

THAR 27 Course Outline as of Fall 2004**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	17.5	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: 34 - 4 Enrollments Total

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. Also an introduction to historical and conceptual aspects of properties design.

Prerequisites/Corequisites:**Recommended Preparation:****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. Also an introduction to historical and conceptual aspects of properties design. (Grade Only)

Prerequisites/Corequisites:

Recommended:

Limits on Enrollment:

Transfer Credit: CSU;UC.
Repeatability: 4 Enrollments Total

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:

Not Certificate/Major Applicable

COURSE CONTENT

Outcomes and Objectives:

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

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 with a design and directorial team.
6. Develop tools and organizational 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.

Topics and Scope:

1. Introduction
 - a) Define stage properties, props master, props manager and prop organization.
 - b) Introduction to historical styles.
2. Safety
 - a) Shop safety
 - b) Safe use of materials and equipment
 - c) Explain MSDS (Material Safety Data Sheets)
3. Script analysis
 - a) Discuss an assigned play
 - b) Evaluate props needs
 - c) Strategize which props can be bought, pulled from stock, or built.

- d) Discuss the period and socioeconomic situation of the play to determine the look of the props
 - e) Discuss style of the play, such as realism vs. fantasy
4. Research
 - a) Investigate sources of historical information
 - b) Discuss and investigate creative nontraditional research approaches
 5. Purchasing
 - a) Buying props
 - b) Researching sources
 6. Food props
 - a. Practical, non-practical and functional food and drink, techniques for creating these.
 - b) Techniques including carving foam
 - c) Storage of real food props
 7. Mold making and casting
 - a) Methods and materials for mold making and casting
 - b) Demonstrate making a mold of an object and casting it in one of the discussed methods
 8. Prop painting
 - a) Color theory, how color works, paints and pigments; mixing color; color wheel
 - b) Techniques; highlight and shadow; glazing and surface qualities of props
 9. Furniture and upholstery
 - a) Furniture restoration and repair
 - b) Fabrics
 - c) Reupholstering
 - d) Historic styles of furniture
 10. Sewing
 - a) Basic sewing techniques
 - b) Machine use to create pillows or drapes
 11. Basic wiring
 - a) Basic electrical process
 - b) Wiring a switch and a circuit
 - c) Soldering

Assignment:

Homework and Class Assignments May Include:

1. Read 10-25 pages of the text per week.
2. Quizzes: One or more quizzes on assigned reading and/or safety issues.
3. Read and analyze 2-3 assigned plays from a property designer's viewpoint:
 - Identify needed, and potential, props.
 - Develop a props list scene by scene.
 - Research the period of each play providing pictures/sketches.
 - Research the identified props within the play's period, providing pictures/sketches.
 - Create a strategy for accessing props, determining what properties should be bought, built and/or pulled from stock.
4. Create props using demonstrated techniques:

- Design one or more props from a play,
 - Build one or more props from techniques learned in class.
5. Design Team Assignment:
 - Work in groups of 5-6 students to design the props for a play to simulate what it is like to collaborate as a design team.
 - Work with the team to construct one or more of the props designed.
 6. Attend 2-3 plays:
 - Write a short essay paper on each play, focusing on the props used.
 7. Prop Purchasing Assignment:
 - Research at least 2 purchasing sources for an assigned object or material.
 - Present findings to class, including price, availability and delivery information.
 8. Props Management Strategy Assignment:
 - Create a problem-solving strategy for organizing and managing props for a production, in theory or practical application.
 - Document the management strategy in a paper.

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.

2-3 essay papers. Strategy paper.

Writing
10 - 20%

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

Props-Analysis/Research, Strategies, Purchasing

Problem solving
20 - 40%

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

Class performances, Design/Construct props. Team design/construct props

Skill Demonstrations
40 - 60%

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

Multiple choice, True/false, Matching items, Completion, Quizzes on readings/safety.

Exams
5 - 15%

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

Attendance

Other Category
5 - 10%

Representative Textbooks and Materials:

The Theatre Props Handbook, by Thurston James, Players Press, 2000,
second edition.

Other books:

The Prop Builders Molding and Casting Handbook, by Thurston James,
Betterway Books, 1989.