



BROWARD COMMUNITY COLLEGE COURSE OUTLINE

LAST REVIEW: 2003-2004

NEXT REVIEW: 2008-2009

STATUS: A

COURSE TITLE: INTRODUCTION TO THEATRE DESIGN

COMMON COURSE NUMBER: TPA 2000C

CREDIT HOURS: 3.00

CONTACT HOUR BREAKDOWN

(per 16 week term)

CLOCK HOURS:

Lecture: 32

Lab: 32

(Voc. Course ONLY)

Clinic:

Other:

PREREQUISITE(S): TPA2200

COREQUISITE(S):

PRE/COREQUISITE(S):

COURSE DESCRIPTION: *(600 characters, maximum)*

An introduction to the techniques, practices, and processes in scenic, lighting, costume, and sound design. The course includes a period styles overview, script analysis, and a survey of appropriate paperwork required by each area.

UNIT TITLES

1. SCRIPT ANALYSIS AS RELATED TO THE DESIGNER
2. SURVEY OF PERIOD AND STYLE/RESEARCH METHODS
3. HISTORICAL OVERVIEW OF CHANGING THEATRE DESIGN AND TECHNOLOGY
4. EXECUTING YOUR DESIGN PAPERWORK



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UNITS

Unit 1 **SCRIPT ANALYSIS AS RELATED TO THE DESIGNER**

General Outcome:

- 1.0 The student shall be able to read and analyze a play, understanding specific requirements of time, place and character. By analyzing the specific relationships between characters, their background and objectives, the student will learn how to choose the appropriate settings, lighting, costumes and sound to create a cohesive environment, including any logical visual metaphors.**

Specific Measurable Learning Outcomes:

Upon successful completion of this unit, the student shall be able to:

- 1.1 Read a full length classical and contemporary play. Understand the language, story, plot, and stage directions.**
- 1.2 Determine a personal design vision for each play based upon the subsequent readings and analysis of those plays.**
- 1.3 Identify the visual adjustments based upon a directorial concept proposed by the instructor.**
- 1.4 Create a written proposal, based upon directorial concept and personal vision, describing the appropriate overall design approach to the two plays.**



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Unit 2 SURVEY OF PERIOD AND STYLE / RESEARCH METHODS

General Outcome:

- 2.0 The student shall be able to gather information from plays and learn how to identify the correct visual elements through research. Research methods will be executed primarily using library resources with supplemental research coming from appropriate and legitimate web sites.**

Specific Measurable Learning Outcomes:

Upon successful completion of this unit, the student shall be able to:

- 2.1 Identify the time period and location of the play. If no time period or location is given, the student and the instructor will agree upon a specific time and place appropriate to the story.**
- 2.2 Appraise different architectural forms, costumes and décor styles by gathering visual research. Identify which styles are complimentary and which styles contrast.**
- 2.3 Recognize the differences between realism, non-realism, classicism, expressionism, surrealism, absurdism, symbolism and how these styles can reinforce designer concepts.**
- 2.4 Prepare a visual portfolio for the play showing period, style, and include a written proposal explaining the design approach.**



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Unit 3

HISTORICAL OVERVIEW OF CHANGING THEATRE DESIGN AND TECHNOLOGY

General Outcome:

- 3.0 The student shall be able to understand the relationship between technology and design; how one affects the other, and how this changing physical theatre affects the design approach.**

Specific Measurable Learning Outcomes:

Upon successful completion of this unit, the student shall be able to:

- 3.1 Analyze the historical designs of Adolph Appia, Gordon Craig, Robert Edmond Jones, and Inigo Jones to better understand the evolution of scenery and lighting for the theatre.**
- 3.2 Identify and classify basic lighting equipment including instruments and dimming systems.**
- 3.3 Identify and classify basic sound equipment both for sound reinforcement and sound reproduction.**
- 3.4 Identify and classify basic scene shifting equipment including counterweight fly systems, turntables, and elevators.**



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Unit 4 UNDERSTANDING AND EXECUTING YOUR DESIGN PAPERWORK

General Outcome:

- 4.0 The student shall understand the visual research and required paperwork for each design area including reproduction methods using the computer.**

Specific Measurable Learning Outcomes:

Upon successful completion of this unit, the student shall be able to:

- 4.1 Recognize and understand a mechanical drawing for all design areas.**
- 4.2 Create a limited light plot with a limited inventory using the computer.**
- 4.3 Create a limited sound plot using the computer.**
- 4.4 Create a limited costume plot using the computer.**
- 4.5 Create a limited scene-shift plot using the computer.**