

THTR121 : Stage Scenic Design

General Information

Author:	<ul style="list-style-type: none">Jeanette FarrSparfeld, Tobin
Course Code (CB01) :	THTR121
Course Title (CB02) :	Stage Scenic 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) :	CCC000260247
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 121 is a practical course with emphasis on originality of theatrical scenic design and the collaborative process. Through evaluation of an assigned script, visual and historical research, sketches, students will create original scenic designs and physical scale models. Hands-on experience will be gained in scenic construction, painting, and installation of sets for Glendale Community College theatrical productions. Note: Additional materials including model making, craft, and art supplies may be required.
Justification:	Coding/Category Change Content Change
Academic Career:	<ul style="list-style-type: none">Credit
Mode of Delivery:	<ul style="list-style-type: none">In-Person
Author:	No value
Course Family:	Scenic and Lighting, Technical Theatre: Stagecraft/Building

Academic Senate Discipline

Primary Discipline:	<ul style="list-style-type: none">Drama/Theater Arts
Alternate Discipline:	<ul style="list-style-type: none">Stagecraft
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 both UC and CSU

Transferability Status

Approved

Units and Hours

Summary

Minimum Credit Units (CB07)	2
Maximum Credit Units (CB06)	2
Total Course In-Class (Contact) Hours	72
Total Course Out-of-Class Hours	36
Total Student Learning Hours	108

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

	In Class	Out of Class
Lecture Hours	1	2
Laboratory Hours	3	0
Studio Hours	0	0

Course Student Hours

Course Duration (Weeks)	18
Hours per unit divisor	0
Course In-Class (Contact) Hours	
Lecture	18

Laboratory	54
Studio	0
Total	72

Course Out-of-Class Hours

Lecture	36
Laboratory	0
Studio	0
Total	36

Time Commitment Notes for Students

Additional materials including model making, craft, and art supplies may be required.

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

Evaluation	Graded evaluations of examinations, quizzes, in-class discussions, and practical hands-on skills based assignments
Presentation (group or individual)	Written evaluation of term project (oral, visual and written presentations) based upon the guidelines presented by the instructor

Textbook Rationale

Both the Klingelhoef and Wolf are classic texts. As scene design and stage lighting have not changed much in recent years, the publication date is not relevant.

Textbooks

Author	Title	Publisher	Date	ISBN
Klingelhoef, Robert	The craft and art of scenic design : strategies, concepts, and resources	Routledge	2017	9781138183773
Wolf, R Craig	Scene Design and Stage Lighting	Boston: Wadsworth	2014	9781111344436

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

No Value

Materials Fee

No value

Learning Outcomes and Objectives

Course Objectives

Design sets that reflect the play's intended mood, action, characterization, time and place, theme, and staging.

Recognize set design as a visual art and a collaborative process.

Assess the process of effective scenic design from the preliminary conceptualization of a play to its final, visual presentation.

Apply the concept of scale in technical drawings used in the theatre.

Synthesize knowledge of a play, scale, and composition by designing an appropriate set and constructing a scale model.

SLOs

Identify theatre terminology as it relates to areas of design.

Expected Outcome Performance: 70.0

<i>T ART</i> Technical Theatre Certificate	Apply skills and knowledge of technical theatre in preparation for transferability or vocation
	Identify theatre terms and occupations
	Identify theatre terms and occupations

<i>ILOs</i> 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.
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<i>T ART</i> Theatre Arts - Certificate (NIC)	identify theatre terms and occupations
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<i>T ART</i> Theatre Arts - A.S. Degree Major (NIC)	identify theatre terms and occupations
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Identify the role and function of a set designer in a production team.

Expected Outcome Performance: 70.0

<i>T ART</i> 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

<i>ILOs</i> 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.
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<i>T ART</i> Theatre Arts - A.S. Degree Major (NIC)	identify theatre as a collaborative art form
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<i>T ART</i> Theatre Arts - Certificate (NIC)	identify theatre as a collaborative art form
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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****Purpose of Scenic Design (3 hours)**

- Introduction
 - Roles, responsibilities, and chain of command in the theatre
 - Theatrical terminology
 - Theatre spaces and layouts
 - Introduction to the scene shop: Orientation and safety training
- Function of Scene Design
 - Placing the action
 - Staging the story
 - Characterization
 - Time and place
 - Establishing Mood
 - Reinforcing the theme
- Scenic Design and Collaboration
 - Crafting a cohesive world with other designers
 - The role of projections
 - Props and furniture
 - Scenic and lighting, sound, and costumes

Scenic Design as a Visual Art (3 hours)

- 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

Scenic Design and the Theatre (3 hours)

- History of Scenic Design
 - Ancient to modern day
 - Major contributors
 - Major movements: realism, anti-realism, metatheatricality, abstraction, etc.
 - Role of scenic design in storytelling
- The Physical Stage
 - Sightlines
 - Staging in different theatrical spaces: proscenium, black box, thrust, arena, immersive spaces
 - Soft Goods
 - Fly systems
 - Rakes
 - Traps
 - Pits
 - How we move scenic elements on and offstage

