Course: TH 160 Fundamentals of Stage Design

Credits: 3

Prerequisites
None

Description
This course is designed to take the student through the set design process from concept through construction. An understanding of designing in collaboration with a Director’s vision as well as basic drawing, modeling and perspective work will be highlighted.

Learning Outcomes
At the completion of this course, students should be able to:

• Explain set design in relation to a chosen dramatic text or an identified theatrical event.
• Describe the effects of form and styles of theatrical presentation in relation to mood, theme, cultural context and historical period.
• Explain construction techniques related to set design.
• Compare set design to other aspects of theatre craft, e.g. lighting, costumes, sound or props.
• Identify stage shape and the problems of sight-lines for the audience.
• Describe the role of the set designer in relation to the total production team.
• Create an original set design or re-create a period set for a theatrical performance, taking into account scene changes.
• Design and present scaled diagrams as well as construct a set model.
• Demonstrate how theatrical space is used in relation to both performers and audience.
• Demonstrate a practical approach to set design showing an awareness of budget and safety factors.

Topical Outline
• Styles of design through various visual images.
• Spatial relationships in the design.
• Communicating meaning discovered in theatrical literature through personal response to and analysis of text, music, and historical forms.
• Basics of drafting (both CAD and traditional), drawing, designing, conventional and digital model-making and scenic painting.

Required Texts and Other Materials
TBD
**Student Assessment**
Students have the opportunity to participate in and receive credit for production work each semester. Production assignments may include: design assistant, properties artisan, prop master, charge artist, scenic artist, and scenic designer. Final design project will be assigned from play script to model rendering.

**Academic Integrity**
Plagiarism is cheating. Plagiarism is presenting in written work, in public speaking, and in oral reports the ideas or exact words of someone else without proper documentation. Whether the act of plagiarism is deliberate or accidental [ignorance of the proper rules for handling material is no excuse], plagiarism is, indeed, a “criminal” offense. As such, a plagiarized paper or report automatically receives a grade of **ZERO** and the student may receive a grade of **F** for the semester at the discretion of the instructor.

**Available Resources**
If you are having difficulty with work in this class, tutoring is available through the Success Center. If you think that you might have a learning disability, contact Project Assist at 856.691.8600, x1282 for information on assistance that can be provided to eligible students.

*(List availability of open labs and/or writing center)*

**Before Withdrawing From This Course**
If a student experiences adverse circumstances while enrolled in this course and considers withdrawing, s/he should see an advisor (division or advisement center) BEFORE withdrawing from the class. A withdrawal may cause harmful repercussions to completion rate standards and overall GPA which can limit or eliminate future financial aid in addition to causing academic suspension.