

Drma 211 Scenic Design I

COURSE LEARNING OUTCOMES (CLOs)

1. Identify and apply the elements and principles of scenic design.
2. Utilize primary and secondary research materials.
3. Communicate creative ideas thru collages, sketches, and renderings.
4. Deliver clear, concise design presentations.
5. Collaborate with others.
6. Offer constructive criticism.
7. Develop and create a portfolio.
8. Demonstrate a working knowledge of applying historical architectural elements to design.
9. Demonstrate a working knowledge of shop tools and safety procedures.
10. Demonstrate a working knowledge of 3D modeling techniques and production.

Outline

- I. Introduction to course
 - A. Introduction to equipment
 - B. Work place safety
- II. Principles of Design
 - A. Applying the play text to the principles of design
 - B. Realism versus non realism
 1. Imagination and perception
 2. Symbolism
 3. The role of the audience
 - C. Collage
- III. Introduction to 2 dimensional design
 - A. Process for creating a maquette
 - B. Drafting tools
 - C. Isometric and oblique design
 - D. Mechanical perspective
- IV. Ground plans
 - A. Scene design drawings
 - B. Shop drawings
 - C. Line sections
- V. Front elevations
 - A. Sketching
 - B. Wall elevations
 - C. Window elevations

- D. Door elevations
- E. Stair and platform elevations
- F. Specialty elevations
- G. Mechanical elevations
- H. Detailing and messaging
- I. Color rendering
- VI. Researching
 - A. Historical
 - B. Contemporary
- VII. Model building
 - A. Materials
 - B. Assembly
- VIII. Portfolio development
 - A. Principles of presentation
 - B. Communicating the design vision