

# North Hennepin Community College

## TFT 1290: Design for Theatre

### A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: \*.\*

Lab Hours/Week: \*.\*

OJT Hours/Week: \*.\*

Prerequisites: None

Corequisites: None

MnTC Goals: Goal 06 - Humanities/Fine Arts

This course is an examination of how theatre design (set, costume, properties, and lighting) are used to support the production of a play. The elements of design- line, texture, color, and form- are explored as they have been and are currently used by designers and directors for theatrical productions. Students analyze dramatic literature and create design projects.

**B. COURSE EFFECTIVE DATES:** 08/26/2004 - Present

### C. OUTLINE OF MAJOR CONTENT AREAS

1. Students study the historical and theoretical approaches to stage design. Students read and analyze dramatic literature and demonstrate their ability to visually support that literature through written and practical projects illustrating their use and understanding of design elements in production.

### D. LEARNING OUTCOMES (General)

1. Identify, analyze and evaluate the major areas of theatrical design, e.g. scenery, props, costumes, and lighting, both in theory and practice. (MnTC G 6, a c d; ELOs 1, 2)
2. Apply basic principles of design to stage production. (MnTC G 6 a, b, c, d; ELOs 2, 3, 4)
3. Develop a working knowledge of stage spaces and how they affect design. (MnTC Goal 6 c, d; ELO 1, 2)
4. Analyze dramatic literature in order to support that literature with creative, aesthetically appealing, and practical design choices. (MnTC Goal 6, a, b, c, d, e; MnTC Goal 2 a, b, c, d; ELOs 1, 2, 3, 4)
5. Communicate their design ideas both in writing and with concrete visual aids, i.e. models, drawings, working sketches, art references, and so on. (MnTC Goal 6, a, b, c, d, e; MnTC Goal 2 a, b, c, d; ELOs 2, 3, 4)
6. Evaluate theatrical design elements used by themselves and by others. (MnTC Goal 6 a, b, c, d, e; MnTC Goal 2 a, b, c, d; ELOs 2, 3, 4)

### E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

Goal 06 - Humanities/Fine Arts

1. Demonstrate awareness of the scope and variety of works in the arts and humanities.
2. Understand those works as expressions of individual and human values within an historical and social context.
3. Respond critically to works in the arts and humanities.
4. Engage in the creative process or interpretive performance.
5. Articulate an informed personal reaction to works in the arts and humanities.

**F. LEARNER OUTCOMES ASSESSMENT**

As noted on course syllabus

**G. SPECIAL INFORMATION**

None noted