

- Cinema & Theatre Design Curriculum Plan

2017/2018

Third Semester - Interior Design			
Course Code	Course Title	Credit Hours	Pre – Requisite
INTR281	Interior Design Studio I	3.0	ARCH101
ARCH201	Technical Drawing II: Introduction to CAD	3.0	ARCH101
CDS213	3D Design Visualization Studio	3.0	CDS101
PHY105	Conceptual Physics	4.0	None
ENG201/ENG_201	English for Research Purposes	3.0	ENG102
INTR261	Human Dimensions in Housing and Interiors	3.0	None
		19.0	

Fourth Semester - Interior Design			
Course Code	Course Title	Credit Hours	Pre – Requisite
INTR252	Concept and Representation I	3.0	INTR281
INTR282	Interior Design Studio II	3.0	INTR281
ARCH202	Basic Architecture Design	3.0	INTR281
INTR285	Model Construction	4.0	ARCH201
ARCH241	Building Construction And Materials	3.0	INTR281
		16.0	

Fifth Semester-Cinema and Theatre			
Course Code	Course Title	Credit Hours	Pre – Requisite
THTR341	Introduction to Production Design	3.0	None
THTR351	Scenic Design Fundamentals and Applications	3.0	None
THTR355	Script Interpretation	3.0	None
THTR375	Lighting Design for Stage and Screen	3.0	None
THTR377	Principles of Directing	3.0	None
Elective 1	Refer to list of Electives :Humanities & Social Sciences (H/S Electives)	3.0	ENG101
		18.0	

Sixth Semester-Cinema and Theatre			
Course Code	Course Title	Credit Hours	Pre – Requisite
THTR371	Stage Craft & Set Construction	3.0	None
THTR352	Scenic Design for Stage and Screen I	3.0	THTR351
THTR356	Performance analysis	3.0	THTR355

THTR381	Production Design Studio I	3.0	THTR341
THTR385	History of Theater and Cinema	3.0	None
Elective 2	Refer to list of Electives :Humanities & Social Sciences (H/S Electives)	3.0	ENG101
		18.0	

Seventh Semester-Cinema and Theatre			
Course Code	Course Title	Credit Hours	Pre – Requisite
THTR405	Graduation Project I	5.0	Senior Standing
THTR452	Scenic Design for Stage and Screen II	3.0	None
THTR455	History of Styles	3.0	None
THTR481	Production Design Studio II	3.0	THTR381
THTR451	User Interaction Techniques in Design	3.0	None
		17.0	

Eighth Semester-Cinema and Theatre			
Course Code	Course Title	Credit Hours	Pre – Requisite
THTR442	Production Management and Administration	3.0	THTR341
THTR482	Production Design Studio III	3.0	THTR481
THTR456	Production Design Theory and Practice	3.0	THTR455
THTR406	Graduation Project II	6.0	THTR405
Elective DSN 1	Refer to list of Elective Design (D/S Electives)	3.0	None
		18.0	
Total		141.0	

- Cinema & Theatre Units Specifications:

- **INTR281 - Interior Design Studio I**

- This unit is a studio-based, first interior design unit, it includes an introduction to the interior design profession, with an emphasis on problem solving for small residential spaces. Elements and principles of design are explored as well as human factors, color theory, and the art of lighting. Students are introduced to residential space planning, furniture layouts, the development of color schemes and the selection of finishes, furnishings and materials.

The objectives of this course are to enable students understand the fundamentals of interior design process and creative principles and applications. Students will develop the necessary skills to think and process as designers based on designing the interiors of compact residential spaces in class assigned projects. Students are trained to adopt critical and analytical thinking in evaluating a diverse range of global innovative designs, which will ultimately develop their aesthetical awareness, design abilities and sense of creativity.

- **ARCH201 - Technical Drawing II: Introduction to CAD**

- This unit is a lab-based unit that teaches students how to design using CAD as a drawing tool, achieve, and present their designs and creativity concept.

- Unit Module has 3 directions for different students :

- One: for interior and cinema & theatre design students, it can help them in creating and editing plans, elevations and sections.

- Second: for graphic design students, it can help them in making designing patterns and geometrical illustration concept easily and open new way in creativity.

- Third: for fashion design students, it can help them in designing pattern and shapes to reflect geometrical concept in their designs.

