Spokane Falls Community College

COURSE LEARNING OUTCOMES AND OUTLINE

Prefix and Course Number: DRMA 240
Course Title: Scenic Design and Technology

Last Modified: Winter | 2020

Course Learning Outcomes

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

1. Identify and understand the use of scenic design equipment and tools associated with design.
2. Practically apply the skills learned in a completed conceptual scenic design.
3. Demonstrate understanding of theatrical and cinematic construction and scenic painting techniques by collaborating in the practical application of designs.
4. Understand, demonstrate, and practice the responsible use of equipment in accordance with industry safety guidelines.
5. Research and demonstrate business skills for the profession including creating a design portfolio, a rendering and process presentation, and an understanding of the function of stagehand unions (for both film and theatre), designer contracts, and producing organizations.

Course Outline:

Responsible Use of Theatrical and Cinematic Equipment: Examining Industry Safety Procedures (approximately one week)

- Review of safety procedures.
- Review of construction-specific tools and equipment
- Demonstration of safe operation of tools and equipment

Practical Application of Theatrical Design: Understanding Theatre Technology (approximately three weeks)

- Introduction to basic design and construction techniques for stage and studio machinery and scenic elements like: platforms, flats, stairs, ramps, doors, windows, etc.
- Review of the purpose and usage of various stage machinery and scenic elements.
- Introduction to theatrical rigging and mechanical systems (winches, hoists, etc)
- Hands-on work with unique technologies and design software.

Scenic Painting Techniques (approximately three weeks)

- Introduction to basic theatre and studio painting techniques and styles, like: scumbling, dry-brushing, stippling, marbling, stone, brick, wood grain, etc.
- Introduction to digital image design for projection or large-format printing.
- Review of the purpose and usage of various stage and studio painting techniques.
- Hands-on work with industry painting technologies (grid transfers, projection, airbrush, etc).

Property Design (approximately two weeks)

- Introduction to basic skills and techniques needed to create life-like props for theatre, film, and television, including: plaster casting, mold-making, latex techniques, poly carving, etc.
- Review of the purpose and usage of various stage prop-making techniques
- Hands-on work with entertainment industry prop-making technologies (3D printing, fabrication design, etc).

Production Set Design & Professional Opportunities (approximately two weeks)

- Creation of ground plans and digital design
- Script text analysis and research strategies for scenic designers.
- Creation of a practical model for a specific design.