Scenic Design and the Play (3 hours)

- Analysis of the play

- Theatrical styles
- Plot styles
- Functions of Scenic Design as they relate to the story
- Realistic, non-realistic, abstraction, and theatricality
- Theatre space Relationship between actor and audience
- Central message, image, metaphor
- Props and furniture

Beginning Scenic Design Process for Assigned Play (3 hours)

- Scenic Concept
 - Historical research
 - Mood imagery research
 - Rough sketches showcasing variations of early scenic concepts
- Design Process through Production
 - Collaboration and communication with the design team
 - Design meetings
 - Production meetings
 - Designer run-through
 - The scenic designer and the scene shop
 - Tech rehearsals
 - Dress rehearsals
 - Performances
 - Photo Call
 - Strike

Communicating the Idea (3 hours)

- Perspective Drawing
 - Two-dimensional perspective
 - Drop-point perspective
 - Exploration of rendering materials: marker, watercolor, gouache, acrylic, pastel, etc
 - Advance early sketches into perspective renderings
- Introduction to Draftings
 - Drafting history: hand drafting
 - AutoCAD and Vectorworks
 - 2D drawings to 3D renderings
 - Line weight
 - Scale
 - Hatching
 - Annotations
 - Ground plans
 - Section View
 - Front Elevations
 - Creation of simple drafting package

Creation of Actual Scenic Designs (3 hours)

- Assigned scene shop lab hours may include:
 - Scenic construction
 - Scenic installation
 - Scenic painting
 - Props creation or modification
 - Projections hang and focus
 - Hanging soft goods
 - Production strikes
 - Scenic crew roles in production
- Construction of Scale Models
 - Synthesizing concepts, renderings, and draftings into a physical model
 - Creation of 1/4" or ?" scale models for mainstage or studio theatre

Total hours: 18

Laboratory/Studio Content

Purpose of Scenic Design (4 hours)

- Introduction
 - Roles, responsibilities, and chain of command in the theatre

- Theatrical terminology
- Theatre spaces and layouts
- Introduction to the scene shop: Orientation and safety training
- Function of Scene Design
 - Placing the action
 - Staging the story
 - Characterization
 - Time and place
 - Establishing Mood
 - Reinforcing the theme
- Scenic Design and Collaboration
 - Crafting a cohesive world with other designers
 - The role of projections
 - Props and furniture
 - Scenic and lighting, sound, and costumes

Scenic Design and the Theatre (2 hours)

- History of Scenic Design
 - Ancient to modern day
 - Major contributors
 - Major movements: realism, anti-realism, metatheatricality, abstraction, etc.
 - Role of scenic design in storytelling
- The Physical Stage
 - Sightlines
 - Staging in different theatrical spaces: proscenium, black box, thrust, arena, immersive spaces
 - Soft Goods
 - Fly systems
 - Rakes
 - Traps
 - Pits
 - How we move scenic elements on and offstage

Scenic Design and the Play (8 hours)

- Analysis of the play
- Theatrical styles
- Plot styles
- Functions of Scenic Design as they relate to the story
- Realistic, non-realistic, abstraction, and theatricality
- Theatre space Relationship between actor and audience
- Central message, image, metaphor
- Props and furniture
- Beginning Scenic Design Process for Assigned Play
 - Scenic Concept
 - Historical research
 - Mood imagery research
 - Rough sketches showcasing variations of early scenic concepts
- Design Process through Production
 - Collaboration and communication with the design team
 - Design meetings
 - Production meetings
 - Designer run-through
 - The scenic designer and the scene shop
 - Tech rehearsals
 - Dress rehearsals
 - Performances
 - Photo Call
 - Strike

Communicating the Idea (10 hours)

- Perspective Drawing
 - Two-dimensional perspective
 - Drop-point perspective
 - Exploration of rendering materials: marker, watercolor, gouache, acrylic, pastel, etc
 - Advance early sketches into perspective renderings
- Introduction to Draftings
 - Drafting history: hand drafting

- AutoCAD and Vectorworks
- 2D drawings to 3D renderings
- Line weight
- Scale
- Hatching
- Annotations
- Ground plans
- Section View
- Front Elevations
- Creation of simple drafting package

Creation of Actual Scenic Designs (30 hours)

- Assigned scene shop lab hours may include:
 - Scenic construction
 - Scenic installation
 - Scenic painting
 - Props creation or modification
 - Projections hang and focus
 - Hanging soft goods
 - Production strikes
 - Scenic crew roles in production
- Construction of Scale Models
 - Synthesizing concepts, renderings, and draftings into a physical model
 - Creation of 1/4" or ?" scale models for mainstage or studio theatre

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 liason?

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)

No Value

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

No Value