It aims to use CAD effectively in geometrical designs and technical drawing, design & create (geometric patterns –shapes), measure and draw interior(plans - elevations –sections),present (designs-drawing) using colors & hatching and related stuff.

- **CDS213 - 3D Design Visualization Studio**

- This unit covers all concepts relating to 3D form as well as related special issues. The unit will introduce the key skills and professional knowledge needed to creative development, the built environment and the elements within it. Students will learn how to design real as well as virtual objects, products.

- Model making, both analogue and digital, is an important part of this unit. Students are encouraged to experience materials and processes, and to question the relationship between form and function. The unit also examines ethical practice and the role of design in sustaining natural and social environments.

Working in parallel with 2D visualization, this unit aims to develop the students' creative thinking and to enhance their imagination capabilities through 3D practice. It also aims to explore the students' awareness of the values of both Form and space throughout a number of workshops and studio practice as well as introductory sessions in 3D digital Design.

- **INTR261 - Human Dimensions in Housing and Interiors**

- This unit is a studio-based unit that discusses the relationships between people and various characteristics of their habitats. It deals with physical and cultural issues. Physically, it also studies the measurements of the human body on a comparative basis known as anthropometrics. Furthermore, it discourses the implications of social, cultural, psychological, and ecological factors which determine how individuals behave in different housing environments on design solutions.

The objectives of this unit are two fold; on one hand, students will be able to discern the fundamentals of anthropometrics and gain a basic understanding of how interior design standards are established. Students will develop the necessary skills to explore the problem of adjustability in design from the physical standpoint. On the other hand, students will also be trained to incorporate socio-cultural human factors in their design activity through group work research on case studies.

- **INTR252 - Concept and Representation I**

- This unit is a studio-based unit that identifies methods used in the visual presentation of interior spaces and articulates them in written and visual language. Student should acquire an ability to communicate simple forms graphically by transforming visual information into a two-dimensional image with shade and shadow. This course presents a range of styles and techniques. The goal is to provide students and practitioners with information on visual presentation techniques and a variety of methods and materials.

The unit aims to develop the abilities for visualization & representation based on scientific methods. The students should know the fundamentals of the architectural drawing and representation including orthographic projection, shade and shadow and, perspective

- **INTR282 - Interior Design Studio II**

- This unit is a studio-based unit, that reinforces concepts and skills developed in Interior Design Studio I. It focuses on solving functional and aesthetical problems of the interior residential environment. It emphasize on environmental factors, orientation, styles, space planning, lighting, fabrics and furnishings for residential spaces. It also introduces students to some local and international laws and regulations with impact on the design of interior spaces.

- The objectives of this unit are to enable students to identify various types and styles of residence, develop the necessary skills to analyze a client's needs using research methodology, assess a design project using the building code, zoning by-laws, fire code, health regulations, environmental issues and special needs concerns and prepare an appropriate design concept of three-dimensional form.

- **ARCH202 - Basic Architecture Design**

- This unit is a studio-based unit, this unit is the student's first interaction with Architecture; thus it aims to introduce the vast definitions of Architecture as well as its major principles and elements. The unit comprises a set of basic techniques linking both the theoretical and real aspects of Architecture.

This unit aims to develop a broad perspective for students concerning the fundamental factors that shape and affect Architectural design. It presents special rules and compositions that aid in developing students'

basic communication skills. Students also learn to appreciate basic Architectural principles, such as order, proportion, balance, unity, etc. Aspects that result from form generation such as enclosure, openness and continuity are also discussed.

- **INTR285 - Model Construction**

- This unit is a workshop-based unit, it is designed to provide students with an understanding of the essential architectural and interior design modeling materials and equipment, guiding them through the basics of the process, such as determining scale, transforming architectural plans into three dimensional model forms, using the appropriate tools and materials (wood, metal sheets, screens, clay, Plexiglas and other materials). Students have to learn how to work safely and effectively using power tools with safety precautions

The unit aims to develop the student's technical and aesthetic abilities using a wide variety of processes and materials to answer challenging briefs. It also reflects the need for today's model makers to take responsibility for project management in media production, architectural interpretation and exhibition design. It improves students' ability to think creatively, analytically and interpretively, thus developing an independent approach to learning, designing and problem solving.

