

CATALOG INFORMATION

Dept and Nbr: THAR 27

Title: PROPERTIES WORKSHOP

Full Title: Properties Workshop

Last Reviewed: 4/12/2021

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	2.00	Lecture Scheduled	1.00	17.5	Lecture Scheduled	17.50
Minimum	2.00	Lab Scheduled	3.00	14	Lab Scheduled	52.50
		Contact DHR	0		Contact DHR	0
		Contact Total	4.00		Contact Total	70.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 35.00

Total Student Learning Hours: 105.00

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: THAR 77

Catalog Description:
Introduction to the basic materials, techniques and creative process involved in the design and construction of stage properties, as well as historical and conceptual aspects of properties design. Class content will include development of properties for SRJC productions.

Prerequisites/Corequisites:

Recommended Preparation:
Completion or concurrent enrollment in THAR 2 (or THAR 301)

Limits on Enrollment:

Schedule of Classes Information:
Description: Introduction to the basic materials, techniques and creative process involved in the design and construction of stage properties, as well as historical and conceptual aspects of properties design. Class content will include development of properties for SRJC productions. (Grade Only)
Prerequisites/Corequisites:
Recommended: Completion or concurrent enrollment in THAR 2 (or THAR 301)

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:	Spring 2003	Inactive:
UC Transfer:	Transferable	Effective:	Fall 2003	Inactive:

CID:

Certificate/Major Applicable:

Certificate Applicable Course

COURSE CONTENT

Student Learning Outcomes:

At the conclusion of this course, the student should be able to:

1. Upon completion of this course, the student will be able to apply fundamental concepts and techniques in the conceptualization, communication, construction, and organization of theatrical props for a production.

Objectives:

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

1. Read and analyze a play with respect to props.
2. Identify and evaluate the props needed for a production.
3. Design and create props using a variety of techniques and concepts.
4. Demonstrate creative problem solving in prop designing.
5. Work collaboratively and communicate with a design and directorial team.
6. Develop organizational tools and skills to plan the props for the run of a show.
7. Identify production and script needs in order to develop a purchasing strategy within a given budget.
8. Renovate or adapt existing props using a variety of techniques and concepts.
9. Conduct and apply historical and stylistic research in the creation of prop design.
10. Safely use tools and materials in order to construct props for a theatrical production.

Topics and Scope:

I. Introduction

- A. Define stage properties, props master, props manager, and props organization
- B. Introduction to historical styles

II. Safety

- A. Shop safety
- B. Safe use of materials and equipment
- C. Explanation of MSDS (Material Safety Data Sheets)
- D. The importance of protective clothing and masks
- III. Script Analysis and Strategizing for an Assigned Play
 - A. Evaluation of props requirements of an assigned play
 - B. Strategizing which props can be bought, pulled from stock, or built
 - C. Consideration of the play's period and socioeconomic situation in relation to props
 - D. Consideration of the play's style, such as realism vs. fantasy
- IV. Research
 - A. Investigate sources of historical information
 - B. Discuss and investigate creative nontraditional research approaches
- V. Purchasing
 - A. Budgeting
 - B. Buying props
 - C. Researching sources
- VI. Managing Props in Production
 - A. Organization and placement
 - B. Tracking
 - C. Inventory and maintenance
 - D. Working with actors
- VII. Food Props
 - A. Practical, non-practical, and functional food and drink props
 - B. Techniques used for creating faux food props
 - C. Safe storage of real food props
 - D. Food allergies
- VIII. Mold Making and Casting
 - A. Methods
 - B. Materials
- IX. Props Painting
 - A. Color theory
 - 1. How color works
 - 2. Paints and pigments
 - 3. Mixing color
 - 4. Color wheel
 - B. Techniques
 - 1. Highlight and shadow
 - 2. Glazing and surface qualities of props
- X. Furniture and Upholstery
 - A. Furniture restoration and repair
 - B. Fabrics
 - C. Reupholstering
 - D. Historic styles of furniture as pertaining to production requirements
- XI. Sewing
 - A. Basic sewing techniques for the construction of properties
 - B. Safe use of sewing equipment
- XII. Basic Wiring for Properties Construction
 - A. Basic electrical process
 - B. Wiring a switch and a circuit
 - C. Soldering
- XIII. Foam Carving
 - A. Safe use of tools and materials

- B. Carving techniques
- C. Finishing techniques
- XIV. Units of Study may also include 3-D Printing Techniques

All topics are covered in the lecture and lab portions of the course.

Assignment:

Homework and class assignments:

1. Read 5-10 pages of the required material per week.
2. Quizzes: One or more quizzes on assigned reading and/or safety issues.
3. Read, analyze, and research 3-4 assigned plays from a property designer's viewpoint. Scripts will include the 2-3 SRJC productions for the current semester; instructor may select 1-2 additional scripts for class discussion and exercises. With each script, the student will:
 - A. Identify required and potential props.
 - B. Develop a props list, scene by scene.
 - C. Identify the period and style of each play.
 - D. Research and collect visual images representing the period of the play.
 - E. Research the identified props within the play's period, providing images/sketches.
4. Design Team Assignment
Students will work in groups of 2-3 to simulate the collaborative process of a design team.
Assignment example:
 - A. The team is assigned one or more specific props for an upcoming production.
 - B. The team strategizes how the prop(s) will be constructed, selects appropriate materials, and applies techniques in the construction of the assigned prop(s).
5. Production Attendance Essays:
 - A. Attend 2-3 SRJC productions (Note: Students receive one free ticket per production.)
 - B. Write a 1-2 pg. essay on each play, focusing on the props used.
6. Props Purchasing Assignment:
 - A. Research 2-4 purchasing sources for an assigned object or material.
 - B. Present findings to class, including price, availability, and delivery information.
7. Final Project:
Problem-solve, strategize, and construct an instructor-assigned prop for theatrical use.
(Instructor may assign a prop for a specific production or independent of any specific script or show.)

Additional assignments may include:

8. Props Management Assignment:

- A. Develop a problem-solving strategy for organizing and managing props for a production, in theory or practical application.
- B. Document the management strategy in a 2-5 page paper (Strategy Paper).

9. Specialized Prop Construction Assignment(s):
Examples include a foam carving or casting project.

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.

Production essays; Strategy paper

Writing
10 - 20%

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

Script analysis, research, strategizing and purchasing assignments

Problem solving
20 - 40%

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

Props design and construction assignments; Design Team assignment

Skill Demonstrations
40 - 60%

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

Quizzes on reading/safety

Exams
5 - 15%

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

Participation and attendance

Other Category
5 - 10%

Representative Textbooks and Materials:

The Prop Building Guidebook: For Theatre, Film, and TV. 2nd ed. Hart, Eric. Focal Press. 2017
The Theatre Props Handbook. 2nd ed. James, Thurston. Players Press. 2000 (classic)
The Prop Builders Molding and Casting Handbook. James, Thurston. Betterway Books. 1989 (classic)
Instructor prepared materials.