

COURSE SYLLABUS

Course Title:	Stagecraft	Date submitted:	10-15-18 (AAC: 18-63)	
Department:	Humanities			
Curriculum:	Theater			
Course Descriptors: Make certain that the course descriptors are consistent with college and Board of Trustees policies, and the current course numbering system.	Course Code: (eg. ACC 101) THR*120 Course Type: L A: Clinical B: Lab D: Distance Learning I: Individual/Independent L: Lecture N: Internship M: Seminar P: Practicum U: Studio X: Combined Lecture/Lab Y: Combined Lecture/ Clinical/Lab Z: Combined Lecture/Studio	Prerequisites:		
	Elective Type: HU/FA/ LA AH: Art History E: English FA: Fine Arts FL: Foreign Language G: General HI: History HU: Humanities LAS: Liberal Arts & Sciences M: Math S: Science SS: Social Science	None		
	Credit Hours: 3 Developmental: (yes/no) no Lecture: 3 Clinical: 0 Lab: 0 Studio 0 Other: 0 TOTAL: 3	Corequisites:		
	Contact Hours: 0 Studio 0 Other: 0 TOTAL: 3	None		
	Class Maximum: 24 Semesters Offered: F/Sp	Other Requirements:		
		None		
	Catalog Course Description:	A survey of the various components of stagecraft and production techniques. Students will learn about the underpinnings of theatrical productions and gain an overview of the skills required in set design, lighting design and costume design. Lectures will be combined with studio activities.		
	Topical Outline: List course content in outline format.	Theatrical organization, history and overview A. Classical, medieval, and renaissance staging. B. Personnel functions: stage manager, scenic designer, lighting designer, costume designer, property and make up managers.		

	<p>The physical stage and its auditorium:</p> <ul style="list-style-type: none"> A. Proscenium B. Proscenium with flexible apron C. Thrust D. Arena E. Flexible staging. <p>Stage directions and terminology</p> <ul style="list-style-type: none"> A. Sightlines B. Legs and borders C. Stage areas (downstage, upstage, et al.) <p>Scenic Design</p> <ul style="list-style-type: none"> A. Preparing to design: analysis of script, analysis of production situation. B. Preliminary studies and graphics: plans and elevations, three-dimensional renderings and models. C. Scenery: backdrops, scrims, flats, platforms, ground cloths, sculptured scenery. D. Materials and techniques <ul style="list-style-type: none"> 1. fabrics: canvas, muslin, gauze 2. illusionary painting techniques: glazing, scumbling, combing, stippling, spattering, stenciling <p>Lighting Design</p> <ul style="list-style-type: none"> A. Preparing to design: analysis of script, analysis of production situation. B. Color theory <ul style="list-style-type: none"> 1. additive color mixing 2. emotional color equivalence 3. color media: liquid, glass, gel, diffusion media C. Types of lighting instruments <ul style="list-style-type: none"> 1. floodlights 2. spotlights D. Projections and special effects <ul style="list-style-type: none"> 1. pictorial images 2. patterns <p>Costuming and Makeup</p> <ul style="list-style-type: none"> A. Preparing to design, analysis of script, historical research B. Preliminary illustrations C. Materials and techniques D. Rental organizations <p>Stagecraft appreciation</p> <ul style="list-style-type: none"> A. Analysis of productions for the esthetic and emotional impact and the thematic relevance of scenic design, lighting, and costumes B. Establishing criterion for judging effectiveness of technical theater
<p>Outcomes: Describe measurable skills or knowledge that students should be able to demonstrate as evidence that they have mastered the course content.</p>	<p>Upon successful completion of this course, the student will be able to do the following:</p> <ul style="list-style-type: none"> 1. Identify and define the major components of stagecraft and production techniques, including stage management, scenery, lights, sound, costumes and props. 2. Recognize the terminology that is applied to the various aspects of theatrical productions. 3. Complete a series of studio assignments designed to demonstrate an understanding of the skills required in technical theater, culminating in a final project with stage crew assignments on the theater arts practicum project, when possible. 4. Attain competence in the application of research and design skills.

	<p>5. Acquire the critical skills to analyze a theatrical production for the aesthetic qualities and thematic relevance of its supporting technical features.</p>
	<p>PROGRAM: <i>(Numbering reflects Program Outcomes as they appear in the college catalog)</i> N/A</p>
	<p>GENERAL EDUCATION: <i>(Numbering reflects General Education Outcomes as they appear in the college catalog)</i></p> <p>1. Aesthetic Dimensions - Students will understand the diverse nature, meanings, and functions of creative endeavors through the study and practice of literature, music, the theatrical and visual arts, and related forms of expression.</p> <p>Demonstrates: Identifies and describes formal aspects, historical or cultural context, and aesthetic elements of the genre with clarity and appropriate vocabulary.</p> <p>Does Not Demonstrate: Unable to clearly identify and describe the formal aspects, historical context, and aesthetic elements of the genre.</p>
<p>Evaluation: <i>List how the above outcomes will be assessed.</i></p>	<p>Assessment will be based on the following criteria:</p> <ol style="list-style-type: none"> 1. Class participation 2. Design projects 3. Crew work 4. Final reflection
<p>Instructional Resources: <i>List library (e.g. books, journals, on-line resources), technological (e.g. Smartboard, software), and other resources (e.g. equipment, supplies, facilities) required and desired to teach this course.</i></p>	<p>Required: No special facilities are required.</p> <p>Desired: None</p>
<p>Textbook(s)</p>	<p>At the discretion of the professor</p>