

SUL ROSS STATE UNIVERSITY

THEA 2311 – Introduction to Theatrical Design

THEA 2311-001
MW 12:30-1:45
IT 111

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Office Hours:
11:00-12:00 MWF
10:00-12:00 TR
Or by appointment
FAB 203B

Course Description

Designing for the theatre is a complex process that requires both creativity and practicality. Because your designs are more than images on a two dimensional surface, and frequently must stand up to actors, stage hands and other rough handling. Additionally, theatre designs must do more than express an idea or emotion, they must resemble a period style. This class will focus on developing the techniques required to successfully design scenery, lights, sound or costumes for a production. We will begin by exploring the basic elements of all design, and then move on to design and drafting. This will be a heavily lab oriented class.

Course Requirements

Textbook: *Theatrical Design and Production* by J. Michael Gillette 6th or 7th edition. Please check amazon.com. You can get a student prime account which will give you free 2 day shipping. Used books are your friend. Don't buy a new book if you don't have to.

Project Materials: You will be required to create several art projects as well as drafting and design projects. You are responsible for providing all of your supplies. A list of drafting tools required will be handed out in class.

Primary Learning Objectives: The student will be able to

- Demonstrate knowledge of general design theory and techniques.
- Describe the design process and compose a functional design that could be used in a production
- Be able to effectively identify major design styles in the theatre.
- Name the basic responsibilities of the various designer roles.
- Be able to effectively communicate their ideas through images, models, drawings and drafting.
- Be able to facilitate the process of realizing the design in a real world environment.
- Understand and describe the elements necessary to bring about a unified production.

COURSE OBJECTIVES

By the end of this class, students will:

- Articulate a working vocabulary of theater design terminology
- Demonstrate beginner knowledge of basic stagecraft, design techniques and drafting
- Develop a design from concept to documentation
- Demonstrate the ability to analyze a script for design purposes

CLASS MEETINGS:

Attendance is required. Theatre is a deeply collaborative art form and if you are not here, you cannot participate. This is a lab based course and every class missed will affect your ability to contribute. 3 Absences will result in the loss of points, more than 9 and you will be dropped from the class.

Assignments not completed or turned in on time, will receive one half credit of grade up to two (2) days after the due date. Papers and assignments will not be accepted after two days. All written assignments must be typed. **Students are responsible for unattended classes.**

UNIVERSITY RULES/REGULATIONS:

Rules and regulations regarding plagiarism, dishonesty, and other issues concerning classroom participation can be found in the University Rules and Regulations and Student Handbook.

Grading Breakdown:

Line project	5%
Color project	5%
Composition project	5%
Perspective drawing	10%
Drafting Project	10%
Script Analysis	10%
Costume design	10%
Lighting design	10%
Sound design	10%
Scenic design project	25%
Total:	100%

Sul Ross State University is committed to equal access in compliance with the Americans with Disabilities act of 1973. It is the student's responsibility to initiate a request for accessibility services. Students seeking accessibility services must contact Mary Schwartz, M. Ed., L.P.C., in Counseling and Accessibility Services, Ferguson Hall, Room 112. P.O. Box C-122, Sul Ross State University Alpine, TX 79832 (432-837-8203) Email: mschwartz@sulross.edu

CLASS DATES: Assignments and Deadlines

Note that these dates and the details of each class are subject to change at the instructor's discretion

Class Date Topics and Assignments

Jan 21 Class introductions, hand out syllabus, expectations. **Read Gillette Chap 5&6**

Jan 26 Elements of Design: Line project

Jan 28 Elements of Design: **Line Project Due**

Feb 2 Principles of Composition: Composition project

Feb 4 Principles of Composition: **Composition project due**

Feb 9 Color Theory: Color project

Feb 11 Color Theory: **Color Project Due**

Feb 16 Drafting **Read Gillette Chap 7**

Feb 18 Drafting Project

Feb 23 Perspective Drawing **Drafting Project Due**

Feb 25 Perspective Drawing Project

March 2 Perspective Drawing Project

March 4 Script Analysis/Research **Perspective Drawing Due**

March 9 Script Analysis/Research: **LIBRARY DAY MEET IN THE LIBRARY**

March 11 Script Analysis project

March 16-20 **SPRING BREAK**

March 23 Costume design **Script Analysis Due**

March 25 Costume Design

March 30 Costume Design **Costume Project Due**

April 1 Lighting Design

April 6 Lighting Design

April 8 Lighting Design **Light Project Due**

April 13 Sound Design

April 15 Sound Design

April 20 Sound Design **Sound Project Due**

April 22 Scenic Design

April 27 Scenic Design

April 29 Scenic Design

May 4 Project work day

May 6 Project work day **Scenic design project due**

FINAL EXAM: Wednesday, May 13th 12:30 PM IT111

