INTRODUCTION TO ALL ASPECTS OF SCENIC AND PROJECTION DESIGN FOR LIVE THEATRICAL PERFORMANCE. STUDENTS WILL VIEW AND DISCUSS CONTEMPORARY PROJECTION DESIGN AND ITS APPLICATION FOR LIVE THEATRICAL PERFORMANCE AND PRODUCTION. STUDENTS WILL ALSO LEARN TO GENERATE STILL AND MOVING-IMAGE CONTENT, EDIT AND PREPARE MEDIA, BASICS OF IMAGE AND VIDEO EDITING, SPECIFICS OF HARDWARE COMPONENTS SUCH AS MIXERS, MONITORS AND PROJECTORS AND THE MECHANICS OF WORKING WITH MULTIPLE SCREENS. THIS COURSE WILL INCLUDE CREATIVE PROJECTS.

JUSTIFICATION FOR COURSE:

PREREQUISITES:

COREQUISITES:

ADVISORIES:

ASSIGNED DISCIPLINES:

Drama/theater Arts
Stagecraft
Theater arts

MATERIAL FEE: Yes [ ] No [x] Amount: $0.00

CREDIT STATUS: Noncredit [ ] Credit - Degree Applicable [x] Credit - Not Degree Applicable [ ]

GRADING POLICY: Pass/No Pass [x] Standard Letter [x] Not Graded [ ] Satisfactory Progress [ ]

OPEN ENTRY/OPEN EXIT: Yes [ ] No [x]

TRANSFER STATUS: CSU Transferable[ ] UC/CSU Transferable[ ] Not Transferable [x]

BASIC SKILLS STATUS: Yes [ ] No [x] LEVELS BELOW TRANSFER: Not Applicable

CALIFORNIA CLASSIFICATION CODES: Y - Not Applicable

NON CREDIT COURSE CATEGORY: Y - Not applicable, Credit Course

OCCUPATIONAL (SAM) CODE: D

REPEATABLE ACCORDING TO STATE GUIDELINES: No [x] Yes [ ] NUMBER REPEATS:

REQUIRED FOR DEGREE OR CERTIFICATE: No [ ] Yes [x]
Scenic, Lighting and Projection Design Technician Certificate
Scenic, Lighting and Projection Design Technician(Certificate of Achievement)
Scenic, Lighting and Projection Design Technician(Certificate of Achievement)
THEATRE ARTS(Associate in Arts for Transfer)
Theater Arts(Associate in Arts)

GE AND TRANSFER REQUIREMENTS MET:
COURSE LEVEL STUDENT LEARNING OUTCOME(S) Supported by this course:

1. Design scenery and projections for a live theatrical production
2. Design, construct, rig and operate mixers, monitors, and projectors (both single and multiple screens)
   to generate projections for a live theatrical production
3. Generate still and moving-image content, perform fundamental image and video editing and prepare
   media for projection

COURSE OBJECTIVES:
1. design scenery and projections for a live theatrical production
2. design, construct, rig and operate mixers, monitors, and projectors (both single and multiple screens)
   to generate projections for a live theatrical production
3. generate still and moving-image content, perform fundamental image and video editing and prepare
   media for projection

COURSE CONTENT:

LECTURE CONTENT:

A. Principles of projection design
B. Principles of scenic design, building, painting and rigging
C. Principles of stage lighting
D. Stage crew activity for projection production
E. Equipment use and safety

LABORATORY CONTENT:

A. Principles of projection design
B. Principles of scenic design, building, painting and rigging
C. Principles of stage lighting
D. Stage crew activity for projection production
E. Equipment use and safety
F. Generation of still and moving-image content
G. Fundamental image and video editing
H. Preparation of media for projection
   I. Construction, rigging and operation of mixers, monitors, and projectors (both single and multiple screens) to
      generate projections

METHODS OF INSTRUCTION:

A. Lecture:
B. Lab:
C. Independent Study:

INSTRUCTIONAL TECHNIQUES:
COURSE ASSIGNMENTS:

Reading Assignments

Student is expected to read appropriate reading sections as assigned.

Additional reading will be required in preparation of a design project including play scripts and historical and practical research materials necessary for the realization of the scenery and projection design.

Out-of-class Assignments

Students will devote time to research and review of live theatrical projection design productions found at concerts, theme parks, theatrical productions, industrial shows and special events

Writing Assignments

In addition to the required text, students will devote time for independent study and review for examinations and skill demonstrations. The student is required to demonstrate, identify, comprehend, evaluate, condense, interpret, justify and describe the principles and methodologies of scenery and projection design by presenting a design project for a particular play.

METHODS OF STUDENT EVALUATION:

Midterm Exam
Final Exam
Short Quizzes
Written Assignments
Essay Examinations
Objective Examinations
Report
Projects (ind/group)
Problem Solving Exercises
Oral Presentations
Skills Demonstration

Demonstration of Critical Thinking:

Written and oral critiques of scenic and projection design projects

Analysis and critiques of visual materials (video, DVD)

Student must understand and identify the various concepts, techniques, terminologies and materials of stage scenery and projections.

Student must also identify and evaluate ways to effectively work as a technician by synthesizing a variety of concepts in order to compare and contrast alternative choices in production.

Required Writing, Problem Solving, Skills Demonstration:

In addition to the required text, students will devote time for independent study and review for examinations and skill demonstrations. The student is required to demonstrate, identify, comprehend, evaluate, condense, interpret, justify and describe the principles and methodologies of scenery and projection design by presenting a design project for a particular play.

Texts, Readings, and Resources:

Textbooks:

Library:

Adequate library resources include: