

University of Arkansas – Fort Smith  
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**General Syllabus**

**THTR 35373 Scenic Design**

Credit Hours: 3

Lecture Hours: 3

Prerequisite: THTR 25173 Fundamentals of Design or consent of instructor

Effective Catalog: 2019-2020

**I. Course Information**

**A. Catalog Description**

Study of the scenographic art and its usage in modern theatrical design, including application of design elements and scale, and perspective rendering.

**B. Additional Course Information**

This course is required for students receiving a Bachelor's degree in Theatre (Design/Tech), and is optional in a Theatre (Acting/Directing) major or Theatre minor. It may be taken by students in other disciplines as an elective, provided prerequisites are met.

**II. Student Learning Outcomes**

**A. Subject Matter**

Upon successful completion of this course, the student will be able to:

1. Discuss the purpose of scenic design in theatrical work.
2. Explain the elements of good design.
3. Create a ground plan, elevation, and perspective rendering.
4. Demonstrate understanding of the collaborative design process.
5. Analyze a script to determine design challenges and needs.
6. Exhibit proper research technique.
7. Develop a working design from various scripts.
8. Critique designs for unity, workability, and overall success.

## **B. University Learning Outcomes**

This course enhances student abilities in the following general education areas:

### **Communication Skills (written and oral)**

Communication is key to the theatrical art. Students will improve their ability to articulate design choices and needs, and work collaboratively in the design process.

### **Analytical Skills**

#### **Critical Thinking**

Student will focus on critical analysis of scripts in order to make proper design choices and create models, renderings, and drawings, all with measured components will allow effective transmission of quantitative data from the designer to the production team.

## **III. Major Course Topics**

- A. Scale Drawings
- B. Mechanical Drafting
- C. Perspective Drawing
- D. Design Elements
- E. Scenic History
- F. Material Choices
- G. Color Theory
- H. Design Process
- I. Collaboration
- J. Evaluation