

**I. COURSE INFORMATION**

- A. Theatre 105 Introduction to Theatre Design
- B. 3 credit hours
- C. Gillette, J Michael and Rich Dionne. *Theatrical Design and Production: An Introduction to Scene Design and Construction, Lighting, Sound, Costume, and Makeup*. 9<sup>th</sup> ed. McGraw Hill Publication
- D. Prerequisites: None, Theatre Appreciation strongly recommended

**II. COURSE DESCRIPTION**

This course introduces the student to the basic elements of design and how they relate to the major areas of theatrical design. Students will explore the design process both practically and theoretically through research, rendering, unrealized theatrical paper projects, discussions, and design presentations.

**III. LEARNING OUTCOMES**

- A. Identify the basic elements of theatrical design
- B. Demonstrate the design process from conception to presentable product
- C. Select accurate and meaningful research materials as the foundation for a theatrical design
- D. Create renderings to convey design concepts
- E. Utilize design terminology to present your design

**IV. COMPETENCIES**

Design projects to be completed in the following areas:

- A. Set/Properties
- B. Lights/Sound
- C. Costumes/Hair and Make-Up

**V. MAJOR CONTENT AREAS**

- A. Costumes, hair and make-up
- B. Scenic and properties design
- C. Lights and sound design

**VI. ASSIGNMENTS**

- A. Projects
- B. Presentations
- C. Journal
- D. Exercises

**VII. EVALUATION METHODS**

- A. Presentations
- B. Artist exercises
- C. Design projects
- D. Discussion/Critique