

## COURSE OUTLINE

<u>ETT150</u> Course Number	<u><i>Scenic Techniques for the Entertainment Industry</i></u> Course Title			<u>3</u> Credits
<u>2</u> Class or Lecture Hours	<u>2</u> Laboratory Work Hours	<u>          </u> Clinical or Studio Hours	<u>          </u> Practicum, Co-op, Internship	<u>15 week</u> Course Length (15 week, 10 week, etc.)
<u>None</u> Performance on an Examination/Demonstration			<u>None</u> Alternate Delivery Methods	

**Required Materials:** Set of 4 scenic fitches

Text: Crabtree & Beudert, Scenic Art for the Theatre; 2<sup>nd</sup> edition

### **Catalog Description:**

Through a variety of projects, students will be introduced to fundamental techniques and materials used in scenic art. The course will explore color theory, various media, proper preparation of surfaces, different painting techniques, Pissaro shapes, cartooning backdrops, trompe l'oeil, and teamwork. The student will explore ways these techniques and materials are used in the theatre and other entertainment industries, including film, television, theme parks, and casinos.

### **Prerequisites:**

None

### **Co requisites:**

None

**Last Revised:** Spring 2006

### **Course Coordinator (name, email, phone extension):**

Kate Pinner, [pinner@mccc.edu](mailto:pinner@mccc.edu), ext 3584

**Learning Center Resources:** NONE

**Course Goals.**

*The student will be able to:*

- Understand basic color theory.
- Understand basic paint composition, and how to mix paint colors.
- Prepare the surface of a backdrop, flat, scenery or prop for painting.
- Transfer a design to canvas or muslin.
- Create a trompe l’oile design.
- Carve and texturize a basic scenic piece.
- Differentiate various materials and know their properties.
- Understand the different needs of scenic elements for stage, film, television, theme parks, casinos, etc.
- Discuss the job opportunities available in various fields for scenic artists.

**Evaluation of Student Learning.**

Students’ achievement of the course objectives will be evaluated through the use of the following tools:

- Quizzes to see that the student understands the material and to be used by the student as a study guide for the test.
- Active participation in class.
- 5 completed individual painting projects and 1 team painting project.
- 4 completed 3-dimensional projects.
- 1 test assessing students’ comprehension of reading material. (Non-credit students need not take the test.)
- Hands-on demonstrations of proper handling of tools, equipment, special techniques.

<b>Evaluation Tools</b>	<b>Percentage Of Grade</b>
Quizzes	5%
Class Participation	35%
Completed projects	50%
Tests	10%

**Units of Study in Detail.**

**Unit I: Color Theory, Paint and Brush Basics**

The student will be able to:

- Discuss color theory, terminology, and psychological meanings of color.
- Describe the color wheel and color model; mix and complete a color wheel.
- Discuss scenic paints, their composition and compatibilities; dyes; finishes; stains.
- Describe the anatomy of a brush and how to care for it.

### **Unit II: Basic Paint, Texture and Transfer Techniques**

The student will be able to:

- Demonstrate proficiency in at least five different painting techniques.
- Create wood grains and marble textures.
- Discuss methods of transferring designs to backdrops.
- Analyze various mediums and prepare surfaces for painting.

### **Unit III: Trompe l’Oile Techniques**

The student will be able to:

- Analyze relationship of form and its relationship to light using Pissaro shape theory.
- Create a complete and accurate cartoon.
- Paint convincing representations of real surfaces and materials like wood, stone, or printed fabric.
- Model the form with carefully applied light and shadow (known as *chiaroscuro*).

### **Unit IV: 3-Dimensional Objects**

The student will be able to:

- Identify different media used for creating objects and effects.
- Operate tools and machines needed to build, carve, shape, and/or embellish props and scenery.
- Analyze the different techniques that the different entertainment industries use to create illusions.

### **Unit V: Film and Television Techniques**

The student will be able to:

- Discuss the needs of the film and television industry as they apply to the scenic artist.
- Build and paint a scenic piece for the camera.
- Critique the success of a scenic piece for the camera.
- Discuss model making and backdrops for film and television.

### **Unit IV: Theme Park/Casino Techniques**

The student will be able to:

- Discuss the needs of other entertainment industries as they apply to the scenic artist.
- Build and paint a scenic piece for a theme park or casino or other industry.

### **Academic Integrity Statement:**

Students are expected to comply with the college-wide requirements for academic integrity. Mercer County Community College is committed to Academic Integrity—the honest, fair, and continuing pursuit of knowledge, free from fraud or deception. This implies that students are expected to be responsible for their own work. Presenting another individual’s work as one’s own and receiving excessive help from another individual will qualify as a violation of Academic Integrity. The entire policy on Academic Integrity is located in the Student handbook and is found on the college website ([http://www.mccc.edu/admissions\\_policies\\_integrity.shtml](http://www.mccc.edu/admissions_policies_integrity.shtml)).