

## THTR172 : Introduction to Theatre Design

### General Information

Author:	<ul style="list-style-type: none"><li>Jeanette Farr</li><li>Sparfeld, Tobin</li><li>Gunter, Melody</li></ul>
Course Code (CB01) :	THTR172
Course Title (CB02) :	Introduction to Theatre Design
Department:	T ART
Proposal Start:	Fall 2025
TOP Code (CB03) :	(1006.00) Technical Theater
CIP Code:	(50.0502) Technical Theatre/Theatre Design and Technology.
SAM Code (CB09) :	Clearly Occupational
Distance Education Approved:	No
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000590159
Curriculum Committee Approval Date:	10/09/2024
Board of Trustees Approval Date:	12/17/2024
Last Cyclical Review Date:	05/22/2024
Course Description and Course Note:	THTR 172 is an introduction to theatrical design as practiced in the profession. Through demonstration and laboratory experiences, students gain an understanding of theatre design as a career, an appreciation of theatre in various fields, and will improve their professional design portfolios through the analysis of a play and creation of designs in their chosen field of interest; costumes, lighting, sound, scenic, projections, or props. Note: Additional art supplies may be required.
Justification:	Coding/Category Change Content Change
Academic Career:	<ul style="list-style-type: none"><li>Credit</li></ul>
Mode of Delivery:	<ul style="list-style-type: none"><li>In-Person</li></ul>
Author:	No value
Course Family:	Scenic and Lighting, Technical Theatre: Stagecraft/Building

### Academic Senate Discipline

Primary Discipline:	<ul style="list-style-type: none"><li>Drama/Theater Arts</li></ul>
Alternate Discipline:	<ul style="list-style-type: none"><li>Stagecraft</li></ul>
Alternate Discipline:	No value

## Course Development

### Basic Skill Status (CB08)

Course is not a basic skills course.

Allow Students to Gain Credit by Exam/Challenge

### Course Special Class Status (CB13)

Course is not a special class.

### Pre-Collegiate Level (CB21)

Not applicable.

### Grading Basis

- Grade with Pass / No-Pass Option

### Course Support Course Status (CB26)

Course is not a support course

## General Education and C-ID

### General Education Status (CB25)

Not Applicable

### Transferability

Transferable to CSU only

### Transferability Status

Approved

C-ID	Area	Status	Approval Date	Comparable Course
T ART	Theatre	Approved	08/25/2014	THTR 172 - Introduction to Design or Introduction to Theater Design

## Units and Hours

### Summary

Minimum Credit Units (CB07)	3
Maximum Credit Units (CB06)	3
Total Course In-Class (Contact) Hours	90
Total Course Out-of-Class Hours	72
Total Student Learning Hours	162

### Credit / Non-Credit Options

#### Course Type (CB04)

Credit - Degree Applicable

#### Noncredit Course Category (CB22)

Credit Course.

#### Noncredit Special Characteristics

No Value

#### Course Classification Code (CB11)

Credit Course.

Variable Credit Course

#### Funding Agency Category (CB23)

Not Applicable.

Cooperative Work Experience Education Status (CB10)

### Weekly Student Hours

### Course Student Hours

	<b>In Class</b>	<b>Out of Class</b>	<b>Course Duration (Weeks)</b>	18
Lecture Hours	2	4	<b>Hours per unit divisor</b>	0
Laboratory Hours	3	0	<b>Course In-Class (Contact) Hours</b>	
Studio Hours	0	0	Lecture	36
			Laboratory	54
			Studio	0
			<b>Total</b>	90
			<b>Course Out-of-Class Hours</b>	
			Lecture	72
			Laboratory	0
			Studio	0
			<b>Total</b>	72

**Time Commitment Notes for Students**

No value

**Units and Hours - Weekly Specialty Hours**

Activity Name	Type	In Class	Out of Class
No Value	No Value	No Value	No Value

**Pre-requisites, Co-requisites, Anti-requisites and Advisories**

No Value

**Entry Standards**

Entry Standards	Description
No value	No value

## Course Limitations

Cross Listed or Equivalent Course

Description

No value

No value

## Specifications

### Methods of Instruction

Methods of Instruction

Lecture

Methods of Instruction

Laboratory

Methods of Instruction

Demonstrations

### Out of Class Assignments

- Design project from a play
- Presentations (e.g. design presentation of model, drawings, research)
- Supplemental design projects and exercises
- Create a professional resume, cover letter, CV, website, and business cards

