

THTR171 : Stagecraft

General Information

Author:	<ul style="list-style-type: none">Jeanette FarrSparfeld, TobinGunter, Melody
Attachments:	DE Addendum_T ART_171 COR_9:1:2020 CoDE_4:23:2024.pdf
Course Code (CB01) :	THTR171
Course Title (CB02) :	Stagecraft
Department:	T ART
Proposal Start:	Fall 2025
TOP Code (CB03) :	(1006.00) Technical Theater
CIP Code:	(50.0502) Technical Theatre/Theatre Design and Technology.
SAM Code (CB09) :	Clearly Occupational
Distance Education Approved:	No
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000551378
Curriculum Committee Approval Date:	10/09/2024
Board of Trustees Approval Date:	12/17/2024
Last Cyclical Review Date:	05/22/2024
Course Description and Course Note:	THTR 171 is an introduction to technical theatre and the fundamentals of offstage work in the theatre. Students will have hands-on experiences with the basics of scenic design, construction for the theatre, scenic painting techniques, sound technology for the theatre, and theatrical lighting equipment. Additional hours to devote to offstage crew calls, technical rehearsals, and performances may be required. Note: Additional materials such as an 8" crescent wrench, safety glasses, work gloves, and paint clothes are recommended.
Justification:	Coding/Category Change Content Change
Academic Career:	<ul style="list-style-type: none">Credit
Mode of Delivery:	<ul style="list-style-type: none">In-Person
Author:	No value
Course Family:	Scenic and Lighting, Technical Theatre: Stagecraft/Building

Academic Senate Discipline

Primary Discipline:	<ul style="list-style-type: none">Drama/Theater Arts
Alternate Discipline:	<ul style="list-style-type: none">Stagecraft
Alternate Discipline:	No value

Course Development

Basic Skill Status (CB08)

Course is not a basic skills course.

Allow Students to Gain Credit by Exam/Challenge

Course Special Class Status (CB13)

Course is not a special class.

Pre-Collegiate Level (CB21)

Not applicable.

Grading Basis

- Grade with Pass / No-Pass Option

Course Support Course Status (CB26)

Course is not a support course

General Education and C-ID

General Education Status (CB25)

Not Applicable

Transferability

Transferable to both UC and CSU

Transferability Status

Approved

C-ID	Area	Status	Approval Date	Comparable Course
T ART	Theatre	Approved	02/18/2014	THTR 171 - Stagecraft

Units and Hours

Summary

Minimum Credit Units (CB07)	3
Maximum Credit Units (CB06)	3
Total Course In-Class (Contact) Hours	126
Total Course Out-of-Class Hours	36
Total Student Learning Hours	162

Credit / Non-Credit Options

Course Type (CB04)

Credit - Degree Applicable

Noncredit Course Category (CB22)

Credit Course.

Noncredit Special Characteristics

No Value

Course Classification Code (CB11)

Credit Course.

Variable Credit Course

Funding Agency Category (CB23)

Not Applicable.

Cooperative Work Experience Education Status (CB10)

Weekly Student Hours

	In Class	Out of Class
Lecture Hours	1	2
Laboratory Hours	6	0
Studio Hours	0	0

Course Student Hours

Course Duration (Weeks)	18
Hours per unit divisor	0
Course In-Class (Contact) Hours	
Lecture	18
Laboratory	108
Studio	0
Total	126
Course Out-of-Class Hours	
Lecture	36
Laboratory	0
Studio	0
Total	36

Time Commitment Notes for Students

No value

Units and Hours - Weekly Specialty Hours

Activity Name	Type	In Class	Out of Class
No Value	No Value	No Value	No Value

Pre-requisites, Co-requisites, Anti-requisites and Advisories

No Value

Entry Standards

Entry Standards	Description
No value	No value

Course Limitations

Cross Listed or Equivalent Course

Description

No value

No value

Specifications

Methods of Instruction

Methods of Instruction

Lecture

Methods of Instruction

Laboratory

Methods of Instruction

Multimedia

Methods of Instruction

Demonstrations

Out of Class Assignments

- Observe theatrical productions
- Written critiques of plays and the effectiveness of the stagecraft technical elements
- Individual assignments (e.g. lighting and sound journals, research, presentations)
- Attend TBA lab hours arranged with instructor at the beginning of the semester to participate in the creation of theatrical productions at Glendale Community College

Methods of Evaluation

Rationale

Activity (answering journal prompt, group activity)

Class participation and discussions

Project/Portfolio

Individual model construction project

Writing Assignment

Written assignments (e.g. critiques)

Project/Portfolio

Student project (e.g. light plot, white model)

Activity (answering journal prompt, group activity)

Competency tests of construction, painting and other technical activities

Textbook Rationale

The Carter text is a classic textbook; the principles of stagecraft have not changed much over many years, so publication date is irrelevant.

Textbooks				
Author	Title	Publisher	Date	ISBN
Holloway, John	Illustrated Theatre Production Guide	Routledge	2020	9780367152024
Carter, Paul	Backstage handbook: an illustrated almanac of technical information	Broadway Press	2012	9780911747393
Other Instructional Materials (i.e. OER, handouts)				
No Value				
Materials Fee				
No value				

Learning Outcomes and Objectives	
Course Objectives	
Recognize and use backstage and shop terminology, tools, materials, and techniques.	
Organize a basic scenic construction project, including reading plans, selecting materials, selecting tools, and working safely.	
Demonstrate the effective use of scenic painting techniques taught in class.	
Collaborate with designers, technicians, and other theatre personnel.	
Recognize crew organization, hang and focus lights, record a sound effect, and set up a microphone.	
SLOs	
Assess the evolution of sets, lights, and sound for a production from script to performance.	Expected Outcome Performance: 70.0

<i>T ART</i> Technical Theatre Certificate	Analyze a play from script to performance
	Analyze a play from script to performance
	Apply skills and knowledge of technical theatre in preparation for transferability or vocation
	Identify theatre as a collaborative art form
	Identify theatre terms and occupations

<i>ILOs</i> Core ILOs	Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.
--------------------------	--

<i>T ART</i> Theatre Arts AA-T	Apply their knowledge of key concepts in theatre arts to discuss, analyze, and synthesize a variety of theoretical and practical foci within the discipline
	Gain a global, national, and local perspective on issues pertaining to the theatre arts preparing them for multiple pathways for future study and career opportunities

<i>T ART</i> Theatre Arts - A.S. Degree Major (NIC)	apply skills and knowledge of theatre in preparation for transferability or vocation
	identify theatre as a collaborative art form
	identify theatre terms and occupations

Employ techniques in scenic construction, scenic painting, sound technology, and lighting technology at an acceptable level of proficiency and score 75% or higher on the projects. Expected Outcome Performance: 70.0

<i>T ART</i> Technical Theatre Certificate	Apply skills and knowledge of technical theatre in preparation for transferability or vocation
	Apply skills and knowledge of technical theatre in preparation for transferability or vocation
	Identify theatre as a collaborative art form
	Identify theatre terms and occupations

<i>T ART</i> Theatre Arts AA-T	Apply their knowledge of key concepts in theatre arts to discuss, analyze, and synthesize a variety of theoretical and practical foci within the discipline
	Gain a global, national, and local perspective on issues pertaining to the theatre arts preparing them for multiple pathways for future study and career opportunities

<i>ILOs</i> Core ILOs	Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.
--------------------------	--

<i>T ART</i> Theatre Arts - Certificate (NIC)	apply skills and knowledge of theatre in preparation for transferability or vocation
--	--

<i>T ART</i> Theatre Arts - A.S. Degree Major (NIC)	apply skills and knowledge of theatre in preparation for transferability or vocation
	identify theatre as a collaborative art form
	identify theatre terms and occupations

<i>T ART</i> Theatre Arts - Option 2 Acting - A.A. Degree Major	apply skills and knowledge of theatre in preparation for transferability or vocation
---	--

<i>T ART</i> Theatre Arts - Option 1 General - A.A. Degree Major	apply skills and knowledge of theatre in preparation for transferability or vocation
--	--

Additional SLO Information

Does this proposal include revisions that might improve student attainment of course learning outcomes?

No

Is this proposal submitted in response to learning outcomes assessment data?

No

If yes was selected in either of the above questions for learning outcomes, explain and attach evidence of discussions about learning outcomes.

No Value

SLO Evidence

No Value

Course Content

Lecture Content

Introduction (2 hours)

- Brief introduction to the fundamentals of scenic, lighting, projections, and sound designs
- Roles and responsibilities in the theatre
- Shop rules
- Shop and deck safety
- Tools and work areas

Theatre Spaces and Components (2 hours)

- Spaces
 - Theatre tour
 - Basic stage terminology
 - Proscenium, thrust, arena, black box, multi-form, immersive spaces
 - Audience-actor-design relationships
- Components
 - Plaster Line
 - Centerline
 - Proscenium
 - Ante-Proscenium: Apron, pit, vomms
 - Soft goods
 - Counterweighted fly systems
 - Stage floor and traps
 - Scene shop and scenery dock

Scenic Design and Construction (4 hours)

- Functions of Scenic Design
 - Introduction to draftings
 - Groundplan
 - Section Elevations
 - Dimensions: imperial and metric
 - Scale
 - Title Blocks
 - Annotations
- Scenic Flats
 - Reading draftings
 - Hollywood vs. Broadway flats
 - Toggles, rails, stiles, diagonal braces
 - Keystones, cornerblocks, half-straps
 - Selecting appropriate tools

- Selecting lumber
- Measuring and cutting
- Construction
- Stretching and starching muslin

Scenic Painting (2 hours)

- Introduction to Scenic Painting
 - Water soluble paints
 - Non water soluble paints
 - Dry pigment
 - Dyes
 - Pigment, binder, vehicle
 - Brush types and uses
 - Anatomy of a brush
 - Brief color history
- Marble, woodgrain, and brick
 - Omnidirectional and directional scumbles
 - Dry-brushing
 - Feathering and feather dusters
 - Spatter
 - Spraying
 - Sponges
 - Drop rags and rag rolling
 - Foam rubber stamps, roller stamps, paint rollers
 - Stenciling
 - Woodgraining tools
 - Unconventional techniques
 - Textural surfaces
 - Sealing techniques

Lighting (4 hours)

- Functions of Lighting Design
- Lighting Technology
 - Brief history of lighting design and technology
 - Anatomy of a light
 - Sources: Incandescent & LED
 - PAR cans
 - Ellipsoidal Reflector Spotlights
 - Fresnels
 - Strip lights
 - Unconventional lights
 - Positions: beams, booms, battens, floor mounts, etc.
 - Dimmers and power
 - DMX
 - Consoles and control
 - Color media
 - Gobos and texture
 - Lighting Hang & Focus
 - On-deck safety orientation
 - Lighting Draftings
 - Hanging and prefocus
 - Cable coiling and management
 - Counterweighting a batten
 - Circuiting
 - DMX daisy-chaining
 - Patching
 - Focus
 - Introduction to programming

Sound (4 hours)

- Functions of Sound Design
- Sound Technology
 - Brief history of sound design and technology
 - Sound terminology and keywords
 - Mixers: analog and digital

- Channel input strip
- Anatomy of a speaker
- Driver types
- Transducers
- Dynamic mics
- Condenser mics
- Microphone pickup patterns
- Passive vs. Active systems
- Reading sound draftings
- Sound Equipment Setup and Playback
 - Setup a wired microphone
 - Setup a wireless microphone
 - Playback through a system
 - Proper cable coiling and management
 - Equalization
 - Reverb / Delay
 - Gates & Compressors
 - Gain & Level

Total hours: 18

Laboratory/Studio Content

Introduction (3 hours)

- Brief introduction to the fundamentals of scenic, lighting, projections, and sound designs
- Roles and responsibilities in the theatre
- Shop rules
- Shop and deck safety
- Tools and work areas

Theatre Spaces and Components (3 hours)

- Spaces
 - Theatre tour
 - Basic stage terminology
 - Proscenium, thrust, arena, black box, multi-form, immersive spaces
 - Audience-actor-design relationships
- Components
 - Plaster Line
 - Centerline
 - Proscenium
 - Ante-Proscenium: Apron, pit, vomms
 - Soft goods
 - Counterweighted fly systems
 - Stage floor and traps
 - Scene shop and scenery dock

