project in technical theatre.
7. Synthesize knowledge of construction materials with scale and written symbols by constructing stage scenery from working drawings.
8. Assemble a set in accordance with a groundplan and elevations.
9. Recognize the relationship between scenery-related stagecraft and other elements of theatre design and technology, including properties, lighting, and sound.

Repeating students will:

1. Perform stagecraft skills with greater proficiency and confidence.
2. Further expand their knowledge and skills by working on different productions each semester.

Topics and Scope:

Each class meeting begins with a 1/2 hour lecture and/or demonstration on the following:

- I. Introduction to Stagecraft
 - A. Stage terminology
 - B. Equipment
 - C. Principles of stagecraft
- II. Theatrical Production Organization and Management

- III. Reading Technical Drawings
- IV. Techniques of Structural Design and Assembly
 - A. Wood and woodworking tools.
 - B. Metal and welding
 - C. Use of plastic, foams, and other construction techniques
- V. Theatrical Painting Techniques
- VI. Safe Theatrical Rigging
- VII. Tool Uses and Safety
- VIII. Overview of Theatrical Lighting
 - A. Basic lighting terminology and theory
 - B. Hanging lighting instruments
 - C. Focusing lighting instruments
- IX. Overview of Theatrical Sound
 - A. Principles of sound reproduction
 - B. Basic sound terminology
 - C. Sound equipment
- X. Color Applications
 - A. Color theory as it relates to theatrical lighting
 - B. Color theory as it relates to painting
- XI. Overview of Properties
 - A. Basic properties design and theory
 - B. Property construction
 - C. Property terminology

The lecture is then followed by a hands-on instructional lab during which the student applies the theories, techniques, and terminology introduced in the lecture. Additional instruction on the above topics also occurs during the lab hours.

Students also complete 17 hours of DHR (additional lab) during the semester focusing on one or more of the topic areas above.

Repeating students will:

1. Develop increased proficiency in each of the skill areas.
2. Apply skills to different production challenges each semester.

Assignment:

1. A variety of assigned stagecraft tasks in the construction and mounting of major productions, such as set construction, painting, rigging, lighting hang/focus, property construction, and/or sound equipment set-up. (Tasks will vary depending on the nature of the semester's production schedule.)
2. An individual project based on research and study of techniques and materials of theatrical construction.
3. Approx. 2-10 pages of reading per week.
4. Regular in-class quizzes (written and/or skill demonstration) on lectures, reading and/or techniques
5. Demonstration of Work Ethic - includes timely arrival, regular attendance at both lectures and labs, appropriate work attire, adherence to safety policies, ability to accurately follow instructions, cooperative demeanor, and ability to work as a team member.

Repeating students will be assigned:

1. Additional and/or more advanced stagecraft tasks.
2. An individual project in a different focus area of theatrical construction.

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.

None, This is a degree applicable course but assessment tools based on writing are not included because skill demonstrations are more appropriate for this course.

Writing
0 - 0%

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

Lab exercises

Problem solving
20 - 30%

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

Skill exercises, quizzes and exams; Independent project

Skill Demonstrations
40 - 60%

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

Quizzes - multiple choice, matching items, completion, true/false

Exams
10 - 20%

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

Demonstration of Work Ethic (includes attendance and participation)

Other Category
10 - 20%

Representative Textbooks and Materials:

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

Instructor prepared materials