

GRANDE PRAIRIE REGIONAL COLLEGE
DEPARTMENT OF VISUAL AND PERFORMING ARTS
W 1990-1991

Course Outline

DRAMA 306 3(2-0-1)

Instructor: Peter Gerk Office: 539-2904

Description:

Introductory course in production techniques, construction, lighting and design.

Objectives:

1. To establish a basic understanding of the physical nature of the theatre.
2. To introduce the student to rudimentary design concepts, techniques, and styles.
3. To introduce the student to standard scenic elements.

Syllabus:

1. Physical nature of the theatre
 - a) spaces and facilities
 - b) stage geography and terminology
 - c) production departments and responsibilities
 - d) historical perspectives
2. Elements of set design
 - a) interpretive (color, mood, time, etc.)
 - b) styles
 - c) new approaches
3. Creating the design
 - a) sketches and renderings
 - b) models
 - c) blueprints
4. Elements of lighting design
 - a) principles of lighting
 - b) lighting as interpretation
 - c) special effects

Methods:

1. Lectures
2. Demonstrations
3. Workshops
4. Projects

Assignments:

- | | | |
|----|--|-----|
| 1. | Set design project | 20% |
| 2. | Costume design project | 20% |
| 3. | Lighting design project | 20% |
| 4. | Participation in discussion, critiques | 10% |
| 5. | Final Project (set, costume, lighting) | 30% |

Reading List:

- | | | |
|----|------------------------------------|------------------------------|
| 1. | Stage Design | by Howard Bay |
| 2. | Contemporary Stage Design U.S.A. | by E. Burndick |
| 3. | Theatres, Spaces, Environments | by B.McNamara |
| 4. | Designing with Light | by J.M. Gillette |
| 5. | Stage Scenery & Lighting | by S. Seldon &
H. Sellman |
| 6. | various articles as distributed | |
| 7. | Selected plays for design projects | |