THAR 23 Course Outline as of Fall 1981

CATALOG INFORMATION

Dept and Nbr: THAR 23 Title: GRAPHICS & DESIGN
Full Title: Theatre Graphics & Design
Last Reviewed: 1/25/2021

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	5.00	17	Lab Scheduled	87.50
		Contact DHR	0		Contact DHR	0
		Contact Total	7.00		Contact Total	122.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00 Total Student Learning Hours: 192.50

Title 5 Category:	AA Degree Applicable
Grading:	Grade Only
Repeatability:	33 - 3 Enrollments Total
Also Listed As:	
Formerly:	

Catalog Description:
Means, methods and materials utilized in designing for the stage.

Prerequisites/Corequisites:

Recommended Preparation:
THAR 1 and 20.

Limits on Enrollment:

Schedule of Classes Information:
Description: Means, methods & materials utilized in designing for the stage. (Grade Only)
Prerequisites/Corequisites:
Recommended: THAR 1 and 20.
Limits on Enrollment:
Transfer Credit: CSU;UC.
Repeatability: 3 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:	Fall 1981	Inactive:
UC Transfer:	Transferable	Effective:	Fall 1981	Inactive:

CID:

Certificate/Major Applicable:
Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:
The students will:
1. Demonstrate an understanding of the general concepts, techniques and terminologies related to scenic design, and will recall, identify compare and contrast these various subjects.
2. Assess the function of a stage designer and discuss this function in relation to the entire production staff in the creation and implementation of a particular design for a particular play.
3. Develop sufficient knowledge of technical theater traditions and practices to develop and organize methods of construction, mounting, and shifting scenery during a performance.
4. Assess the process of effective scene design from the preliminary conceptualization to its final visual presentation.
5. Demonstrate sufficient artistic skills to draw stage ground plans, perspective drawings, detailed elevations, painted renderings, and construct a three-dimensional scale model.

Topics and Scope:

1. Basic sketching, drafting, watercolor and model building techniques.
2. Analyzing of staging demands of plays from major historical periods.
3. Sketching a design concept.
4. Preparing drawings and renderings.
5. Presentation of a completed design.

Assignment:

1. Complete assignments in sketching, drafting, painting and model building.
2. Analyze staging demand of a play in the light of its historical period.
3. Prepare a sketch of design concepts for an assigned play.
4. Prepare drawings and renderings for a specific play.
5. Prepare and verbally present a completed design including a three dimensional model.

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 problem solving assessments and 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.

Homework problems, Lab reports	Problem solving 20 - 40%

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

Class performances, Performance exams, SKETCH, DRAW & PAINT SKILLS	Skill Demonstrations 40 - 60%

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

None	Exams 0 - 0%

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

CLASS PARTICIPATION	Other Category 20 - 40%

Representative Textbooks and Materials:
PERSPECTIVE DESIGN by Ernest Norling.