

Course Outline **Stagecraft**

Course Description: TA 125. Stagecraft. 3 credit hours. This course will enable the student in the handling of scenery, costumes, make-up, lighting, and properties. Additionally, the student will be able to read and discuss a play script in terms of the technical aspects from inception to completion.

Course Relevance: Upon completion of this course the student will:

- Have an appreciation for the technical aspects of theatre.
- Have a basic understanding of scene design, lighting design, and scene painting.
- Have an understanding of how the technical aspects of theatre contribute to the overall success of a production.
- Have the basic skills in constructing scenery, hanging and focusing lights and dressing a set.
- Have a technical theatre vocabulary.
- Have the academic knowledge and the practical skills necessary to pursue more specialized study in technical theatre and/or acting/directing.

Required Materials: Gillette, Machael. J *Scene Design and Stage Lighting* (Fourth Edition) Supplies needed: scale ruler, compass, x-acto knife.

Learning Outcomes: The intention is for the student to be able to understand the technical aspects of theatre and appreciate theatre as a collaborative art form.

Learning PACT Skills that will be developed and/or documented in this course: Through the student involvement in this course, they will develop and document their achievement of the following PACT skills:

Primary Skills

1. Problem solving

- Through the completion of design projects/assignments the student will identify and define technical/design problems and develop workable solutions.

2. Critical Thinking

- Through analysis the student will develop a design/technical task and generate an appropriate design/product.

3. Aesthetic Response

- Through analysis the student will articulate an informed personal response to a theatrical design.

Secondary Skills

1. Historical Interpretation

- Through a variety of lectures and assignments the student will understand the historical context of stagecraft and stage design.

2. Reading

- Through a variety of reading assignments the student will demonstrate reading skills.

3. Speaking

- Through a response to class projects the student will demonstrate speaking skills.

Assessment Tasks: These learning outcomes and the primary Learning PACT skills will be demonstrated by:

1. Construct basic stage scenery.
2. Paint and texture basic stage scenery.
3. Design a basic stage floor plan.
4. Render a basic design/graphic.
5. Build a model of a basic stage design.

Course Content

Themes: Key recurring concepts that run throughout the course:

- Art & aesthetics
- Principles of design

Issues:

- Form vs. function
- Following rules vs. breaking rules

Concepts: That must be understood to address the issues:

- Design form
- Design color

Skills: By the end of the course, the student will have demonstrated the ability to:

1. Build a stage flat.
2. Paint and texture a stage flat.
3. Design a floor plan for a full length play script.

4. Render a design or build a model for a full length play script

Learning Units:

1. Flat Project
2. Painting Project
3. Design Project
4. Drawing Project