

STANDARD COURSE OUTLINE

DRAM 290V INTRODUCTION TO TECHNICAL THEATRE DEPARTMENT OF COMMUNICATION AND ARTS

CATALOGUE DESCRIPTION: (on demand). The fundamentals of scenic, lighting, costume, and make-up design.

NO PREREQUISITE FOR THIS COURSE

CREDIT/CONTACT/LOAD HOURS: 3

TARGET AUDIENCE AND TRANSFER:

This course is designed for theatre majors. DRAM 290V may transfer to other institutions for production credit and/or as elective credit.

COURSE OBJECTIVES

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

- 1. Understand and describe the purpose and elements of technical theatre.**
- 2. Demonstrate growth in ability to effectively apply techniques in scenery, lighting, properties, costumes, and make-up.**
- 3. Negotiate needed materials from area businesses.**
- 4. Identify and employ techniques in effective team building.**
- 5. Understand and follow safety procedures in using power tools.**
- 6. Complete required technical component for mainstage production.**

REQUIRED TEXTS

Pectal, Lynn. "Designing and Drawing for the Theatre". McGraw-Hill, 1995.
Anderson, Barbara and Cletus. "Costume Design". 2nd ed. 1999, Harcourt Brace.

TOPICS

Scene design and construction, lighting design, costume design, property determination and construction, publicity, advertising, make-up, budgeting for a play.

REQUIRED INSTRUCTIONAL ACTIVITIES

- 1. A portfolio of designs in the areas of scenery, lighting, and costumes.**
- 2. One hands-on make-up design for both straight and character make-up.**
- 3. Attend a minimum of 3 plays off campus, as well as one on-campus production.**

REQUIRED FORMS OF ASSESSMENT

This course is offered only on demand.
No assessment is conducted at this time.

RESOURCES

Videos, handouts, power tools, lighting board and instruments, make-up kits, additional supplemental texts, field trips.