

THAR 27 Course Outline as of Fall 2021**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	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: THAR 77

Catalog Description:

Introduction to the basic materials, techniques and creative process involved in the design and construction of stage properties (commonly called props), as well as historical and conceptual aspects of properties design. Class content will include development of properties for SRJC productions.

Prerequisites/Corequisites:**Recommended Preparation:**

Completion or concurrent enrollment in THAR 2

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 (commonly called props), as well as historical and conceptual aspects of properties design. Class content will include development of properties for SRJC productions. (Grade Only)

Prerequisites/Corequisites:

Recommended: Completion or concurrent enrollment in THAR 2

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: Spring 2003	Inactive:
UC Transfer:	Transferable	Effective: Fall 2003	Inactive:

CID:

Certificate/Major Applicable:

Certificate Applicable Course

COURSE CONTENT

Student Learning Outcomes:

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

1. Apply fundamental concepts and techniques in the conceptualization, communication, safe construction, and organization of theatrical props for a production.

Objectives:

At the conclusion of this course, the student should 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 and communicate with a design and directorial team.
6. Develop organizational tools and 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.
10. Safely use tools and materials in order to construct props for a theatrical production.

Topics and Scope:

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. Food Props

- A. Practical, non-practical, and functional food and drink props
- B. Techniques used for creating faux food props
- C. Safe storage of real food props
- D. Food allergies

VIII. Mold Making and Casting

- A. Methods
- B. Materials

IX. Props Painting

- 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

X. Furniture and Upholstery

- A. Furniture restoration and repair
- B. Fabrics
- C. Reupholstering
- D. Historic styles of furniture as pertaining to production requirements

XI. Sewing

- A. Basic sewing techniques for the construction of properties
- B. Safe use of sewing equipment

XII. Basic Wiring for Properties Construction

- A. Basic electrical process
- B. Wiring a switch and a circuit
- C. Soldering

XIII. Foam Carving

- A. Safe use of tools and materials
- B. Carving techniques
- C. Finishing techniques

XIV. Units of Study may also include 3-D Printing Techniques

All topics are covered in both the lecture and lab portions of the course. Topics are introduced during the lecture portion and actively applied during the lab portion of each class meeting.

Assignment:

Class meetings consist of short lecture/demonstrations, followed by hands-on exercises, activities, and team assignments relating to props construction, planning, and organization.

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 the 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 and selects appropriate materials.
 - C. The team 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 1-2 pg. 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 Props Construction Project:
Problem-solve, strategize, and construct an instructor-assigned prop for theatrical use. (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 Skills-Based 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):
Examples include a foam carving or casting project at a beginning level.

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.

Production essays; Strategy paper	Writing 10 - 20%
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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%
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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%
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Exams: All forms of formal testing, other than skill performance exams.

Quizzes 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. 2nd ed. James, Thurston. Players Press. 2000 (classic)

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

Instructor prepared materials.