### Methods of Evaluation

### Rationale

Activity (answering journal prompt, group activity)

Attendance/class participation

Writing Assignment

Critiques of plays in production

Exam/Quiz/Test

Quizzes

Presentation (group or individual)

Presentations

Activity (answering journal prompt, group activity)

Lab activities (e.g. building, painting, set dressing)

Project/Portfolio

Portfolios (e.g. renderings and research for a given play)

### Textbook Rationale

No Value

### Textbooks

Author

Title

Publisher

Date

ISBN

Gillette, John M.

Theatrical Design and  
Production: An Introduction to  
Scene Design and Construction,  
Lighting, Sound, Costume and  
Make Up

New York, New  
York: McGraw-Hill

2020

9781259922305

**Other Instructional Materials (i.e. OER, handouts)**

No Value

**Materials Fee**

No value

**Learning Outcomes and Objectives**

**Course Objectives**

Define and distinguish between commonly used theatrical terms applied to design and the technical elements of theatre production.

Design a project from concept to completion.

Apply basic skills used in designing a theatrical production.

Apply basic skills used in professional preparation for designing in the theatre.

Operate at least two areas of technical theatre.

**SLOs**

**Identify skill requirements for various theatrical design jobs.**

Expected Outcome Performance: 70.0

*T ART*  
Technical Theatre  
Certificate

Apply skills and knowledge of technical theatre in preparation for transferability or vocation

Identify theatre as a collaborative art form

Identify theatre as a collaborative art form

Identify theatre terms and occupations

Identify theatre terms and occupations

*T ART*  
Theatre Arts AA-T Apply their knowledge of key concepts in theatre arts to discuss, analyze, and synthesize a variety of theoretical and practical foci within the discipline

Gain a global, national, and local perspective on issues pertaining to the theatre arts preparing them for multiple pathways for future study and career opportunities

*ILOs*  
Core ILOs Communicate clearly, ethically, and creatively; listen actively and engage respectfully with others; consider situational, cultural, and personal contexts within or across multiple modes of communication.

Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.

*T ART*  
Theatre Arts - A.S. Degree apply skills and knowledge of theatre in preparation for transferability or vocation

Major (NIC) identify theatre as a collaborative art form

identify theatre terms and occupations

*T ART*  
Theatre Arts - Certificate identify theatre terms and occupations

(NIC)

**Operate in at least two technical areas of design production.**

Expected Outcome Performance: 70.0

*T ART*  
Technical Theatre Certificate Apply skills and knowledge of technical theatre in preparation for transferability or vocation

Apply skills and knowledge of technical theatre in preparation for transferability or vocation

Identify theatre terms and occupations

*T ART*  
Theatre Arts AA-T Apply their knowledge of key concepts in theatre arts to discuss, analyze, and synthesize a variety of theoretical and practical foci within the discipline

Gain a global, national, and local perspective on issues pertaining to the theatre arts preparing them for multiple pathways for future study and career opportunities

*ILOs*  
Core ILOs Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.

*T ART*  
Theatre Arts - Certificate (NIC) apply skills and knowledge of theatre in preparation for transferability or vocation

*T ART*  
Theatre Arts - A.S. Degree apply skills and knowledge of theatre in preparation for transferability or vocation

Major (NIC)

**Design an appropriate set based on a play, scale, and composition and construct a scale model.**

Expected Outcome Performance: 70.0

*T ART*  
Technical Theatre Certificate Analyze a play from script to performance

Analyze a play from script to performance

Apply skills and knowledge of technical theatre in preparation for transferability or vocation

Apply skills and knowledge of technical theatre in preparation for transferability or vocation

Identify theatre as a collaborative art form

Identify theatre terms and occupations

<i>ILOs</i> Core ILOs	Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.
	Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.
<i>T ART</i> Theatre Arts AA-T	Apply their knowledge of key concepts in theatre arts to discuss, analyze, and synthesize a variety of theoretical and practical foci within the discipline
	Gain a global, national, and local perspective on issues pertaining to the theatre arts preparing them for multiple pathways for future study and career opportunities
<i>T ART</i> Theatre Arts - Certificate (NIC)	analyze a play from script to performance
	apply skills and knowledge of theatre in preparation for transferability or vocation
<i>T ART</i> Theatre Arts - A.S. Degree Major (NIC)	analyze a play from script to performance
	apply skills and knowledge of theatre in preparation for transferability or vocation

## Additional SLO Information

**Does this proposal include revisions that might improve student attainment of course learning outcomes?**

No

**Is this proposal submitted in response to learning outcomes assessment data?**

No

**If yes was selected in either of the above questions for learning outcomes, explain and attach evidence of discussions about learning outcomes.**

No Value

**SLO Evidence**

No Value

## Course Content

### Lecture Content

#### Introduction (2 hours)

- Theatre Forms
- Theatre Vocabulary
- Roles and Responsibilities in the Theatre

#### Functions of Design (6 hours)

- Costumes
- Lighting
- Sound
- Scenic
- Projections
- Fundamentals of Design
- Composition and the elements of design
  - Line
  - Mass

- Composition
- Texture
- Color
- The Principles of Composition
  - Unity
  - Balance
  - Movement
  - Rhythm
  - Focus
  - Contrast
  - Pattern
  - Proportion

#### **Drawing and Rendering Techniques (8 hours)**

- Photoshop
- Sketchup
- Watercolor
- Gouache
- Acrylic
- Pastel
- Charcoal
- Marker

#### **Technical Drawings (8 hours)**

- Groundplan
- Section
- Elevations
- Perspective Drawings
- Vectorworks 2D/3D

#### **Design Process (4 hours)**

- Analysis of the play
- Preliminary studies and research
- Designer presentation
- Sketches
- Renderings
- Draftings

#### **Practical Professional Preparation (8 hours)**

- Resume
- CV
- Paper Portfolio
- Digital Portfolio
- Website
- Business Cards
- Unions
- Networking
- Naming your Rate
- Internships & apprenticeships
- Continuing theatre education
- Theatrical Design in other fields
  - Theme Parks
  - Museums
  - Architecture
  - Concerts
  - Trade Shows
  - Live Events
  - Education

**Total hours: 36**

#### **Laboratory/Studio Content**

##### **Introduction (4 hours)**

- Theatre Forms

- Theatre Vocabulary
- Roles and Responsibilities in the Theatre

#### **Functions of Design (2 hours)**

- Costumes
- Lighting
- Sound
- Scenic
- Projections
- Fundamentals of Design
- Composition and the elements of design
  - Line
  - Mass
  - Composition
  - Texture
  - Color
- The Principles of Composition
  - Unity
  - Balance
  - Movement
  - Rhythm
  - Focus
  - Contrast
  - Pattern
  - Proportion

#### **Drawing and Rendering Techniques (10 hours)**

- Photoshop
- Sketchup
- Watercolor
- Gouache
- Acrylic
- Pastel
- Charcoal
- Marker

#### **Technical Drawings (12 hours)**

- Groundplan
- Section
- Elevations
- Perspective Drawings
- Vectorworks 2D/3D

#### **Design Process (12 hours)**

- Analysis of the play
- Preliminary studies and research
- Designer presentation
- Sketches
- Renderings
- Draftings

#### **Practical Professional Preparation (14 hours)**

- Resume
- CV
- Paper Portfolio
- Digital Portfolio
- Website
- Business Cards
- Unions
- Networking
- Naming your Rate
- Internships & apprenticeships
- Continuing theatre education
- Theatrical Design in other fields
  - Theme Parks
  - Museums

- Architecture
- Concerts
- Trade Shows
- Live Events
- Education

**Total hours: 54**

## Additional Information

Is this course proposed for GCC Major or General Education Graduation requirement? If yes, indicate which requirement in the two areas provided below.

No

### GCC Major Requirements

No Value

### GCC General Education Graduation Requirements

No Value

### Repeatability

Not Repeatable

### Justification (if repeatable was chosen above)

No Value

## Resources

Did you contact your departmental library liaison?

Yes

If yes, who is your departmental library liaison?

Adina Lerner (Technology & Aviation, Visual & Performing Arts)

Did you contact the DEIA liaison?

No

Were there any DEIA changes made to this outline?

No

**If yes, in what areas were these changes made:**

No Value

**Will any additional resources be needed for this course? (Click all that apply)**

- New Equipment

**If additional resources are needed, add a brief description and cost in the box provided.**

Scenic, craft, and art materials may be required for the course.