

THAR 24 Course Outline as of Spring 1992**CATALOG INFORMATION**

Dept and Nbr: THAR 24 Title: DESIGN WORKSHOP

Full Title: Design Workshop

Last Reviewed: 11/26/2018

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	4.00	17	Lab Scheduled	70.00
		Contact DHR	0		Contact DHR	0
		Contact Total	6.00		Contact Total	105.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00

Total Student Learning Hours: 175.00

Title 5 Category: AA Degree Applicable

Grading: Grade Only

Repeatability: 34 - 4 Enrollments Total

Also Listed As:

Formerly:

Catalog Description:

Practical application of the principles of theatrical design in the areas of scenery, costume and lighting through class projects.

Prerequisites/Corequisites:

THAR 23 or equivalent.

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

Description: Practical application of the principles of theatrical design in the areas of scenery, costume & lighting. (Grade Only)

Prerequisites/Corequisites: THAR 23 or equivalent.

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:
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CSU Transfer:	Transferable	Effective:	Spring 1992	Inactive:
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UC Transfer:	Transferable	Effective:	Spring 1992	Inactive:
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CID:

CID Descriptor: THTR 172	Introduction to Design or Introduction to Theater Design
SRJC Equivalent Course(s):	THAR24

Certificate/Major Applicable:

Not Certificate/Major Applicable

COURSE CONTENT

Outcomes and Objectives:

The students will:

1. Select a specific area of technical specialization.
2. Understand the problems of design in at least two differing productions.
3. Refine rendering skills.
4. Develop script analysis ability.
5. Understand and develop design skills in a variety of period styles.

Topics and Scope:

1. Drawing.
 - A. Quick sketches.
 - B. Thumbnail.
 - C. Painting.
2. Model making.
3. Script analysis.
4. Portfolio presentation.

Assignment:

The students will:

1. Complete full design assignments in at least two plays.
2. Complete class assignments in drawing, modeling and painting.
3. Prepare play analysis with specific stylistic approaches.
4. Present a design portfolio to a group of peers.

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

Problem solving
20 - 40%

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

Class performances, Performance exams

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.

ABILITY TO MEET DEADLINES, ADAPTABILITY TO PRACTICAL AND STYLISTIC LIMITATIONS.

Other Category
20 - 40%

Representative Textbooks and Materials:

DESIGNING AND PAINTING FOR THE THEATRE by Lynn Pecktal. 1975