

Course Code: THE 106**Course Title:** Construction for Film and Stage**Department:** Arts, Media, and Social Sciences**Effective Date:** Summer 2026**PCS Code:** 1.1 - Baccalaureate/Transfer**CIP Code:** 50.0502**Repeatability:** 0

Credit Hours

Catalog Notation: 2-2-3**Credit Hour Distribution:**

Lecture: 2

Lab: 2

Clinical: 0

Total: 3

General Course Information

Catalog Description

Examines scenic construction and advanced techniques in the practices for film and stage. This course will cover full scale functional scenery production, tool use, CAD drawing interpretation, structure analysis, and load in and load out practices. Laboratory experience is mandatory.

General Course Objectives

To provide advanced hands-on training and understanding of structural practices for scenery construction.

Minimum Placement Levels

English	Reading	Math
None	Placement into CCS 098	None

Prerequisites

Credit in THE 105

Methods of Evaluation

3-5 laboratory/hands-on build projects, midterm exam, comprehensive final exam, participation in classroom discussions, execution of load in and load out practices.

Instructional Materials and Additional Supplies

Free handouts and video, PowerPoint presentations provided by instructor.

Course Content

General Learning Outcomes (GLOs)

- Creativity and Innovative Thinking: Students will design, present, and interpret materials, information, and ideas in innovative ways.
- Technology: Students will demonstrate the ability to evaluate, select, and appropriately use current and emerging tools.

Course Segments and Student Learning Outcomes

Course Segment	Learning Outcomes	Lecture Hours	Lab Hours	Clinical Hours
Safety	1. Practice safety practices in scenic studio and stage areas. 2. Identify safety hazards. 3. Demonstrate proficiency in personnel lifts.	4	4	0
Technical Plate Interpretation and Generation	1. Interpret orthographic projection and isometric projection. 2. Demonstrate drafting practices, symbols, and line weights.	2	0	0
Basic Scenic Components	1. Demonstrate understanding of why we use construction materials in the way we do for basic scenic elements such as walls and platforms. 2. Create basic scenic elements with construction materials.	6	6	0
Irregular, Curvilinear, and Non-common Components	1. Take tool knowledge and build on it through creative jig making. 2. Combine non-linear scenic units into full scale project. 3. Review how projects would be used in the professional field setting.	3	4	0
Three-Dimensional Carving and Working with Polystyrenes	1. Compare and contrast the chemical makeup of extruded and expanded polystyrene. 2. Reproduce organic shapes through carving techniques and construction. 3. Decide best safety practices based on foam project.	2	2	0
Scenic Painting, Treatment, and Scenic Preparation	1. Plan, prepare, and implement paint prep practices. 2. Demonstrate painting safety and application.	1	2	0
Trim Work, Finishing, and Structural Support	1. Demonstrate high level finish work on scenic elements. 2. Create solutions for support and modification in creation of wild walls.	4	4	0
Rigging for Film	1. Research and learn the various techniques for media and film rigging. 2. Demonstrate techniques in rigging and grip work.	4	4	0
Load In, Assembly, and Disassembly of Scenery	1. Demonstrate the process for film and theatre load in and assembly of scenery. 2. Plan and implement disassembly and restoration practices for stage and film.	4	4	0

Total Contact Hours

Lecture Hours	Lab Hours	Clinical Hours
30	30	0