

Theater (Tech)

THEATER 338

INTRO TO DESIGN: THEATER, FILM, AND TV- Fall 2022

The student studies the design process for theatre, film, and TV. Specific topics include the relationship between text and design choices, recognition of basic compositional elements; color, mass, line, texture, rhythm, balance as used in storytelling; and the creation of design presentations through collage. Additional lecture topics include, architectural spaces of storytelling, from the proscenium arch to the sound stage, business practices of design, union affiliations for professional designers, and typical business vocabulary.

Transfer Credit: CSU (CSUGE Area C1), UC (IGETC Area 3A), C-ID (THTR 172)

THEATER 321

COMPUTER AIDED DRAFTING AND DESIGN-III - Spring 2023

Students create design plans for theatre disciplines on various computer applications including AutoCAD, SketchUp, and SketchBook. The design student will be introduced to the necessary skills to create professional design documentation and paperwork for scenic, lighting, and costume design.

Transfer Credit: CSU

THEATER 311

THEATRICAL LIGHTING- Summer 2023

Students develop skills used in theatrical lighting, including use of lighting instruments, accessories, control systems, as well as safety procedures. Students will light projects that develop foundational skills-placement of appropriate lights, magic sheets, and patching, as well as accuracy in the reproduction of light plots.

Transfer Credit: CSU, UC, C-ID (THTR 173)

For more info, please contact:

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