

**THAR 127.3 Course Outline as of Fall 2021****CATALOG INFORMATION**

Dept and Nbr: THAR 127.3 Title: PROPS WKSHP FOAM/FOOD

Full Title: Properties Workshop: Foam Carving and Food Properties

Last Reviewed: 4/26/2021

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	8	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:

**Catalog Description:**

This course provides intermediate instruction in the skills involved in the design, coordination, and construction of stage properties (commonly called props), with a focus on foam carving and theatrical food properties preparation and construction skills. Students will work on focus-related projects, as well as properties for SRJC production.

**Prerequisites/Corequisites:**

Course Completion of THAR 27 ( or THAR 77)

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

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Recommended:  
Limits on Enrollment:  
Transfer Credit:  
Repeatability: Two Repeats if Grade was D, F, NC, or NP

## **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

<b>AS Degree:</b>	<b>Area</b>	Effective:	Inactive:
<b>CSU GE:</b>	<b>Transfer Area</b>	Effective:	Inactive:
<b>IGETC:</b>	<b>Transfer Area</b>	Effective:	Inactive:
<b>CSU Transfer:</b>		Effective:	Inactive:
<b>UC Transfer:</b>		Effective:	Inactive:

**CID:**

**Certificate/Major Applicable:**

Certificate Applicable Course

## **Approval and Dates**

Version:	02	Course Created/Approved:	4/27/2015
Version Created:	2/14/2021	Course Last Modified:	7/18/2023
Submitter:	Laura Downing-Lee	Course last full review:	4/26/2021
Version Status:	Approved (Changed Course)	Prereq Created/Approved:	4/26/2021
Version Status Date:	4/26/2021	Semester Last Taught:	Fall 2022
Version Term Effective:	Fall 2021	Term Inactive:	

## **COURSE CONTENT**

### **Student Learning Outcomes:**

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

1. Conceptualize and safely apply a variety of preparation and fabrication techniques, particularly foam carving, to the development of food properties and foam properties for stage and camera productions.

### **Objectives:**

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

1. Read and analyze a script with respect to historical period and style, focusing on the potential foam carving and/or food properties requirements for a production.
2. Conduct and apply historical and stylistic research in the conceptualization of a prop design, noting factors relating to objects replicated through foam carving and/or food properties preparation and fabrication.
3. Identify the characteristics of different types of foam and foam carving materials, as well as other types of food properties preparation and fabrication materials, and their applications.
4. Demonstrate creative problem solving in prop designing, including finding resources, adaption, and working within a budget.
5. Develop strategies for replicating objects using foam carving, as well as for replicating food properties that are either consumable or fabricated for a production.

6. Work collaboratively and communicate with a design and directorial team.
7. Formulate a plan for the safe preparation, handling, storage, and maintenance of consumable food properties, as well as the protection and maintenance of other food and/or foam properties, for the run of a show.
8. Utilize a variety of finishing materials and techniques for fabricated food properties and other foam carving properties.
9. Apply safety procedures for the handling and storage of tools and materials used in foam carving and other methods of preparation and fabrication of food properties for a theatrical production.
10. Fabricate a prop out of foam, applying foam carving techniques.
11. Mentor beginning students in foam carving and food properties preparation and fabrication.

## **Topics and Scope:**

### Properties Overview Topics:

#### I. Introduction

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

#### II. Safety and Standards of Professionalism

- 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
- E. Other standards of professionalism

#### 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. Working with Stock Props [Primarily Lecture]

- A. SRJC Base stock and users
- B. Considerations before making changes to stock props
  1. Use
    - a. How often is stock item used?
    - b. How likely is item to be used in current condition?
  2. Condition of item
    - a. Is item in need of repair?
    - b. Is item usable in current condition?
    - c. Will changes improve, sustain, or diminish item's quality?
  3. Value

- a. How much would it cost to replace item?
  - b. How feasible is it to replace item (age, rarity, etc.)?
- 4. Durability and "Lifespan"
  - a. Will changes withstand production demands over time?
  - b. Do changes increase or reduce longevity of item's use?
- C. Repurposing stock props
  - 1. Temporary vs permanent changes
  - 2. Where will item be stored in stock after changes?