- **ARCH241 - Building Construction And Materials**

- This unit is a studio-based unit; the first interior design unit is an introduction to the building construction, with an emphasis on problem solving for small building "room guard". Elements and principles of building construction are explored as well as loads, load transfer mechanisms in buildings, construction systems, and masonry bearing walls, steel frames, and reinforced concrete. Students are introduced to room guard plan "load-bearing system details, skeleton construction system, bricks, stones, masonry and ashlar & openings, lintels & arches, system of roofing & building finishing.

This unit is designed to give students the basic materials and methods used in building construction, emphasizing common construction systems such as masonry bearing walls, and reinforced concrete. New introductory material on the processes, organization, constraints, and choices in construction offers a better look at the management of construction.

- **THTR341 - Introduction to Production Design**

- This unit enables students to express their own ideas in production elements, rearrange design elements in scenery design, and use advanced technology in design.
- In this unit, students are introduced to the fundamentals of production design for stage and screen including the application of costume, scenery, lighting and props and their importance in film, Theatre, and television productions. Students are introduced to the impact scene, light, costume elements and props have in a complete production or performance.

- **THTR351 - Scenic Design Fundamentals and Applications**

- In this unit through a combination of lectures, and design students are introduced to the fundamental elements and principals of design and how they apply to the theatre & screen experience of scenery, and lighting design. An understanding of design elements, the principles of composition, and the effects of color and texture in scenic design. Students explore style, line, shape, form, mass, space, value, color, texture, proportion, scale, measure, position, balance and other fundamental design elements and principles such as unity, harmony, contrast, variety, emphasis, and rhythm. They apply these fundamental concepts in the completion of projects in scene, and lighting design. They are introduced to the basics of designers craft including set design, scene construction, properties, and lighting.
- Scenic design is a very important tool to state the setting of the artistic work. Its role differs from theatre, film, or television. Firstly, studying and stating these differences would give students a clear idea about their target.
- Students learn the equipment, techniques, and procedures of technical production for stage and screen. Wood working, metalworking and lighting equipment are experienced and applied.

- **THTR355 - Script Interpretation**

- Script Interpretation, studies play texts, from page to stage, with emphasis on critical analysis of structure, genre, theme, style, character, language, dramatic event, and point of view of the actor, director, critic, and audience. Students will also be introduced to theatre research methods. Theatre students need to learn how to read, interpret, and analyze dramatic texts because this is an essential basis for any type of production work.
- This unit develops the students' skills to identify relevant structure, plot and themes in script and text work. In addition, students learn the basic themes, structure and concepts that influence production design, performance and other facets of production for stage and screen. Research, critical thinking and analysis of script and text to develop design concepts for production design. The unit also develops students' skills to understand the structure, history and overall themes of published/produced work in screen and stage.

- **THTR375 - Lighting Design for Stage and Screen**

- This unit examines lighting design, from the germination of the idea to the final product. Through class discussion and critiques, students' lighting concepts are developed and refined
- The field of entertainment lighting was once limited to theatre, film and television, but has grown to include retail display, photography, education, worship services, corporate events and trade shows. This article will provide some of the basic principles and techniques of entertainment lighting. We refer to entertainment or stage lighting in general terms, to pertain to the varied applications mentioned above. Of course, there is more than one way to approach entertainment lighting.

- **THTR377 - Principles of Directing**

- In this unit, students are introduced to the principles of directing and how to deal as an art director with the director, including dealing with the direction plan, camera angles, size in frame, kinds of shots,

elements of the setting, and the rules of directing.

- The aims of this unit be able to deal as an art director with the film director based on the rules of directing and to understand the connection between the drama and the set design.

- **THTR371 - Stage Craft & Set Construction**

- In this unit through a combination of lecture, exercises, stagecraft and set construction will introduce practical approach to the technical aspects of theatre production.
- You will recognize the terminology and the technical elements that contribute to a production. You will explore many of the fundamentals in the production process including scene construction, painting, and lighting .You will study the principles and practices of using tools and materials. You will develop skills in theatre model making .You will gain an overview of the role of technology and innovation in the development of theatre, cinema, and TV. Stagecraft and Design will introduce to the student, both novice and experienced a practical approach to the technical and production aspects of theatre and drama. Students will learn the skills needed to construct scenery, hang and focus lighting instruments implement a sound system for effects and reinforcement and scenic artistry all in a variety of techniques. In conjunctions with the music and drama departments, students will take an active role in each of the major productions at THS Additionally; students will be introduced to theatrical design and will be given an opportunity to draft their own designs for scenery and/or lighting of a theatrical production. Stagecraft and Design will introduce to the student, both novice and experienced a practical approach to the tech Stagecraft.

- **THTR352 - Scenic Design for Stage and Screen I**

- Scenic design is a very important tool to state the setting of the artistic work. Its role differs from theatre, or film. Firstly, studying and stating these differences would give students a clear idea about their target. For example, theatre as a life performance forces the scenic designer to work on a total picture that can be easily changed in very short time. This course will start with a clear introduction about the different design schools, focusing on 2-dimensional sets theoretically and practically.
- In this unit, students focus on the development of scenic design ideas and their application in theatre, film and television. By developing, articulating, and defending design concepts, students demonstrate successful scenic design projects for stage and screen.

- **THTR356 - Performance analysis**

- This unit is more than analyzing a script. It cares about all the theatrical items starting from the way the script is presented on stage, including the acting method, directing trends, the use of the set, lighting, costumes, music, and it ends with the use of props. In other words, it can be explained as reading a performance and its tools. This class will be in two divisions: the theoretical part and the practical part. In the first part, students will study the different directing movements and styles. In the second part, students will apply their knowledge about reading performances through screening movies, attending live

performances, and screening recorded remarkable performances.

- By the end of this unit students will be able to:
- Read a performance and its tools. - Talk about its style.
- Critique the privileges and weak points of the assigned performances
- Make a recommendation about improving one of its tools and applying his/her opinion practically.

- **THTR381 - Production Design Studio I**

- This unit provides the foundation for understanding the techniques used in television production, and provides an introduction to the creative, technical, aspects of a production. Students do practical work on planning, constructing, rigging, painting, crewing, and running of productions.
- Using a broad range of drawing, conceptualization and presentation skills, students develop the theoretical understanding and studio skills used in the professional arena to develop the narrative. The unit explores design and production challenges on a more intricate level. Further investigation of scenic, costume and lighting design techniques for production.
- Students develop skills in set design, scene painting, properties, lighting, costuming, scene construction techniques and equipment through demonstration, and studio experience. The unit explores the relationship between lens and lighting as storytelling tools, and provides students with theoretical and practical knowledge of lighting fixtures, and lighting and camera techniques, enabling them to incorporate lighting and camera for a broad range of projects. Students gain fundamental skills in the operation of cameras, lights, basic audio equipment, and editing software, and engage with both single camera and multi-camera processes.
- They are introduced to many of the fundamentals in the production process, including storyboarding, visual storytelling, character development, and techniques for composition, and visual design. This requires an investigation into the aesthetics of image design, and a more in depth technical understanding of the camera, lenses and lighting and the relationships between these. Students develop the essential production design elements that Form the foundation of future design aesthetics. Through studio Projects and design assignments.

- **THR385 - History of Theater and Cinema**

- In this unit through a combination of lectures, and presentations you will be introduced to the history of theatre and cinema. You will explore all facets of the Theatre throughout the ages, studying the Writers, scenery, architecture and politics of specific periods.
- You will discover the major theatrical achievements of World civilization and develop an appreciation for the creative impulse that shapes human value systems. You will gain an understanding of the plays, physical theatres, actors, producer-directors, and production styles that contributed to the development of theatre from its ritual origins to the 21st century. You will recognize the main periods in theatre history starting from pre-history, ancient Egypt, Mesopotamian, Greek civilization, Roman Empire, and the middle ages. You will study the theatre in the Italian Renaissance in the 15th century, and the English Renaissance (the Elizabethan theatre).
- You will explore the theatre of the 17th century during the French Renaissance, and the classical French literature. You will study theatre in the enlightenment period in the 18th century, and during the industrial

revolution in the end of 19th century. Finally you will study theatre in the 20th century after WW1 and WW2, the different types of modern stages, modern and postmodern theatre, and the recent trends in World Theatre.

- In this Unit you will learn too the beginnings of the cinema in the end of the 19th century, the silent era, the main art schools after WW1: The German Expressionism, the Impressionism, the Dadaism, and the Surrealism and their effect on the films in the early 20th century.
- You will study the main movements after WW2 such as the Italian Neo-realism, and the French New Wave. You will explore the cinema of Hollywood from the silent era till present. Finally you will explore the recent different movements, schools, types, genres of films.
- This Unit deals with the principles, procedures and organizational trends that have shaped the Theatre from antiquity to present time.
- In this Unit, students learn the history of theatre from the pre-history to the postmodern theatre, and the history of cinema from the beginnings to the 21st century.

- **THTR405 - Graduation Project I**

- In this unit – along with THTR406- students will finally exploit all their expertise and previous experiences acquired throughout their unit of study to accomplish their final Cinema or theatre project – The Graduation Project.
- In these two major units (THTR405 & THTR406) students will execute one final project representing their knowledge, skills and cultural awareness gained in the previous years of study. The student will choose one of the major fields in the Cinema and theatre department and will focus all his/her tools to accomplish the desired outcome.
- In this unit students will be able to develop a final Graduation Project in one of the major fields of the Cinema and theatre Department in response to a self-initiated design agenda/brief.

- **THTR452 - Scenic Design for Stage and Screen II**

- This unit is a very important tool to state the setting of the artistic work. Its role differs from theatre, film, or television. This unit will focus on the use of three-dimensional design theoretically and practically. Additionally, students will continue their visits to multiple professional venues in order to understand how the process changes from one space to another and to practice their knowledge. Students will be assigned into groups. Each of which will design and build two 3-D sets for a play.
- In this unit, students, who completed the Scenic Design I unit, will apply what they have been taught on the development of scenic design ideas and their application in Theatre, film and television. By developing, articulating, and practicing 3-D design concepts, students demonstrate successful scenic design projects for Theatre, film and television.

- **THTR455 - History of Styles**

- In this unit students will recognize and explore the different styles in architecture, costumes, and furniture in the civilizations of the old world: (ancient Egypt, Mesopotamian, Greek civilization, Roman Empire), and the middle Ages (Romanesque, Gothic, byzantine style). You will learn the Islamic style. You will study the

styles in the Italian Renaissance in the 15th century, the English Renaissance in the 16th century, the Baroque style, Rococo(Louis XV), New Classic (Louis XVI), the Imperial style. You will recognize the difference between the French styles, and the English styles such as Queen Anne, Chippendale, and William& Mary You will learn the styles of the 18th, 19th century. You will explore the different movement, and art schools such as Art-Nouveau, Art-Deco and the Bauhaus. Finally you will study the styles of architecture, costumes, and furniture in the 20th century, and the recent trends in design.

- In this unit, students learn the history of styles. They are introduced to the different styles in architecture, costumes, and furniture from the civilizations of the old world till present.

- **THTR481 - Production Design Studio II**

- The production designer plays a vital role in creating real or imagined worlds on the screen. This unit in Production Design develops individual creativity and teaches technical skills essential for a career in film production. Production design students study alongside students of other filmmaking disciplines, engaging in a series of productions where working methods replicate professional practice. Students take more advanced knowledge about the materials, and the techniques used in screen production.
- The unit explores design and production challenges on a more intricate level. Further investigation of scenic, costume and lighting design techniques for film production. Students develop skills in cinematic set design, scene painting, scene construction, properties, lighting, and costuming. They will be offered a survey of scenery, lighting, costumes, properties, equipment and construction techniques through demonstration, and studio experience.
- The unit provides students with theoretical and practical knowledge of lighting fixtures, basic audio equipment, and camera techniques, and engage with both single camera and multi-camera processes enabling them to incorporate lighting and camera for a broad range of projects. They are introduced to many of the fundamentals in the cinematic production process, including storyboarding, visual storytelling, character development, and techniques for composition, and visual design. Skills such as hand drawn storyboarding, set sketching, and model-making are taught.
- Students will do practical work on planning, constructing, rigging, painting, crewing, and running of productions. Design students will explore different genres of films, and different cinematic tricks such as green screen, blue screen, motion capture, and others. Students develop close links with the film industry while they train.
- Students further develop the essential production design elements that form the foundation of their graduation project. Through increasingly demanding studio projects and design assignments students formalize unique artistic concepts and designs.

- **THTR451 - User Interaction Techniques in Design**

- This unit offers comprehensive training to successfully prepare students for meeting today's challenges of mounting productions in Cinema & Theatre.
- The curriculum emphasizes instruction in technology and craft and is designed to develop aptitudes in fundamental disciplines in Cinema and Theatre including stage electrics, computer-aided design,

automation, stagecraft and structural engineering.

- Students will learn to use the technology of computer assisted drafting (CAD) to communicate common graphical information required in design and technology.
- It includes the latest knowledge and technology focused on the future direction of Theatre, film, television and digital media.
- In this unit, students learn the history of styles. They are introduced to the different styles in architecture, costumes, and furniture from the civilizations of the old world till present.
- This unit seeks to enable Cinema and Theatre students to make use of the technology in their studies, and be updated with the latest technologies used in the field and how to get the best use out of it.

- **THTR442 - Production Management and Administration**

- The unit in creative production management and administration explores the concepts of management as it relates to the arts. It introduces the students to the theory and practice of production management, and leadership in the areas of the field: Performing Arts, Theatre, Cinema and Television. The unit provides the students with an understanding of the theories, models, problems, issues, and techniques related to the management of a production. It discusses the principles, concepts, practices, and techniques of a production management. It's a survey of modern management techniques, and basic problems affecting the production. It also includes the methods, strategies, systems, procedures, forms, and duties of the production manager in the professional, academic, and community production in relationship to the production process and other artists.
- Students will explore the role of the production management team responsible for realizing the visions of the producer and the director within constraints of technical possibility. This involves coordinating the operations of various production sub-disciplines (scenic, wardrobe, lighting, sound, projection, video, , etc.) of the presentation. Students in addition to management and financial skills, gain detailed knowledge of all production disciplines materials and services, operations management, mending delay problems and workplace safety. The unit is structured to provide an ideal balance between academic and practical experience. Students are introduced to the art, theory, and practice of production management in the cinematic, TV, theatrical production process.

- **THTR482 - Production Design Studio III**

- In this unit students demonstrate and use basic skills in creating and organizing a theatrical design project from concept to execution. They define and evaluate the relationship between design concepts and how they are translated and executed in production process. Students train in the technical aspects of a theatre production. They learn the equipment, techniques, and procedures of technical production for stage. They develop practical skills in lighting equipment, and different materials used in stage production. Students work on an advanced level in many of the fundamentals in the production process including set design, scene painting, properties, lighting, costuming, scene construction techniques and equipment's through demonstration, and studio experience. They modify knowledge in use of theatre movements, and theories, and in the application of production techniques. They gain an overview of the role of technology and innovation in recent Theatre production. They create designs for theatrical productions involving advanced scenic, lighting and/or costume visual solutions. They apply all fundamental design elements,

principles, and concepts in the completion of projects in scene, costume and lighting design.

- In this unit the students produce a coherent and professional production design from concept to design to final build-out.

- **THTR456 - Production Design Theory and Practice**

- This is a project-driven unit that examines design solutions through the specific utilization of the elements and principles of design. It's a survey of the theory and practice of cinematic, TV, theatrical design and construction techniques using traditional and digital tools. It introduces basic concepts applicable to scenery, lighting, sound, costumes, and properties. Students will be able to define and distinguish between commonly used terms applied to design and the technical elements of a production. They will be able to define and evaluate the relationship between design concepts and how they are translated and executed in production process. Students will demonstrate and use basic skills in creating and organizing a design project from concept to execution. Through a combination of lectures, and design projects students will learn to apply the fundamental elements and principals of design the theatre & screen experience of scenery, costume and lighting design, and in the completion of projects .
- Students define and evaluate the relationship between design concepts, elements, and principles, and how they are translated and executed in production process.

- **THTR406 - Graduation Project II**

- In this unit after finalizing THTR405 students will finally exploit all their expertise and previous experiences acquired throughout their course of study to accomplish their final Cinema or theatre project – The Graduation Project.
- In these two major courses (THTR405 & THTR406) students will execute one final project representing their knowledge, skills and cultural awareness gained in the previous years of study. The student will choose one of the major fields in the Cinema and Theatre department and will focus all his/her tools to accomplish the desired outcome.
- To develop a final Graduation Project in one of the major fields of the Cinema and Theatre Department in response to a self-initiated design agenda/brief.