



Course Outline

2026-2027 Catalog

DRAM 21 - Introduction to Theatre Design

Catalog Description

Transfer Status: CSU/UC

Unit(s): 3.00

Activity: 102.00 Contact hours/51.00 Out of class hours/153.00 Total hours/3.00 Unit(s)

Total: 102.00 Contact hours/51.00 Out of class hours/153.00 Total hours/3.00 Unit(s)

Course Description: Students will be offered a survey of scenery, lighting, sound, costumes, makeup, properties, theatrical equipment and construction techniques through demonstration, and applied experience. Information is applicable to all formal theatrical applications. (C-ID THTR 172).

Objectives

Upon successful completion of this course, the student should be able to:

1. Define and distinguish between commonly used theatrical terms applied to design and technical elements of theatre production.
2. Define and evaluate the relationship between design concepts and how they are translated and executed in the production process.
3. Demonstrate and use basic skills in creating and organizing a design project from concept to execution.
4. Demonstrate and apply basic skills used in theatre production techniques.
5. Demonstrate basic skills and proficiency in the operations of basic areas of technical theater.
6. Outline and analyze the basic steps necessary to coordinate and integrate the various aspects of theatre production.

Course Content

Topic Titles / Suggested Time Topic		
<u>Lecture/Activity</u>		
<u>Topics</u>	<u>Lec Hrs</u>	<u>Act Hrs</u>
Organization of theater technical personnel		6.00
Theater architecture		6.00
Scenery and properties		12.00
Sound and lights		12.00
Costumes and makeup		12.00
Drawing and rendering techniques		12.00
Stage and hand properties		6.00
Drafting and design (computer-aided if applicable)		12.00
Applied Experiences:		24.00
1. Drafting		
2. Construction		
3. Scene painting		
4. Equipment		
5. Control systems		
6. Installation		
7. Patterns		
Total Hours:		0.00 102.00

Methods of Instruction

- A. Collaborative Group Work
- B. Demonstrations
- C. Discussion
- D. Homework: Students are required to complete one hour of outside-of-class homework for every two hours of activity
- E. Reading Assignments

Methods of Evaluation

- A. Quizzes
- B. Portfolios
- C. Lab Projects
- D. Written Assignments

- E. Mid-term and final examinations
- F. Short papers

Examples of Assignments

Reading Assignments

1. Read chapter that focuses on the physical stage and its auditorium and be prepared to discuss the topic(s) in class.
2. Read three plays, comparing and contrasting the unique and parallel elements of each in terms of design. Students will orally present their response to the class.

Writing Assignments

1. Write a 750-word critique of a live theatrical play performance (of at least a college level production) with emphasis on the staging, lighting and costumes.
2. Write a 300-word peer evaluation paper on the design concept of another student's work.

Out-of-Class Assignments

1. Attend two live theatrical performances and be prepared to discuss the events in class.
2. Research visual elements of stage design through web searches, trade publications, live or virtual tours and be prepared to contrast and compare the work of various designers past and present.

Recommended Materials of Instruction

Robert Mark Morgan and Jim Volz. (2022). The Art of Scenic Design: A Practical Guide to the Creative Process (Introductions to Theatre). *Methuen Drama*, 1st. 978-1350139541.

Other Learning Materials

Instructor handouts; production scripts

Minimum Qualifications

Stagecraft

Drama/Theater Arts (Masters Required)

Created/Revised by: Heimlich, Ryan

Date: 12/02/2024