

LAST REVIEW: 2008-2009

NEXT REVIEW: 2013-2014

STATUS: A

COURSE TITLE: Set Design

COMMON COURSE NUMBER: TPA 2060

CREDIT HOURS: 3

CONTACT HOUR BREAKDOWN

CLOCK HOURS:

(Voc. Course ONLY)

Lecture: 32

Lab: 32

Clinic:

Other:

PREREQUISITE(S): TPA 2200

COREQUISITE(S): None

PRE/COREQUISITE(S):

COURSE DESCRIPTION: Research and execution of the visual environment of the play. Assigned projects will include pencil and ink drawings, layouts, ground plans, elevations, renderings, and models.

UNIT TITLES

1. Introduction to the Elements of Design
2. Developing a Working Knowledge of the History of Decor
3. Understanding the Design Process
4. Executing Design Ideas

EVALUATION:

Students will be evaluated by quizzes, tests, and required projects including pencil and ink drawings, layouts, ground plans, elevations, renderings, and models.

UNITS

Unit 1 Introduction to the Elements of Design

General Outcome:

- 1.0 The student shall: apply knowledge of the elements of design to specific projects intended to develop design ideas as they specifically apply to line, shape, color, and texture.**

Specific Measurable Learning Outcomes:

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

- 1.1 Complete a free-hand "line re-drawing" of a design or drawing given by the instructor.**
- 1.2 Design and execute a shape project in which the student analyzes the basic shapes:**
 - 1.2.1 Square**
 - 1.2.2 Rectangle**
 - 1.2.3 Circle**
 - 1.2.4 Complex shape**
- 1.3 Execute a color mixing project whereby the student analyzes the effects warm and cool colors have upon each other.**
- 1.4 Complete a project showing the textural results achieved with color transparencies and overlays.**

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Unit 2 Developing a Working Knowledge of the History of Decor

General Outcome:

- 2.0 The student shall: record notes and collect research materials outlining the development of decor styles from Egypt to the present day.**

Specific Measurable Learning Outcomes:

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

- 2.1 Develop proper note-taking habits and strong research abilities.**
- 2.2 Recognize the styles of decor.**
- 2.3 Apply a practical understanding of the decor styles to one of their design projects.**

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Unit 3 Understanding the Design Process

General Outcome:

- 3.0 The student shall: understand the scene designer's role on the production team, the function of and resources for scenery in the theatre, and the steps involved in the design process.**

Specific Measurable Learning Outcomes:

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

- 3.1 Assess the designer-director relationship and explore the designer's relationship with other members of the production team.**
- 3.2 Determine the four functions of scenery and gain an overall understanding of the purpose of set design.**
- 3.3 Recognize the resources available to the designer in order to bring the design to the stage as a theatrical production (such as stage lighting and scenic shifting techniques).**
- 3.4 Analyze a script and create a tentative floor plan based on the requirements of the script analysis and the director's interpretation of the script.**
- 3.5 Design for mood and express the design in visual terms as they relate to color.**

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Unit 4 Executing Design Ideas

General Outcome:

- 4.0 The student shall: record the design ideas through an understanding of the equipment and techniques used by a scenic designer.**

Specific Measurable Learning Outcomes:

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

- 4.1 Complete thumbnail sketches.**
- 4.2 Execute a finished scale ground plan.**
- 4.3 Use a perspective grid to execute a perspective drawing from their scaled ground plans.**
- 4.4 Prepare and paint a perspective rendering, or three-dimensional model.**
- 4.5 Understand the techniques necessary to execute working drawings.**