

Module Title:	Set Design, Drawing and Painting For Stage
Language of Instruction:	English
Credits:	10
NFQ Level:	6
Module Delivered In	2 programme(s)
Teaching & Learning Strategies:	Studio workshops, demonstrations and group discussion. Drawing and painting practical demonstrations. Additional material available online through blackboard.
Module Aim:	The aim of this module is to further develop conceptual and practical scenic and set design skills for Theatre. An introduction to perspective drawing will develop learner drafting skills. This module expands skills in scene analysis, designing, storyboards and drafting and extends learner knowledge to a variety of visual image making strategies for theatrical design including an exploration of a number of drawing and rendering techniques. The module looks at a variety of media used to develop successful compositions in set design. Colour theory and how to mix paint will lead to practical skills acquisition in painting and rendering techniques combined with an understanding of collage and projection.

Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Remember and critically analyze a number of historical and contemporary set designs in reflective journal.
LO2	Demonstrate a conceptual understanding and experimental approach to using colour in set design through exploration in their notebook, storyboards and design development.
LO3	Demonstrate a practical understanding of the fundamentals of drawing and rendering in a variety of media.
LO4	Demonstrate understanding and knowledge of how to create different colours and paint for different surfaces. Apply knowledge and skills in stenciling, faux finishes and Trompe l'oeil effects.
LO5	Create a portfolio showing development and design knowledge in set design, for proscenium, thrust and arena stages.
LO6	Collaborate in a group to design, realize and present a large scale backdrop in collaboration with Media and TV Students.

Pre-requisite learning
Module Recommendations <i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>
No recommendations listed
Incompatible Modules <i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>
No incompatible modules listed
Co-requisite Modules
No Co-requisite modules listed
Requirements <i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>
No requirements listed

Module Content & Assessment

Indicative Content
Perspective Drawing Perspective drawing for set design.
Theatrical Spaces Introduction to the different types of theatrical spaces, their possibilities and constraints. Proscenium stage, Thrust stage, Arena, Flexible/black box stage, Profile theatre.
Drawing and Composition Creative drawing techniques and rendering effects.
Combining Media Charcoal, Markers, Pastels, Watercolour, Gouache, Acrylic.
Colour Theory Focusing on colour in design, creating mood, the psychology of colour, making meaning with colour. Colour composition and mixing,
Painting tools and equipment Introduction to a variety of brushes and tools to create techniques.
Creative Research Case studies on national & international set designers and their working methods expanding knowledge and visual literacy.
Design Briefs Combining techniques and an understanding of colour to develop short weekly design briefs in 3D
Collage Aesthetic Introduction to mixing and combining of visual imagery understanding its development in the 20th century and how to incorporate it for set design.
Developing painting digitally Scanning work, collage and combining, Projection
Scaling Up Developing skills in repeat patterns
Faux Finishes Spattering; scumbling; stippling, sponging; stencils; ragging; marbling; wood grain, wall paper patterns; Trompe L'oeil.
Group Project Last 5 weeks students will work to a design brief as a group, collaborating on the design, realization and exhibition of a large fabric backdrop. Exhibited in the IT.

Assessment Breakdown	%
Continuous Assessment	100.00%

Continuous Assessment				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Other	Creative research notebook- Formative assessment week 5.	1	10.00	Week 8
Reflective Journal	5 entries reflecting on the work of specific set designs discussed in class.	1	10.00	Week 10
Portfolio	Visual research and design development portfolio including drawing & painting techniques. Collate successful examples of different drafting, rendering and painting techniques developed over the module.	1,2,3,4,5	50.00	Week 13
Project	Group Project with Media & TV Students	1,2,5,6	30.00	Week 12

No Project

No Practical

No End of Module Formal Examination

SETU Carlow Campus reserves the right to alter the nature and timings of assessment

Module Workload

Workload: Full Time		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Studio Based Learning	Every Week	4.00
Practicals	Every Week	4.00
Independent Learning Time	Every Week	4.00
Total Hours		12.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_CGSDC_B	Bachelor of Science (Honours) in Set Design and Construction	2	Mandatory
CW_CGSDC_D	Bachelor of Science in Set Design and Construction	2	Mandatory