THTR2130 - Design for the Stage

Credits:	3 (3/0/0)
Description:	Meets MnTC Goal 6. Students will study the concepts, processes and practices common to theatrical design: stage scenery, lighting, sound, props and costumes. Students will analyze scripts, research design, practice creative and mechanical drawing, build set design models and present design concepts. Production hours may be used to enhance students' understanding of theatrical construction. Each student will be required to learn and observe safety rules in the scene shop, lighting and sound booth, and in other relevant technical areas.
Prerequisites:	• THTR1140 OR • THTR1125 OR • THTR1100
Corequisites:	
Pre/Corequisites*:	
Competencies:	1. Identify set, lighting, audio and costume equipment used in the theatre. 2. Operate tools and equipment while observing safety rules. 3. Use terms and principles learned in class to discuss the fundamentals of stage design and renderings. 4. Describe how design elements contribute to atmosphere, theme, character, style and mood in theatrical productions and enrich the meaning of drama. 5. Display effective design in stage scenery, lighting, sound and costuming through drawings, renderings and set models. 6. Identify the materials, supplies and technology used in design for the theatre. 7. Draft, edit and apply feedback to design renderings and then select the most appropriate style and materials for application. 8. Generate an informed personal reaction to design elements in a theatrical production.
MnTC goal areas:	6. The Humanities and Fine Arts

Can be taking as a Prerequisite or Corequisite.

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