

Minnesota State University Moorhead

THTR 356: Lighting Studio

A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 3

Lab Hours/Week: *.*

OJT Hours/Week: *.*

Prerequisites: None

Corequisites: None

MnTC Goals: None

Acquiring artistic and technical skills needed for designing lighting for the theatre; practical experience in design presentation. THTR 255 Stagecraft is recommended as a prerequisite.

B. COURSE EFFECTIVE DATES: 08/20/2012 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Techniques in lighting design.
2. Process and elements of design.
3. Creative execution process

D. LEARNING OUTCOMES (General)

1. Students will be able to identify the elements of lighting design and have gained some skill in the manipulation of design.
2. Students will have experienced the analysis, research, and synthesis designers go through when working on a creative project.
3. Students will have and understand of the paperwork involved in the lighting design process.
4. Students will have experienced communicating their ideas to their peers and have an understanding of the group nature of communication in the theatre and the personal responsibility assigned to lighting designers.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted