

COURSE OUTLINE **Stagecraft**

Course Description

TA 125. Stagecraft. 3 credit hours. This course will enable the student to explore techniques and best practices in producing modern theatrical scenery. The student will learn stagecraft terminology, scene shop and stage safety, scenic construction, shop tool operation and maintenance, stage rigging, scene shifting, introductory painting, props management, and basic drafting. The learning outcomes and competencies detailed in this outline meet or exceed the learning outcomes and competencies specified by the Kansas Core Outcomes Project for this course, as approved by the Kansas Board of Regents (Transfers as THT1030).

Required Materials

For complete material(s) information, refer to: <https://bookstore.butlercc.edu>

Butler-Assessed Outcomes

The intention is for the student to be able to do the following:

1. Apply stagecraft terminology to technical theatrical production.
2. Employ safe practices and techniques specific to theatrical environments.
3. Demonstrate working knowledge of stage systems and machinery, support areas, and construction tools.
4. Demonstrate basic competencies in professional technical methods and procedures used to realize a theatrical production.

Learning PACT Skills that will be developed and documented in this course

Through involvement in this course, the student will develop ability in the following PACT skill area(s):

Analytical Thinking Skills

- Problem solving - Through the completion of design projects/assignments, the student will identify and define technical/design problems and develop workable solutions.

Communication Skills

- Reception and interpretation of messages - Through observation and analysis of stage historical and contemporary stage design, the student will develop effective design skills for stagecraft.

Major Summative Assessment Task(s)

These Butler-assessed outcomes and Learning PACT skills will be demonstrated by the following:

1. Presenting a portfolio that includes all theatrical renderings and orally defending it by addressing both its strengths and weaknesses, using key points of design and craftsmanship.

Learning Units

- I. Stage and stage equipment
 - A. Proscenium stage
 - B. Thrust stage
 - C. Arena stage
 - D. Black box theatre
 - E. "Found" theatre spaces
- II. Scenic design
 - A. Design considerations
 - B. Visual presentation of scenic design
- III. Tools and materials
 - A. Hand tools
 - B. Power tools
- IV. Scene painting
 - A. Materials
 - B. Preparing scenery for painting
- V. Lighting design
 - A. Functions of stage light
 - B. The light plot and related paperwork
- VI. Computers in the theatre
 - A. Types of software
 - B. Lighting control
 - C. Sound design and production
 - D. Motion control
- VII. Drawing and rendering
 - A. Materials
 - B. Drawing and rendering techniques

Learning Activities

Learning activities will be assigned to assist the student to achieve the intended learning outcome(s) through any of the following: lecture, projects with specified deadlines, independent design renderings, painting assignments, in-class critiques, research projects, and other activities at the discretion of the instructor. These activities may be face-to-face or online.

Grade Determination

The student will be graded on learning activities and assessment tasks. Grade determinants may include the following: rendering projects, mastery of stagecraft techniques, class participation (through set designs, builds, and critiques), assignments, and other methods of evaluation at the discretion of the instructor.