

THTR 141

Introduction to Theatrical Design

3 Credits

Community College of Baltimore County
Common Course Outline

Description

THTR 141 – Introduction to Theatrical Design: is a course in which students learn and apply basic practical and conceptual components of theatrical design areas: Set, Lighting, Costumes, Projection and Sound Design. Students explore the design elements, principles, and theories of a visual art form with an emphasis on theatre performance and production techniques. Students practice the process of theatrical design from script analysis, through research, conceptualization, and the creation of visual design documents.

Co-requisites: THTR 131

Overall Course Objectives

Upon completion of this course, students will be able to:

1. describe the processes of design in the theatrical experience from start to finish;
2. identify the many design areas related to theatre and dance production;
3. discuss historical scenic devices and staging types and their use in modern-day theatre;
4. identify the many elements and areas related to the craft of creating and designing for the stage;
5. define basic design, artistic and technical theatre terms;
6. apply aesthetic production qualities as they relate to production concepts;
7. utilize tools and techniques to visually communicate design ideas or concepts;
8. distinguish production styles, concepts and types of staging;
9. describe the collaborative and artistic nature of theatre production; including conceptual and artistic processes;
10. find, evaluate, use, and cite credible academic sources when researching processes related to period décor, architecture, art, artists, and fashion;
11. analyze the impact of current developments and innovations in theatrical design practices and equipment and techniques as design elements;
12. analyze aesthetics, style, design and production concepts on a particular theatrical production;
13. apply Elements of Design, Principles of Design, Compositional Formats and Color Theories as they relate to theatrical design areas;
14. manipulate design documents including scaled drawings, draftings, storyboards, renderings, swatches and models;
15. manipulate the basic materials used for 2- and 3-dimensional scenery including lumber types, fabrics, foams and other sculptural materials; and
16. locate career opportunities in the field of theatrical design.

The Common Course Outline (CCO) determines the essential nature of each course.
For more information, see your professor's syllabus.

Major Topics

- I. Artistic Basics of Design
 - a. Elements of Art
 - b. Principles of Design
 - c. Composition
 - d. Color Theories
- II. Communication of Design Concept
 - a. Scale Drawings
 - b. Renderings
 - c. Models
 - d. Storyboarding
 - e. Swatching
- III. Historical Research
 - a. Research Techniques
 - b. Art History
 - c. Décor, Architecture, Fashion
- IV. Script Analysis
 - a. Design Needs
 - b. Logistics
- V. Theatrical Design Process
 - a. Reading the Script
 - b. Research
 - c. Conceptualization
 - d. Design Documents
- VI. Design Career Opportunities

Course Requirements

Grading will be determined by the individual faculty member, but shall include the following, at minimum:

- active participation in class, critiques, and labs
- multiple Assignments involving Visual Design Documents
- attendance and written analysis of all required CCBC theatre and dance productions during the semester, transportation to other campuses may be required
- creative Design Project with group and individual presentations.

Written assignments and research projects: Students are required to use appropriate academic resources in their research and cite sources according to the style selected by their professor.

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