

**Coffeyville Community College**

**THTR-161**  
**COURSE SYLLABUS**  
**FOR**  
**STAGECRAFT**

**Mark Frank**

**Instructor**

**COURSE NUMBER:** THTR-161 **COURSE TITLE:** Stagecraft

**CREDIT HOURS:** 3

**INSTRUCTOR:** Mark Frank

**OFFICE LOCATION:** 170 Arts and Sciences Building

**OFFICE HOURS:** See schedule posted on office door

**OFFICE PHONE:** (620) 251-7700 ext. 2145

**PREREQUISITE(S):** None

**REQUIRED TEXT AND MATERIALS:** Gillette, Michael. *Theatrical Design and Production*. 6<sup>th</sup> edition. McGraw-Hill. New York. 2008

**COURSE DESCRIPTION:**

This is an introduction to theatre arts of design, acting, direction and business through laboratory experience mixed with lecture. Students will work on construction and operating crews, handle business details under supervision and generally participate in the operation of college theatre.

**EXPECTED LEARNER OUTCOMES:**

1. Understand and recognize conventional scenery construction techniques.
2. Understand scene painting techniques.
3. Recognize elements of sound equipment and their functions.
4. Identify stage lighting instruments and principles in preparation for lighting design.
5. Understand the procedures governing the management of the theatre.
6. Recognize and understand usage of theatre terminology.
7. Demonstrate knowledge of technical drawing techniques as applied to theatre.
8. Recognize various rigging applications.

**LEARNING TASKS & ACTIVITIES:**

Weeks 1-3: Syllabus, Safety, Introduction to Tools  
Weeks 3-6: Flat Construction  
Weeks 7-10: Lights/Sound/Props  
Weeks 11-16: Set Design/Drafting/Painting

**ASSESSMENT OF  
OUTCOMES:**

Grades will be determined by how well the student performs the tasks assigned in various productions and work in class sessions. As a rule, no book assignments will be given and the required text and glossary will serve only as reference material to accomplish the work involved in the productions.

Time spent by and the reliability of the student in preparation of the productions are very important.

**POINTS**

Tool & Shop Safety Quiz	50 points
Flat Construction Project	50 points
Flat Covering Project	50 points
Flat Painting Project	50 points
Lighting Design Project	200 points
Set Design Project	200 points
Play Production Construction	200 points
Attendance	100 points
3 Tests @ 100 points each	<u>300 points</u>
<b>TOTAL</b>	<b>1200 points</b>

**ATTENDANCE  
POLICY:**

Students are expected to attend all classes. It is the responsibility of the student to make definite arrangements with the instructor for make-up work BEFORE going on field trips or other college-sponsored events.

No more than three (3) absences will be allowed during the semester without a grade penalty. After the third unexcused absence, student will lose their 100 attendance points.

Class periods and assignments that are missed without prior arrangements with the instructor may NOT be made up unless unusual circumstances prevail and at the instructor's prerogative.

**GENERAL  
INFORMATION:**

Carelessness and "horse-play" are items to be discarded in stagework. The workshop and stage are places of business, not playgrounds.

The school does not carry insurance to cover accidents and is not liable if any injury occurs. **BE CAREFUL!!**

The instructor is responsible for the care and use of the theatre. Occasionally, another instructor will assume that, because a

student is in the stagecraft class, he can assume the responsibility for the operation of the theatre. This is NOT the case, refer that person to the theatre instructor immediately.

Likewise, equipment in the theatre is to be used **only** with the knowledge and consent of the theatre instructor.

Student must follow all safety rules in the shop and must prove to instructor their machine knowledge prior to machine operation.

**This syllabus is subject to change at the discretion of the instructor with prior notification to the student.**

## **COMPETENCIES:**

### **SECTION I SCENERY CONSTRUCTION**

<b>UNDERSTAND AND RECOGNIZE CONVENTIONAL SCENERY CONSTRUCTION TECHNIQUES</b>
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1. Identify the components of a standard flat. (Knowledge)
2. Produce a standard platform. (Application)
3. Prepare a standard step unit. (Application)
4. Show construction techniques of a parallel platform. (Application)
5. Describe materials necessary to construct a flat and prepare it for painting. (Knowledge)
6. Identify the MSDS information for the scene shop. (Knowledge)
7. Explain Egress and OSHA rules. (Synthesis)
8. Illustrate proficiency with hand tools. (Application)

### **SECTION II SCENE PAINTING**

<b>UNDERSTAND SCENE PAINTING TECHNIQUES</b>
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9. Identify the technique of laying-in. (Knowledge)
10. Describe the technique of scumbling. (Knowledge)
11. Describe the techniques of wet blends. (Knowledge)
12. Show the technique of spattering. (Application)
13. Identify the technique of marbleizing. (Knowledge)
14. Explain the proper mixing of paints. (Comprehension)
15. Show the proper care and usage of brushes, sponges, and rollers. (Application)
16. Identify the technique of dry-brushing. (Knowledge)
17. Describe the process of stenciling. (Knowledge)

### **SECTION III SOUND EQUIPMENT**

<b>RECOGNIZE ELEMENTS OF SOUND EQUIPMENT AND THEIR FUNCTIONS</b>
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18. Explain the patch panel. (Comprehension)
19. Identify and use the tape recorder. (Knowledge and Application)
20. Operate an amplifier. (Application)
21. Describe a mixer. (Knowledge)
22. Use a microphone. (Application)
23. Illustrate adjustments for proper impedance and level matching. (Analysis)

### **SECTION IV LIGHTING PRINCIPLES**

<b>IDENTIFY STAGE LIGHTING INSTRUMENTS AND PRINCIPLES IN PREPARATION OF LIGHTING DESIGN</b>
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24. Describe the optics of lighting instruments. (Knowledge)
25. Identify the purpose and usage of the ellipsoidal spotlight. (Knowledge and Analysis)
26. Identify the purpose and usage of the fresnel spotlight. (Knowledge and Analysis)

27. Identify and explain the scoop. (Knowledge and Comprehension)
28. Describe the Linnebach projector. (Knowledge)
29. Identify and operate the follow spot. (Knowledge and Application)
30. Justify the use of gel on lighting instruments. (Evaluation)
31. Operate the dimmer board. (Application)

#### SECTION V STAGE MANAGEMENT

<p>UNDERSTAND THE PROCEDURES GOVERNING THE MANAGEMENT OF THE THEATRE</p>
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32. Prepare a budget for a production. (Application)
33. List wood, canvas, hardware, and paint to be purchased. (Knowledge)
34. Relate lighting equipment needed for production. (Evaluation)
35. Explain and identify costumes, wigs, and makeup needed. (Evaluation and Analysis)
36. Describe sound effects required. (Knowledge)
37. Show the light and sound booth. (Application)

#### SECTION VI THEATRE TERMINOLOGY

<p>RECOGNIZE AND UNDERSTAND USAGE OF THEATRE TERMINOLOGY</p>
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38. Distinguish between front-of-house and back-of-house. (Comprehension)
39. Identify the playing areas of a stage. (Knowledge)
40. Distinguish between upstage and downstage. (Comprehension)
41. Define splash/spill, kill, throw, and wash. (Knowledge)
42. Differentiate among "warm" and "cool" colors. (Analysis)
43. Identify and explain the fly area. (Knowledge and Comprehension)
44. Demonstrate understanding and usage of the scene shop. (Application)

#### SECTION VII TECHNICAL DRAWING

<p>DEMONSTRATE KNOWLEDGE OF TECHNICAL DRAWING TECHNIQUES AS APPLIED TO THEATRE</p>
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45. Prepare a drafting plate and square the paper. (Application)
46. Operate a straight-edge, triangles, architect's scale, compass, and dividers. (Application)
47. Demonstrate the procedures for drawing a floor plan to scale. (Application)
48. Justify accepted drawing techniques of rear elevations, exploded view, and working drawings of scenic elements. (Evaluation)
49. Create a model at one set. (Synthesis)
50. Point out all windows, doors, colors, platform heights, and flat height. (Analysis)
51. Describe a box set. (Knowledge)
52. Explain proportional enlarging. (Comprehension)

## SECTION VIII RIGGING

### RECOGNIZE VARIOUS RIGGING APPLICATIONS

53. Explain rigging hardware and knots. (Comprehension)
54. Outline rigging safety requirements. (Knowledge)