## Workshop Focus Topics:

### I. Painting Concepts and Techniques

- 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
- C. Painting different surfaces

### II. Foam Carving Properties

- A. Types of foam carved properties
  - 1. Food properties
  - 2. Sculpture and statuary
  - 3. Other
- B. Types of foam and their characteristics
- C. Tools and materials for foam carving
- D. Safety practices when working with foam
- E. Foam carving techniques
- F. Final touches
  - 1. Finishes
  - 2. Painting
- G. Foam props in performance
  - 1. Protection
  - 2. Maintenance
  - 3. Repairs
  - 4. Cleaning and storage

### III. Food Properties - Identifying Production Requirements

- A. Setting and style/genre of script and production
- B. Food requirements of the production
  - 1. Food properties specified in script
  - 2. Additional food properties requests for production
  - 3. Historical requirements
    - a. Research strategies
    - b. Research resources
- C. Production conventions relating to food/drink consumption
  - 1. Will actors actually consume food props on stage?
  - 2. Degree of realism and illusion
  - 3. Visibility - proximity of audience to stage
  - 4. Practical considerations, including budget

#### IV. Food Properties - Fabrication

##### A. Types of food properties fabrication techniques

1. Foam carving
2. Molds and casting
3. Spray foam
4. New products
5. 3-D printing
6. Fabric and soft sculpture

##### B. Materials, tools, and resources

##### C. Safety concerns

1. Protective clothing, eyewear etc.
2. Ventilation
3. Work surface and surroundings
4. Storage and disposal

##### D. Conceptualization and Fabrication Considerations

1. Use in production
  - a. Weight in relationship to intended use
  - b. Mass in relationship to intended use
2. Durability and production longevity
3. Amount needed
  - a. Bulk food items (such as different baskets of fruit)
  - b. Plated duplicate items (such as appetizers)

##### E. Specialty items

1. Cakes and pastries
2. Large food items (such as roast boar's head)
3. Fantasy food

##### F. Plating and decoration

1. Garnishes and other decoration
2. Plating and display
3. Presentation

#### V. Food Properties in Production

##### A. Mixing fabricated and consumable food properties

##### B. Cleaning, maintenance, and repairs

##### C. Protection and storage

#### VI. Consumable Food Properties [Mostly Lecture]

##### A. Food/drink allergies and sensitivities

##### B. Food/drink considerations

1. Religious and/or personal values
2. Dietary preference (such as vegetarian or vegan)
3. Weight gain concerns
4. Aversions and preferences
5. Concerns regarding adaptations such as food coloring
6. Odor (pro/con) - for actor, other cast, and audience

##### C. Food/drink usage on stage

1. When will actor be consuming it during production?
2. What will actor be doing before/during/after consuming it?
3. How much needs to be consumed per performance?
4. Food qualities (such as crumbs, chewing, carbonation, etc.)

##### D. Food/drink props - dishes and utensils

1. Considerations
  - a. What is the food/drink prop contained in on stage?
  - b. What tools are used to eat/drink it, and by whom?

- c. Plastic vs breakable
  - d. Full container vs false bottom
  - e. Historical and social/economic details
- 2. Types of dishes
- 3. Types of glassware
- 4. Types of flatware
- 5. Types of serving vessels
  - a. Trays
  - b. Baskets
  - c. Package (such as bag or box)
  - d. Drink vessels such as pitchers, carafes and bottles
- E. Food/drink properties safety
  - 1. Facilities and equipment (including refrigeration and cooking)
  - 2. Safe preparation
  - 3. Safe handling
  - 4. Safe storage, including containers and duration
  - 5. Safe maintenance, including dishwashing
  - 6. Safe disposal
- F. Replacing perishable food/drink props during show run
  - 1. Strategies, including schedule and personnel
  - 2. Budget and accessing funds
- VII. Methods for Assisting Peers
  - A. Foam carving
  - B. Food properties fabrication.

Unless specifically noted above, all topics are covered in both the lecture and lab portions of the course.

### **Assignment:**

THAR 127.3 students will attend class with THAR 27 students and participate in class activities relating to the properties requirements for the semester's productions. However, the following assignments will focus primarily on developing skills relating to foam carving and food props.

Homework and class assignments:

1. Read 5-10 pages of the required material per week.
2. Quiz(zes): 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 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 500-word 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 relating to foam carving and/or food properties fabrication. (Instructor may assign a prop for a specific production or independent of any specific script or show.)

8. Professionalism - Adhere to the standards of professionalism expected in the field of properties and the course syllabus:

- A. Arrive promptly and prepared for all class meetings, participating actively.
- B. Maintain an amiable and supportive attitude when interacting with others (fellow students, instructor, technical director, designers, actors, stage managers, etc.)
- C. Work collaboratively with other team members when working on group tasks.
- D. Acknowledging the sometimes stressful and time-sensitive working environment, contribute positively by staying focused, listening closely, following instructions carefully, and taking initiative when appropriate.
- E. Wear required work attire and safety gear, adhere to safety procedures as instructed, and strive to maintain good personal health and safety practices.

Additional assignments may include:

9. 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 500-word paper (Strategy Paper).

10. Specialized Prop Construction Assignment(s):

Complete one or more additional foam carving or casting project(s).

11. Peer assisting in foam carving and food properties fabrication.

**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 production essays; Strategy paper (optional)

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.

Quiz(zes) on reading/safety

Exams  
5 - 15%

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

Professionalism (includes 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: Second Edition. James, Thurston. Players Press. 2000 (classic)

The Prop Builders Molding and Casting Handbook. James, Thurston. Betterway Books. 1989 (classic)

Instructor prepared materials.



## **OTHER REQUIRED ELEMENTS**

### **STUDENT PREPARATION**

Matric Assessment Required:	X	Exempt From Assessment
Prerequisites-generate description:	A	Auto-Generated Text
Advisories-generate description:	NA	No Advisory
Prereq-provisional:	N	NO
Prereq/coreq-registration check:	Y	Prerequisite Rules Exist
Requires instructor signature:	N	Instructor's Signature Not Required

### **BASIC INFORMATION, HOURS/UNITS & REPEATABILITY**

Method of instruction:	02	Lecture
	04	Laboratory
Area department:	THART	Theatre Arts & Fashion
Division:	72	Arts & Humanities
Special topic course:	N	Not a Special Topic Course
Program status:	1	Certificate Applicable Course
Repeatability:	00	Two Repeats if Grade was D, F, NC, or NP
Repeat group id:		

### **SCHEDULING**

Audit allowed:	N	Not Auditable
Open entry/exit:	N	Not Open Entry/Open Exit
Credit by exam:	N	Credit by examination not allowed
Budget code: Program:	0000	Unrestricted
Budget code: Activity:	1007	Theatre Arts

### **OTHER CODES**

Discipline:	Drama/Theater Arts OR Stagecraft	
Basic skills:	N	Not a Basic Skills Course
Level below transfer:	Y	Not Applicable
CVU/CVC status:	N	Not Distance Ed
Distance Ed Approved:	N	
Emergency Distance Ed Approved:	Y	<a href="#">Fully Online</a> <a href="#">Partially Online</a> <a href="#">Online with flexible in-person activities</a>
Credit for Prior Learning:	N	Agency Exam
	N	CBE
	N	Industry Credentials
	N	Portfolio
Non-credit category:	Y	Not Applicable, Credit Course
Classification:	Y	Career-Technical Education
SAM classification:	C	Clearly Occupational
TOP code:	1006.00	Technical Theater
Work-based learning:	N	Does Not Include Work-Based Learning
DSPS course:	N	Not a DSPS Course
In-service:	N	Not an in-Service Course

