Minor in Theatre Design & Technology

Enhance and apply your design and/or technical craft skills in a theatrical context. You will have the ability to practice in the class room and back stage in the areas of costume, lighting, scenery, sound, automation, Graphic Projection Design, and stage management.

Begin your Theatre Design & Technology education TODAY contact, James Fortune, james.fortune2@wayne.edu
Core Requirements: 9 credits

**THR 1010 (VP) Intro to Theatre or THR 1111 Fundamentals of Theatre (3 credits)**
Intro to Theatre explores the historical, critical and cultural aspects of theatre and drama discussed relative to play attendance. Fundamentals of Theatre is an introduction to the aesthetic principles of theatre as an art form: with special focus on the design principles of theatre spaces.

**THR 1121 Play Analysis (3 credits)**
Reading and structural analysis of plays. Selected nineteenth and twentieth century plays.

**THR 2301 Intro to Design (3 credits)**
Practical exercises. Prerequisite to stage, costume or lighting design; techniques of costume, lighting design; rendering, drafting, perspective, color, and design.

Elective Credits: 9 credits

**THR 1411 Fundamental Crafts: Scenery/Costuming (3 credits)**
An introduction to stagecraft through examination and discussion of theatrical terms, construction techniques and practical applications in a variety of production areas including scenery, lighting, costumes, sound, and digital medial.

**THR 1461 Fundamental Crafts: Lighting/Stage Management (3 credits)**
An introduction to stagecraft techniques and practices used in the performing arts for lighting, sound, and stage management.

**THR 2611 Stage Management (3 credits)**
Study of activities except acting that take place on stage or backstage during a technical performance and during rehearsal period.

**THR 5311 Stage Design (3 credits)**
The scenic designer's multiple analysis of a play. Practice in evolving a technique of scenic design by study of selected plays with execution of sketches and working drawings.

**THR 5315 Advanced Stage Design (3 credits)**
Laboratory theory course in stylistic characteristics of modern stage designs.

**THR 5321 Theatre Costuming 1 (3 credits)**
Introduction to costume design and construction. Laboratory projects coordinated with University Theatre productions.

**THR 5325 Theatre Costuming 2 (3 credits)**
Advanced costume design projects concentrating on the expression of character through design principles. Further development of drawing and rendering skills.

**THR 5331 Stage Lighting (3 credits)**
Theory and practice in stage lighting. Examination of lighting in composition and the aesthetics of light through projects in the stage lighting laboratory. Discussion of applications of lighting instrumentation and control equipment to theatrical production. Participation in lighting University Theatre productions is required.

**THR 5335 Advanced Stage Lighting Design (3 credits)**
Examination of situations and responsibilities encountered in professional lighting design. Project work based on large-scale, complex requirements.

**THR 5332 Intro to Scene Painting (3 credits)**
Laboratory and demonstration course as an introduction to painting for the stage, with an emphasis on the materials, texturing techniques, three-dimensional effects and the beginning work from painter's elevations.

**THR 5422 Intro to Scene Painting (3 credits)**
Laboratory and demonstration course as an introduction to painting for the stage, with an emphasis on the materials, texturing techniques, three-dimensional effects and the beginning work from painter's elevations.

**Advanced Theatre Studio (1-3 credits)**

- THR 3582 Scenery/Lighting
- THR 3583 Costumes
- THR 3584 Stage Management
- THR 3586 Running Crew

Course offerings subject to change