

**THAR 20 Course Outline as of Fall 2021****CATALOG INFORMATION**

Dept and Nbr: THAR 20 Title: INTRO TO STAGECRAFT

Full Title: Introduction to Stagecraft

Last Reviewed: 1/25/2021

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	1.50	17.5	Lecture Scheduled	26.25
Minimum	3.00	Lab Scheduled	3.50	8	Lab Scheduled	61.25
		Contact DHR	1.00		Contact DHR	17.50
		Contact Total	6.00		Contact Total	105.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 52.50

Total Student Learning Hours: 157.50

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:**

Methods, materials and techniques of realizing the physical production on the stage, which include scenery, properties, lighting, and sound.

**Prerequisites/Corequisites:**

Concurrent Enrollment in THAR 25 or THAR 25.2 or THAR 25.5

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

Description: Methods, materials and techniques of realizing the physical production on the stage, which include scenery, properties, lighting, and sound. (Grade Only)

Prerequisites/Corequisites: Concurrent Enrollment in THAR 25 or THAR 25.2 or THAR 25.5

Recommended:

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: Fall 1981 Inactive:

**UC Transfer:** Transferable Effective: Fall 1981 Inactive:

### **CID:**

CID Descriptor: THTR 171 Stagecraft  
SRJC Equivalent Course(s): THAR20

### **Certificate/Major Applicable:**

Both Certificate and Major Applicable

## **COURSE CONTENT**

### **Student Learning Outcomes:**

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

1. Safely and effectively perform fundamental techniques of stagecraft in the preparation, placement, and manipulation of theatrical elements including scenery, properties, lighting, and sound equipment.

### **Objectives:**

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

1. Work safely and competently with common stagecraft tools, equipment, and materials.
2. Correctly utilize stagecraft terminology.
3. Define and demonstrate knowledge of organized and efficient scene shop operation, maintenance, and safety procedures.
4. Apply theoretical and practical knowledge learned to problem-solve and overcome unfamiliar situations in technical theatre.
5. Correctly read and interpret working drawings, ground plans, and vertical sections.
6. Work productively as a member of a team in carrying out a group project in technical theatre.
7. Synthesize knowledge of construction materials with scale and written symbols by constructing stage scenery from working drawings.
8. Assemble a set in accordance with a groundplan and elevations.
9. Recognize the relationship between scenery-related stagecraft and other elements of theatre design and technology, including properties, lighting, and sound.

### **Topics and Scope:**

Each class meeting begins with a short lecture and/or demonstration on the following:

- I. Introduction to Stagecraft
  - A. Stage terminology
  - B. Equipment
  - C. Principles of stagecraft
- II. Theatrical Production Organization and Management

- III. Reading Technical Drawings
- IV. Techniques of Structural Design and Assembly
  - A. Wood and woodworking
  - B. Metal and welding
  - C. Use of plastic, foams, and other construction techniques
- V. Theatrical Painting Techniques
- VI. Safe Theatrical Rigging
- VII. Tool Uses and Safety
- VIII. Overview of Theatrical Lighting
  - A. Basic lighting terminology and theory
  - B. Hanging lighting instruments
  - C. Focusing lighting instruments
- IX. Overview of Theatrical Sound
  - A. Principles of sound reproduction
  - B. Basic sound terminology
  - C. Sound equipment
- X. Color Applications
  - A. Color theory as it relates to theatrical lighting
  - B. Color theory as it relates to painting
- XI. Overview of Properties
  - A. Basic properties design and theory
  - B. Property construction
  - C. Property terminology

The lecture and/or demonstration is then followed by a hands-on instructional lab during which the student applies the theories, techniques, and terminology introduced in the lecture. Additional instruction on the above topics also occurs during the lab hours, including the flexible (DHR) lab hours.

### **Assignment:**

#### Lab Assignments

1. **Skills Development:** Students will complete a variety of assigned stagecraft tasks and exercises applying skills used in the construction and mounting of productions, such as set construction, painting, rigging, lighting hang/focus, property construction, and/or sound equipment set-up. (Tasks will vary depending on the nature of the semester's production schedule.)
2. **Individual Stagecraft Project:** Students select a project with instructor approval. They will come up with a project plan, including basic research and identification of the techniques, tools, and materials needed to complete their project. Progress assessment is done verbally through one-three brief meetings with the instructor. (While projects are normally connected with the semester's productions, other projects may be allowed with instructor approval.)
3. **DHR Lab Requirement:** In addition to the scheduled lab hours, students also complete 17 hours of DHR (flexible instructional lab hours with scheduling announced by the instructor). These practicum hours focus on one or more of the topic areas above in stagecraft. Lab activities usually relate to SRJC productions and other performance events for the semester.

#### Lecture/Lab Assignments

1. Approx. 2-10 pages of reading per week
2. 5-15 in-class quizzes (written and/or skill demonstration) on lectures, reading and/or techniques
3. Production Response paper - Short paper (250-500 words) responding to the technical aspects of a production. This assignment requires attendance at an SRJC production (free ticket voucher is provided and students crewing the production are still able to complete the assignment). [In special cases when attendance at a live production is not possible, an alternative recorded production will be provided.]
4. Professionalism - includes timely arrival, regular attendance at both lectures and labs, appropriate work attire, adherence to safety policies, ability to accurately follow instructions, cooperative demeanor, work ethic, and ability to work as a team member

### 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.

Short response paper	Writing 0 - 5%
----------------------	-------------------

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

Lab exercises	Problem solving 20 - 30%
---------------	-----------------------------

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

Skill-based quizzes; Stagecraft project: Skill exercises	Skill Demonstrations 40 - 55%
--	----------------------------------

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

Quizzes - multiple choice, matching items, completion, true/false	Exams 10 - 20%
---	-------------------

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

Professionalism (includes attendance and participation)	Other Category 10 - 20%
---	----------------------------

### Representative Textbooks and Materials:

Theatrical Design and Production: An Introduction to Scenic Design and Construction, Lighting, Sound, Costume, and Makeup. 8th ed. Gillette, J. Michael. McGraw-Hill Higher Education.

2019

Instructor prepared materials