I.

CATAL	OG INFORMATION		
A.	Discipline: TECHNICAL THE	ATRE	
B.	Subject Code and Number:	ITHA M25A	
C.	Course Title: Scene Design I		
D.	Credit Course units:		
	Units: 3		
	Lecture Hours per w	eek: 2	
	Lab Hours per week		
	Variable Units : No		
E.	Student Learning Hours:		
	Lecture Hours:		
	Classroom hours: 35	5 - 35	
	Laboratory/Activity Hours:		
	Laboratory/Activity H	ours <u>52.5 - 52.5</u>	
	Total Combined Hours in a	17.5 week term: <u>87.5 - 87.5</u>	
F.	Non-Credit Course hours per	week	
G.	May be taken a total of: X	1 2 3 4 time(s) for credit	
H.	Is the course co-designated (same as) another course: No X Yes If YES, designate course Subject Code & Number:		
l.	Course Description:		
	designing floor plans, exercis learning traditional and comp	n interpretive and collaborative art. Develops skills in se drawing techniques, building a model, and uter-aided drafting conventions. Requires the scenery, as well as the development of painter's	
J.	Entrance Skills		
	*Prerequisite:	No X Yes Course(s)	
	*Corequisite:	No X Yes Course(s)	
	Limitation on Enrollment:	No X Yes	
	Recommended Preparation: _TTHA M20	No Yes X Course(s)	
	Other:	No X Yes	

K. Other Catalog Information:

C-ID: THTR 172

II. COURSE OBJECTIVES

Upon successful completion of the course, a student will be able to:

		Methods of evaluation will be consistent with, but not limited by, the following types or examples.
1	demonstrate an understanding and utilize commonly used theatrical terms as they apply to the design process and relate to theatrical production and technical work.	Demonstration of an understanding of the differences and meanings of terms through project tests and quizzes
2	employ introductory-level skills in the use of tools and equipment needed for the basic areas of technical theatre as they relate to the design process.	Demonstration of learned skills and abilities to utilize supplies, tools, and equipment in projects and processes through lab work and projects
3	apply introductory-level skills in technical theatre production techniques as they relate to the design process.	Demonstration of learned skills and abilities through classroom lab work and presentations
4	demonstrate the ability to outline and analyze the basic steps needed to approach the design process as needed to integrate that work into, and along with, the various areas and aspects of theatrical production.	Demonstration of understanding through classroom presentation and quizzes
5	utilize an understanding of the relationships between basic concepts of the design processes and how they are integrated and executed within a production process.	Demonstration of learned process through project work and classroom presentation
6	demonstrate and utilize basic skills in the organization and creation of a design project from conception to execution.	Demonstration of learned skills through project work and classroom presentation

III. COURSE CONTENT

Estimated %	Торіс	Learning Outcomes
Lecture (must tot	al 100%)	

5.00%	Theatrical architecture and the physical space we work in	1, 4, 5	
10.00%	Scenic design as visual art and the design principles therein		
10.00%	Drawing in scale	2, 3, 6	
10.00%	Ground plans, elevations, and other design drawings	1, 2, 3, 6	
5.00%	Orthographic, isometric, and oblique drawings	1, 2, 3, 6	
10.00%	Scenic rendering and drawing in perspective for the stage	3, 5, 6	
5.00%	Basic scenic construction	1, 2, 3	
10.00%	Color theory and scenic painting	1, 2, 3, 5, 6	
5.00%	Reading and analyzing a play for the purposes of design	4, 5	
5.00%	Collaboration and theatre personnel	1, 4, 5	
5.00%	Basic design principles of lighting, audio, and costuming	4, 5	
5.00%	Props, furniture, and set dressing	4, 5, 6	
5.00%	Research and reference	4, 5, 6	
10.00%	Concepts of design	1, 3, 4, 5, 6	
Lab (must total	100%)		
10.00%	Create projects on basic design principles	1, 4, 5	
20.00%	Create scale drawings and drafting projects	1, 2, 3, 6	
10.00%	Complete color theory and drafting projects	1, 2, 3, 6	
20.00%	Create ground plans and scenic renderings		
10.00%	Present research through design collage	3, 6	
30.00%	Create a basic design project from conception through finished design presentation; utilizing all design concepts and techniques explored in class		

IV. TYPICAL ASSIGNMENTS

A. Writing assignments

Wr	iting assignments are required. Possible assignments may include, but are not limited to:
1	breaking down a play for the purposes of design and discussing the details of the various design concepts.
2	creating a narrative illustrating theme, mood, and concept of a play for design.
3	creating a narrative of a design concept for personal design project.

B. Appropriate outside assignments

	propriate outside assignments are required. Possible assignments may include, but are limited to:
1	analyzing design components of a live theatrical performance.
2	conducting research and reference as it pertains to theatrical design.
3	exploring and creating drawing studies of objects.

C. Critical thinking assignments

	ical thinking assignments are required. Possible assignments may include, but are not ted to:
1	analyzing a play for scenic and design requirements.
2	utilizing abstract design concepts and translating them into practical theatrical design elements.
3	determining scale and composition to realize a theatrical design within a finite space.

V. METHODS OF INSTRUCTION

Meth	nods of instruction may include, but are not limited to:
	Distance Education – When any portion of class contact hours is replaced by distance education delivery mode (Complete DE Addendum, Section XV)
X	Lecture/Discussion
X	Laboratory/Activity
X	Other (Specify) Analysis of design collages, models, floor plans, sectional drawings, a color wheel, and painter's elevation Peer review and feedback on design concepts
X	Optional Field Trips
	Required Field Trips

VI. METHODS OF EVALUATION

Methods of evaluation may include, but are not limited to:

X	Essay Exam	X	Classroom	X	Skill Demonstration
X	Problem Solving	X	Discussion Reports/Papers/ Journals	X	Participation
X	Objective Exams	X	Projects	X	Other (specify)

<u>Demonstrate a design concept by creating a collage, a model, floor plans, sectional drawings, a color wheel, painter's elevation</u>

Perform supervised hands-on work on a major college play production

VII. REPRESENTATIVE TEXTS AND OTHER COURSE MATERIALS

Dorn, Dennis, and Mark Shanda. <u>Drafting for the Theatre</u>. 2nd ed. Southern Illinois UP, 2012.

Ma, Wenhai. Scene Design Rendering and Media. Focus, 2012.

Wolf, R. Craig, and Dick Block. <u>Scene Design and Stage Lighting</u>. 10th ed. Cengage, 2013.

Klingelhoefer, Robert. The Craft and Art of Scenic Design. Routledge, 2017.

The play selected to be designed for the classroom project; for example, Shakespeare's "The Tragedy of MACBETH". Other course materials could include books about the play, about Shakespeare, about the social and/or political atmosphere of the Elizabethan period, books about various areas of technical theatre, etc.

Classroom drafting supplies (minimal) will also be needed.

VIII. STUDENT MATERIALS FEES

Χ	No	Yes
	INO	100

IX. **PARALLEL COURSES**

College	Course Number	Course Title	Units
San Diego State Univ.	THEA 240	Theatre Design and Technology I	3
Folsom Lake College	TA 423	Introductionto Scene Design for the Stage	3
Mt. San Jacinto College	THA 123	Introduction to Scene Design	3
Sacramento City College	TA 423	Introduction to Scene Design for the Stage	3
CSU Fullerton	THTR 288	Introduction to Scene Design	3

X. MINIMUM QUALIFICATIONS

Courses in Disciplines in which Masters Degrees are	
Courses in Disciblines in which wasters Debrees are	not expected:

Any bachelor's degree and two years of professional experience, or any associate degree and six

XI.

