



COURSE IMPLEMENTATION DATE: September 1995
 COURSE REVISED IMPLEMENTATION DATE: September 2011
 COURSE TO BE REVIEWED: May 2017
(six years after UPAC approval) *(month, year)*

OFFICIAL UNDERGRADUATE COURSE OUTLINE INFORMATION

Students are advised to keep course outlines in personal files for future use.
 Shaded headings are subject to change at the discretion of the department – see course syllabus available from instructor

THEA 370	THEATRE	4
COURSE NAME/NUMBER	FACULTY/DEPARTMENT	UFV CREDITS
Design for the Theatre		
COURSE DESCRIPTIVE TITLE		

CALENDAR DESCRIPTION:

An introduction to the fundamentals of design for live theatre production. Students will learn the theory and principles of stage design and how to apply these in practical designs for the theatre.

PREREQUISITES: THEA 121 or equivalent. THEA 101 and 123 are also strongly recommended, and will be required for September 2013.

COREQUISITES:
 PRE or COREQUISITES:

SYNONYMOUS COURSE(S):

- (a) Replaces: _____
- (b) Cross-listed with: _____
- (c) Cannot take: _____ for further credit.

SERVICE COURSE TO: *(department/program)*

TOTAL HOURS PER TERM: 90

STRUCTURE OF HOURS:

Lectures:	_____	Hrs
Seminar:	<u>45</u>	Hrs
Laboratory:	<u>45</u>	Hrs
Field experience:	_____	Hrs
Student directed learning:	_____	Hrs
Other (specify):	_____	Hrs

TRAINING DAY-BASED INSTRUCTION:

Length of course: _____
 Hours per day: _____

OTHER:

Maximum enrolment: 17
 Expected frequency of course offerings: Every other year
(every semester, annually, every other year, etc.)

WILL TRANSFER CREDIT BE REQUESTED? (lower-level courses only) Yes No
 WILL TRANSFER CREDIT BE REQUESTED? (upper-level requested by department) Yes No
 TRANSFER CREDIT EXISTS IN BCCAT TRANSFER GUIDE: Yes No

Course designer(s): <u>Astrid Beugeling</u>	Date approved: <u>April 2011</u>
Department Head: <u>Bruce Kirkley</u>	Date of meeting: <u>May 6, 2011</u>
Supporting area consultation (Pre-UPAC)	Date approved: <u>May 6, 2011</u>
Curriculum Committee chair: <u>John Carroll</u>	Date approved: <u>May 6, 2011</u>
Dean/Associate VP: <u>Jacqueline Nolte</u>	Date of meeting: <u>May 13, 2011</u>
Undergraduate Program Advisory Committee (UPAC) approval	

LEARNING OUTCOMES:

Upon successful completion of this course, students will be able to:

1. explain and apply fundamental design principles for live theatre production
2. explain and differentiate key design styles
3. describe the design process
4. analyze dramatic scripts from a design perspective
5. interpret and apply directorial concepts
6. propose design ideas based on script analysis and directorial concept
7. demonstrate skill in drawing and painting for stage design
8. demonstrate skill in drafting for the stage
9. demonstrate skill in set model building
10. generate designs for key areas of theatre design, such as set, lighting, and/or costumes
11. analyze and critique the designs of others, from professional theatre designers to fellow students
12. organize and present a professional design portfolio

METHODS: *(Guest lecturers, presentations, online instruction, field trips, etc.)*

- Lecture, discussion, seminar with audio visual supplementation
- Practical lab exercises, research, and assignments
- Field trips to theatre productions

METHODS OF OBTAINING PRIOR LEARNING ASSESSMENT RECOGNITION (PLAR):

Examination(s) Portfolio assessment Interview(s)

Other (specify):

PLAR cannot be awarded for this course for the following reason(s):

TEXTBOOKS, REFERENCES, MATERIALS: *[Textbook selection varies by instructor. Examples for this course might be:]*

Gillette, Michael J. Theatrical Design and Production: An Introduction to Scene Design and Construction, Lighting, Sound, Costume, and Makeup, 6th Edition (2007)

Plays produced by the theatre department in the calendar year.

Two to three Canadian plays determined by the instructor.

SUPPLIES / MATERIALS:

Drafting and drawing supplies.

STUDENT EVALUATION: *[An example of student evaluation for this course might be:]*

Set design project	25%
Costume design project	25%
Lighting design project	25%
Final presentation	15%
Class participation	10%

COURSE CONTENT: *[Course content varies by instructor. An example of course content might be:]*

WEEK 1A

Introduction

WEEK 1B

Set Design Project: The Design Process; Commitment; Analysis

WEEK 2A

Style, Composition, And Design: Script Analysis

WEEK 2B

Scenic Design Research

Course content continued:

WEEK 3A

Drawing And Rendering: Thumbnail Sketches

WEEK 3B

Colour: Thumbnail Sketches cont'd; ACTION CHART

WEEK 4A

Scene Painting: SELECTION of ideas: Finalize Thumbnail Sketches

WEEK 4B

Mechanical Drafting: IMPLEMENTATION: Begin Drafting Ground Plan

WEEK 5A

Ground Plan drafting cont'd

WEEK 5B

Finish Ground plan: Begin Model building

WEEK 6A

Model building cont'd

WEEK 6B

Finish Model building, painting etc.

WEEK 7A

LIGHTING DESIGN PROJECT: Set Design Project DUE

WEEK 7B

Lighting Plots, Magic Sheets and Instrument Schedules

WEEK 8A

Lighting Project cont'd

WEEK 8B

Lighting Project cont'd

WEEK 9A

Lighting Project completed

WEEK 9B

COSTUME DESIGN PROJECT: Lighting Design Project DUE

WEEK 10A

Costume Plot: Research

WEEK 10B

How to sketch the body

WEEK 11A

Drawing sketches

WEEK 11B

Drawing sketches

WEEK 12A

Painting sketches

WEEK 12B

Painting sketches

WEEK 13

FINAL PRESENTATIONS of all design work