

Course Outline for: THTR 2020 Basic Design**A. Course Description**

1. Number of credits: 3
2. Lecture hours per week: 3
3. Prerequisites: None
4. Corequisites: None
5. MnTC Goals: Goal #6 Humanities and Fine Arts

Introduction to the concepts, process, and practices common to the design of scenery, costume, and lighting. The study and application of the aesthetic principles and graphic skills involved in all areas of theatrical design. Development of the student's abilities in research methodology, mechanical drawing, freehand sketching and rendering as it applies to design for the theatre. Emphasis on design skills as a communication tool in the collaborative process of theatrical production.

B. Date last reviewed/updated: February 2022**C. Outline of Major Content Areas**

1. Study the theories and practice of design common to costume and scenic design
2. Analyze how the designer enhances the meaning of play scripts in production, working with the script, director and other designers
3. Survey historical styles to analyze the influences of art, architecture and fashion on modern theatre design
4. Develop skills in drawing, color rendering. and scenic model construction
5. Develop a familiarity with a variety of drawing and rendering media
6. Develop a familiarity with the visual and verbal presentation skills necessary to effectively communicate a design idea

D. Course Learning Outcomes

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

1. State the criteria for an effective design for the stage. (Goal 2a, 2b, 2c, 2d, 6a, 6b, 6c 6e)
2. Demonstrate an understanding of color theory and color relationships as related to design for the stage. (Goal 2b, 2d, 6c, 6d)
3. Evaluate the influence of historical styles on modern design. (Goal 2b, 2c, 2d, 6b)
4. Create a production concept and a production design for a play. (Goal 2a, 2b, 2c, 2d, 6d, 6e)

E. Methods for Assessing Student Learning

1. Class attendance and participation
2. Written reports and critiques on plays attended
3. Completion of design assignments and projects
4. Oral evaluation of creative projects

F. Special Information

None