OFFICIAL UNDERGRADUATE COURSE OUTLINE (page 1)

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:	45	Hrs
Laboratory:	45	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): **Astrid Beugeling**
Department Head: **Bruce Kirkley** Date approved: **April 2011**
Supporting area consultation (Pre-UPAC) Date of meeting: **May 6, 2011**
Curriculum Committee chair: **John Carroll** Date approved: **May 6, 2011**
Dean/Associate VP: **Jacqueline Nolte** Date approved: **May 6, 2011**
Undergraduate Program Advisory Committee (UPAC) approval Date of meeting: **May 13, 2011**

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