years of	professional experience.
ARTICU A.	JLATION INFORMATION Title V Course Classification: 1. This course is designed to be taken either:
	Pass/No Pass only (no letter grade possible); or X Letter grade (P/NP possible at student option)
	 Degree status: Either X Associate Degree Applicable; or Non-associate Degree Applicable
B.	Moorpark College General Education: 1. Do you recommend this course for inclusion on the Associate Degree General Education list? Yes: No: X If YES, what section(s)?
	A1 - Natural Sciences - Biological Science A2 - Natural Sciences - Physical Science B1 - Social and Behavioral Sciences - American History/Institutions B2 - Social and Behavioral Sciences - Other Social Behavioral Science C1 - Humanities - Fine or Performing Arts C2 - Humanities - Other Humanities

D1 - Language and Rationality - English Composition

XIII. PREREQUISITE AND/OR COREQUISITE JUSTIFICATION

TTHA M25A: Not Applicable

XIV. WORKPLACE PREPARATION

Required for career technical courses only. A career technical course/program is one with the primary goal to prepare students for employment immediately upon course/program completion, and/or upgrading employment skills.

Detail how the course meets the Secretary of Labors Commission on the Achievement of Necessary Skills (SCANS) areas. (For a description of the competencies and skills with a listing of what students should be able to do, go to:

http://www.ncrel.org/sdrs/areas/issues/methods/assment/as7scans.htm)

The course will address the SCANS competency areas:

- Resources: the students will create scenic designs that require the allocation of personnel and the purchase of materials and will utilize technical and consumable resources in construction.
- Interpersonal: the students will have experience collaborating with the instructor, a director, crew members and peers in designing and constructing sets, furniture and/or props for a live production.
- 3. Information: the students will develop a working knowledge of design drawings, renderings, elevations and the application of research in scenic design.
- 4. Systems: the students will understand and participate in the multi-tiered process involved in designing the scenic elements of a play from pre-production to final production.
- 5. Technology: the students will utilize computers, tools, and materials for hands-on practical experience with theatrical construction, painting techniques, supplies, and technologies.

The course also addresses the SCANS skills and personal qualities:

- 1. Basic Skills: the students will be required to draw floor plans and elevations to scale, and create renderings and communicate design concepts to an instructor, director and/or crew.
- 2. Thinking Skills: the students will be working using critical thinking skills as they translate the concepts/themes of a play into a scenic design for a play.
- 3. Personal Qualities: the students will be interfacing with other students in a leadership role and will be responsible for the scenic design and/or construction of specific scenic elements or props for a play.

XV. DISTANCE LEARNING COURSE OUTLINE ADDENDUM

TTHA M25A: Not Applicable

XVI. GENERAL EDUCATION COURSE OUTLINE ADDENDUM

TTHA M25A: Not Applicable

XVII. STUDENT MATERIALS FEE ADDENDUM

TTHA M25A: Not Applicable

XVIII. REPEATABILITY JUSTIFICATION TITLE 5, SECTION 55041

TTHA M25A: Not Applicable

XIX. CURRICULUM APPROVAL

Course Information:

Discipline: TECHNICAL THEATRE

Discipline Code and Number: TTHA M25A

Course Revision Category: Outline Update
Course Proposed By: Originating Faculty John Loprieno 01/24/2018
Faculty Peer: Mickey Howell 01/25/2018
Curriculum Rep: Robert Salas 01/30/2018
Department Chair: John Loprieno 01/24/2018
Division Dean: Jennifer Goetz 01/24/2018
Approved By: Curriculum Chair: Jerry Mansfield 03/12/2019
Executive Vice President:
Articulation Officer: Letrisha Mai 02/21/2019
Librarian: Mary LaBarge 02/21/2019
Implementation Term and Year: Fall 2019
Approval Dates: Approved by Moorpark College Curriculum Committee: 03/05/2019
Approved by Board of Trustees (if applicable):
Approved by State (if applicable): 03/13/2019