Minnesota State University Moorhead

THTR 450: Scenic Studio

A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 3

Lab Hours/Week: 0

OJT Hours/Week: *.*

Prerequisites: None

Corequisites: None

MnTC Goals: None

Explore different types of stage settings: different styles, designing for different types of theatre spaces, and different approaches to the genres of dramatic literature. Offered on demand.

B. COURSE EFFECTIVE DATES: 08/20/2012 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Advanced techniques in scene design.
2. Computer software dedicated to design.
3. Creative process.

D. LEARNING OUTCOMES (General)

1. To introduce students to the computer program Sketch Up and how it can be used to render for theatre.
2. To introduce students to Photoshop and how it can be used to render for theatre.
3. To introduce students to the use of a digital drawing tablet and how it can be used to enhance renderings for the stage.
4. To demonstrate how a two dimensional sketch can be digitized and turned into a digital sketch.
5. To ultimately learn and put into practice how computer software can be used as a tool in expressing a design concept digitally.

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

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted