



Course Information

A: Division: ACADEMIC

DATE: 90.06.25

B: Department: ARTS & HUMANITIES

New Course: _____

Revision of Course information form: X

DATED: 87.04.27

C: STGE 100 (old 101, 102) D: DRAFTING, DESIGN, AND MODEL MAKING E: 2.5
 Subject & Course No. Descriptive Title Semester Credits

F: Calendar Description:
 An introductory course exploring the media of design for the stage. Emphasis is placed on the basic skills of drafting and model making as they relate to the design process, and will include technical drawings, pictorial drawings, and scale models.

Summary of Revision:
 (Enter Section Revised)
 eg. Section: C,E,F, and R
 1990.06.25:
 Sections: C, D, E, F, G, J, K, N, O, P, Q, and R

G: Type of Instruction: Hours Per Week		
Lecture	<u>1</u>	Hrs.
Laboratory	_____	Hrs.
Seminar	_____	Hrs.
Clinical Experience	_____	Hrs.
Field Experience	_____	Hrs.
Practicum	_____	Hrs.
Shop	_____	Hrs.
Studio	<u>3</u>	Hrs.
Student Directed Learning	_____	Hrs.
Other	_____	Hrs.
TOTAL	<u>4</u>	HOURS

H: Course Prerequisites:
 NONE

I: Course Corequisites:
 NONE

J: Course for which this course is a pre-requisite
 STGE 200

K: Maximum Class Size:
 25

M: Transfer Credit:
 Requested _____
 Granted X

L: College Credit Transfer X
 College Credit Non-Transfer _____

Specify Course Equivalents or Unassigned Credit as Appropriate

UBC: THTR 250
 SFU: FPA (2) TECH THTR
 UVic: THEA 100 Level (2)
 Other:

Jaqueline Brooks
 COURSE DESIGNER(S)
Jaqueline Brooks
 DIRECTOR/CHAIRPERSON

P.H. Angus
 DIVISIONAL DEAN
P.H. Angus
 REGISTRAR

**N: Textbooks and materials to be Purchased by Students
(Use Bibliographic Form):**

Gillette, J. Michael. Theatrical Design and Production. Mayfield
Publishing Company, 1987. Palo Alto, California.

Complete Form with Entries Under the Following Headings: O. Course Objectives; P. Course Content; Q. Method of Instruction; R. Course Evaluation

O. COURSE OBJECTIVES

1. Students will become familiar with the purpose, techniques and objectives of design for the stage.
2. Students will demonstrate the fundamental skills of drafting for the stage.
3. Students will become familiar with the designer/technician relationship.
4. Students will become familiar with the various types of scenic models.
5. Students will demonstrate the procedures and techniques required for the conceptualization and construction of the scenic model.

P. COURSE CONTENT

1. Drafting

- conventions
- equipment
- orthographic projection
- sections
- pictorial
- sketching

2. Design

- purpose (environment of action)
- techniques (perspective and rendering)
- objectives (practicable, attractive, expressive)
- history (architectures and design)
- inter-relationship (design and technician)

3. Model Making

- conceptualization (sketch of floor plan)
- tools and materials
- types (experimental, working, exhibition)
- construction techniques

Q. METHOD OF INSTRUCTION

Each week there will be one hour of lecture and three hours of practical work in the drafting lab, or design studio.

R. EVALUATION

Weekly Assignments x 14	50%
Project	30%
Written Test	<u>20%</u>
	100%

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