

THEA G185: STAGE SCENERY 2 - PROJECTION DESIGN AND PRODUCTION

| Item | Value |
|------------------------------------|---|
| Curriculum Committee Approval Date | 10/05/2021 |
| Top Code | 100600 - Technical Theater |
| Units | 3 Total Units |
| Hours | 72 Total Hours (Lecture Hours 45; Lab Hours 27) |
| Total Outside of Class Hours | 0 |
| Course Credit Status | Credit: Degree Applicable (D) |
| Material Fee | No |
| Basic Skills | Not Basic Skills (N) |
| Repeatable | No |
| Grading Policy | Standard Letter (S), • Pass/No Pass (B) |

Course Description

This course is an introduction to all aspects of scenic and projection design for live theatrical performance. Students will view and discuss contemporary projection design and its application, generate still and moving-image content, edit and prepare media, learn basics of image and video editing, learn specifics of hardware components such as mixers, monitors and projectors, and work with multiple screens. This course will include creative projects. PREREQUISITE: THEA G175 or Instructor permission. Transfer Credit: CSU; UC.

Course Level Student Learning Outcome(s)

1. Course Outcomes
2. Examine the role of projection design as a cinematic device for theatrical storytelling and character development.
3. Design scenery and projections for a live theatrical production
4. Generate still and moving-image content, perform fundamental image and video editing and prepare media for projection.

Course Objectives

- 1. Analyze historic and contemporary projection design and its application for live theatrical productions, concerts and events.
- 2. Identify technology used in contemporary projection design such as film, motion graphics and video technology including LED walls, cameras, motion graphics, playback equipment, and 2D and 3D animation.
- 3. Design and operate mixers, monitors, and projectors (both single and multiple screens) to generate projections for a live theatrical production.

Lecture Content

Principles of projection design Historic Contemporary History of Still and Moving Image Content 2D and 3D Animation Motion Graphics Film Video Digital Principles of theatrical design for the stage Scenic

design Set construction Scenic painting Theatrical rigging Special effects Principles of theatrical stage lighting Intensity Color Direction Movement

Lab Content

Techniques Projection design Scenic design Set construction Scenic painting Stage lighting LED walls Special effects Generation of still and moving-image content Preparation of media for projection 2D 3D Motion graphics Film Video Digital Fundamental image and video editing Construction, rigging and operation Mixers Monitors Projectors (both single and multiple screens) Stage crew activity for projection production Equipment use and safety

Method(s) of Instruction

- Lecture (02)
- DE Live Online Lecture (02S)
- DE Online Lecture (02X)
- Lab (04)
- DE Live Online Lab (04S)
- DE Online Lab (04X)

Reading Assignments

Reading selections as assigned. Play scripts and research materials necessary for the realization of a scenery and projection design project.

Writing Assignments

Visual presentation and written descriptions of the principles and methodologies of scenery and projection design as realized by presenting a design project for a particular play or musical. Attendance at a live theatrical projection design presentation found at concerts, theme parks, theatrical productions, industrial shows and special events for the purpose of written critical evaluation.

Out-of-class Assignments

Attendance at a live theatrical projection design presentation found at concerts, theme parks, theatrical productions, industrial shows and special events for the purpose of written critical evaluation.

Demonstration of Critical Thinking

Written and oral critiques of scenic and projection design projects Analysis and written critiques of visual materials (video, DVD, digital, online) as assigned. Critical identification and written and/or oral evaluation of varied concepts, techniques, terminologies and materials to compare and contrast alternative choices in theatrical projection design.

Required Writing, Problem Solving, Skills Demonstration

Analysis and written critiques of visual materials (video, DVD, digital, online) as assigned. Critical identification and written and/or oral evaluation of varied concepts, techniques, terminologies and materials to compare and contrast alternative choices in theatrical projection design.

Skill demonstration, visual presentation and written descriptions of the principles and methodologies of scenery and projection design as realized by presenting a design project for a particular play or musical. Attendance at a live theatrical projection design presentation found at concerts, theme parks, theatrical productions, industrial shows and special events for the purpose of written critical evaluation.

Eligible Disciplines

Drama/theater Arts: Masters degree or Master of Fine Arts in drama/theater arts/performance OR bachelors degree or Bachelor of Fine Arts in drama/theater/performance AND masters degree in comparative

literature, English, communication studies, speech, literature, or humanities OR the equivalent. Masters degree required. Stagecraft: Any bachelors degree and two years of professional experience, or any associate degree and six years of professional experience, Theater arts: See drama/theater arts Masters degree required.

Textbooks Resources

1. Required Oliszewski, A.. Digital Media, Projection Design, and Technology for Theatre, 1st ed. Routledge, 2018