

**Technical Theater: Scenic Painting**

**Section: CTS97QQB/28**

**Spring 2023**

**2022-2023 School Year**

**Instructor: S. Manas**

Learning Standards:

*Course Objective:*

Students will explore career opportunities and artistic expression by learning how to paint scenery for the theater. Students will be able to paint wood to look like a variety of surfaces, a tromp l'oeil column head, and a sign/poster with lettering.

*New York State Learning Standards for the Arts*

**HS Proficient TH:Cr1.1.HSI**

a. Apply basic research to construct ideas about the visual composition of a drama or theater work.

**HS Proficient TH:Pr5.1.HSI**

b. Use research to enhance a technical design.

CDOS Standards:

**Standard 1: Career Development**

Students will be knowledgeable about the world of work, explore career options, and relate personal skills, aptitudes, and abilities to future career decisions.

**Standard 2: Integrated Learning**

Students will demonstrate how academic knowledge and skills are applied in the workplace and other settings.

**Standard 3a: Universal Foundational Skills**

Students will demonstrate mastery of the foundation skills and competencies essential for success in the workplace.

Course Description:

Students will learn some of the skills necessary to become a theatrical scenic painter.

Students will be able to paint wood to look like a variety of surfaces, a tromp l'oeil column head, and a sign/poster with lettering. Students will also learn what a career in scenic painting is like (hours, pay, etc)

Calendar\*\*:

Class Number	Classwork	HW
1.	general theater safety; Rules and procedures; Intro to scenic painting	
2	Color mixing/color theory	
3	Painting Wood Grain	
4	Painting Wood Grain	
5	Painting Marble	
7	Painting Marble/Stone	
8	Painting Marble/Stone	
9	Painting Brick	
10.	Painting Brick	
11	Distressing	
12	Painting Plaster	
13	Design Baroque walls	
14	Sketch/Paint Baroque walls	
17	Sketch/Paint Baroque walls	
18	Tromp l'oeil: Choose column & wood, marble or stone; begin sketching column	

19	Tromp l'oeil: Finish sketching column/ trace with pounce wheel	
20	Tromp l'oeil: Trace with pounce wheel	
21	Tromp l'oeil: shade/cast shadow	
22	Tromp l'oeil: highlight and reflective light	
23	Lettering and illustration: Research and choose a sign or poster with lettering	
24	Lettering and illustration: sketch sign/poster with lettering	
25	Lettering and illustration: finish sketching sign/poster with lettering; start tracing with pounce wheel	
26	Paint sign	
27	Paint sign	
28	Makeup Work	
29	Makeup work	

*\*\*subject to change based on student needs\*\**

Materials and Texts:

- paint
- Pain brushes
- Buckets & containers

- Ponce wheel
- Paper and pencils
- Chalk string
- Charcoal
- Tv flats
- Theater flats
- Platforms
- Wood grain tool

Grading Policy:

Projects -35%

Students will be assigned at least one project every semester. Students will be provided a rubric that the teacher will go over to assist them in completing the project to the best of their ability. Students are encouraged to frequently refer back to the rubric when completing projects.

Classwork – 25%

Students will first practice scenic painting techniques in class before completing a project. You will either receive a 100% for having completed it with clear effort or a 0 for having not completed. Classwork must show an effort has been made to be considered complete.

Attendance – 20%

You must come to class and you must be on time. You will receive 2 points (100%) for being present and on time, 1 point (50%) for being late, and zero points (0%) for an unexcused absence or cut.

Participation – 20%

When you are in class please participate. This is an easy way to boost your grade.

