

**Course Outline for:** THTR 1125 Drawing and Rendering**A. Course Description**

1. Number of credits: 3
2. Lecture hours per week: 3
3. Prerequisites: None
4. Corequisites: None
5. MnTC Goals: Goal #6 Humanities and Fine Arts

Introduction to the techniques and process of drafting and drawing for theatrical design including mechanical drawing, computer aided drafting, freehand rendering. This course will provide the skills and fundamental techniques needed in scenic, costume, and lighting design, and provide the foundation for THTR 2020 Basic Design and THTR 1145 Lighting and Sound.

**B. Date last reviewed/updated:** February 2022**C. Outline of Major Content Areas**

1. Study the purpose of scenic and costume design.
2. Learn mechanical drafting techniques for scenic design and lighting design.
3. Learn computer aided drafting techniques for scenic design and lighting design.
4. Develop rendering skills for costume design.

**D. Course Learning Outcomes**

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

1. Describe what constitutes an effective and collaborative costume and set. (Goal 2a, 2b, 2c, 2d, 6a, 6b, 6c, 6e)
2. Demonstrate proficiency in various drafting and rendering techniques. (2b, 2d, 6d)
3. Create the drawings necessary for a full scenic design. (2b, 2d, 6a, 6d)
4. Create a fully-rendered costume design. (2b, 2d, 6a, 6d)

**E. Methods for Assessing Student Learning**

1. Class attendance and participation
2. Completion of assignments and projects

**F. Special Information**

Students must bear the expense for special materials and equipment needed.