Scenic Design and Construction (15 hours)

- Functions of Scenic Design
 - Introduction to draftings
 - Groundplan
 - Section Elevations
 - Dimensions: imperial and metric
 - Scale
 - Title Blocks
 - Annotations
- Scenic Flats
 - Reading draftings
 - Hollywood vs. Broadway flats
 - Toggles, rails, stiles, diagonal braces
 - Keystones, cornerblocks, half-straps
 - Selecting appropriate tools
 - Selecting lumber

- Measuring and cutting
- Construction
- Stretching and starching muslin

Scenic Painting (18 hours)

- Introduction to Scenic Painting
 - Water soluble paints
 - Non water soluble paints
 - Dry pigment
 - Dyes
 - Pigment, binder, vehicle
 - Brush types and uses
 - Anatomy of a brush
 - Brief color history
 - Marble, woodgrain, and brick
 - Omnidirectional and directional scumbles
 - Dry-brushing
 - Feathering and feather dusters
 - Spatter
 - Spraying
 - Sponges
 - Drop rags and rag rolling
 - Foam rubber stamps, roller stamps, paint rollers
 - Stenciling
 - Woodgraining tools
 - Unconventional techniques
 - Textural surfaces
 - Sealing techniques

Lighting (15 hours)

- Functions of Lighting Design
- Lighting Technology
 - Brief history of lighting design and technology
 - Anatomy of a light
 - Sources: Incandescent & LED
 - PAR cans
 - Ellipsoidal Reflector Spotlights
 - Fresnels
 - Strip lights
 - Unconventional lights
 - Positions: beams, booms, battens, floor mounts, etc.
 - Dimmers and power
 - DMX
 - Consoles and control
 - Color media
 - Gobos and texture
 - Lighting Hang & Focus
 - On-deck safety orientation
 - Lighting Draftings
 - Hanging and prefocus
 - Cable coiling and management
 - Counterweighting a batten
 - Circuiting
 - DMX daisy-chaining
 - Patching
 - Focus
 - Introduction to programming

Sound (6 hours)

- Functions of Sound Design
- Sound Technology
 - Brief history of sound design and technology
 - Sound terminology and keywords

- Mixers: analog and digital
- Channel input strip
- Anatomy of a speaker
- Driver types
- Transducers
- Dynamic mics
- Condenser mics
- Microphone pickup patterns
- Passive vs. Active systems
- Reading sound draftings
- Sound Equipment Setup and Playback
 - Setup a wired microphone
 - Setup a wireless microphone
 - Playback through a system
 - Proper cable coiling and management
 - Equalization
 - Reverb / Delay
 - Gates & Compressors
 - Gain & Level

TBA Scenic Lab Hours (24 hours)

Additional lab hours To Be Arranged for students to crew call's for the semester's theatrical production which may include:

- Scenic painting calls
- Projector hang and focus
- Hanging and counterweighting soft goods
- Scenic construction and installation
- Props creation or modification
- Backstage stagecraft roles as assigned
- Production strikes

TBA Lighting and Sound Lab Hours Additional lab hours (24 hours)

To Be Arranged for students to crew call's for the semester's theatrical production which may include:

- Lighting hang calls
- Lighting focus calls
- Sound installation calls
- Sitzprobe shadowing & assistance
- Lightwalking
- Tech & Q2Q shadowing
- Offstage production lighting & sound stagecraft roles as assigned
- Production strikes

Total hours: 108

Additional Information

Is this course proposed for GCC Major or General Education Graduation requirement? If yes, indicate which requirement in the two areas provided below.

No

GCC Major Requirements

No Value

GCC General Education Graduation Requirements

No Value

Repeatability

Not Repeatable

Justification (if repeatable was chosen above)

No Value

Resources

Did you contact your departmental library liaison?

Yes

If yes, who is your departmental library liaison?

Adina Lerner (Technology & Aviation, Visual & Performing Arts)

Did you contact the DEIA liaison?

No

Were there any DEIA changes made to this outline?

No

If yes, in what areas were these changes made:

No Value

Will any additional resources be needed for this course? (Click all that apply)

- No

If additional resources are needed, add a brief description and cost in the box provided.

No Value