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Department Theater

PROPOSAL TYPE (Check All Appropriate Lines)

General

Special

Research

Instructional

Extension

Service

Other

Student

Faculty

Administration

Other

Approved (Signature and Date)

*[Signature]*

*[Signature]*

## SYLLABUS OF RECORD

**I. Catalog Description**

TH 116 Fundamentals of Theatrical Design

3 credits  
3 class hours  
(3C-01-3sh)

Prerequisites: None

This course introduces the fundamentals of scene, costume, lighting and sound design for theater and dance. It is focused on creative processes used by designers to make choices. Topics include script analysis, director and designer communication and the integration of the design elements into a unified production.

**II. Course Objectives**

Upon completion of this course, the student will be able to:

1. express an understanding of how theatrical designers use the elements of design and principles of composition to create the visual world of the play.

2. describe and evaluate the relationship between scenery

- a. Dance
- b. Improvisation
- 3. Developing the Design Concept
- B. The Designer as Creative Artist (1 week)
  - 1. Design Process
  - 2. Collaboration

## SECTION II. THE DESIGNER'S TOOLS

- A. Elements of Design (1 week)
  - 1. Line
  - 2. Color
  - 3. Shape
  - 4. Texture
  - 5. Mass
- B. Principles of Composition (1 week)
  - 1. Balance
  - 2. Unity
  - 3. Proportion
  - 4. Emphasis
  - 5. Harmony
  - 6. Rhythm
  - 7. Symmetry
- C. Application of Design Elements and Principles (2 weeks)
  - 1. Scenery
  - 2. Costumes
  - 3. Lighting and Sound
- D. Principles of Design Graphics (2 weeks)
  - 1. Mechanical Drawing
    - a. Floorplans
    - b. Elevations
    - c. Sections
  - 2. Perspective Drawing and Models
  - 3. Costume Rendering and Figure Drawing
  - 4. Lighting Plot and Schedules

## SECTION III. DESIGN COMMUNICATION

~~A. Production Team Organization and Communication~~

### 3. Recycling Materials

D. Theater Safety (1/2 week)

#### **SECTION IV. THE DESIGNER'S HISTORICAL PERSPECTIVE**

A. The Vocabulary of Theater Spaces (2 weeks)

1. "Geography" of the Theater Space
2. Ancient Foundations
3. Medieval "Open" Forms
4. The Renaissance Roots of Proscenium Staging
5. The 20th Century

B. Survey of Historical and Contemporary Theatrical Designers  
(Presentation of Student Research Papers) (1 week)

#### **IV. EVALUATION METHODS**

The final grade for the course will be determined by the following:

**VI. SPECIAL RESOURCE REQUIREMENTS**

Pencils/drafting paper/collage materials

Pecktal, Lynn, Costume Design: Techniques of Modern Masters,  
Backstage Books, 1993

Pecktal, Lynn, Designing and Drawing for the Theatre, McGraw-  
Hill, Inc., New York, NY 1995

Pecktal, Lynn, Designing and Drawing for the Theatre, McGraw-Hill, Inc., New York, NY 1995

Course Analysis Questionnaire

Section A: Details of the Course

A1 This course fits into the core curriculum of the Theater Department. This course is designed for theater majors and

A2 This course has never been offered at IUP

C6 Each section can accommodate 15 to 18 students due to the size of the design studio and the nature of the

course.