

# THE SCHOOL OF DESIGN AND PRODUCTION

Joseph P. Tilford, Dean

Recognizing the importance of designers, craftsmen, and managers as collaborators in the performing arts, the School of Design and Production offers a unique and comprehensive program of instruction and practice in 12 different concentrations in theatrical design, production, project management, and theatre crafts. Students design and execute the sets, properties, costumes, lighting, wigs, makeup, and sound, and manage all production aspects for more than 20 shows each year. Design and Production works hand-in-hand with the schools of Dance, Drama, Filmmaking, and Music in mounting their productions and projects, including operas, musicals, plays, films, ballets and contemporary dance performances.

## The Undergraduate Program

The Bachelor of Fine Arts professional training program is open to college students who wish to specialize in one of five design concentrations or one of five production concentrations. The B.F.A. is earned in a four-year conservatory program.

### **Design Concentrations:**

- Costume Design
- Lighting
- Scene Design
- Sound
- Wig and Makeup

### **Production Concentrations:**

- Costume Technology
- Scene Painting
- Stage Management
- Stage Properties
- Technical Direction

Undergraduate students usually pursue the Bachelor of Fine Arts degree; however, with the permission of the faculty, students may be permitted to pursue the Arts Diploma. Students following design concentrations must pursue the B.F.A.

### **Bachelor of Fine Arts Requirements**

The B.F.A. requires 96 to 112 credit hours in courses in Design and Production and other related arts areas, and must include 48 credit hours in production.

The B.F.A. also requires 30-36 credit hours in academic courses, which must include GES 101, 102, 103; GES 211, 212, 213; THH 241, 242, 243; LIT 290; one Math/Science elective; one Social Science elective; and one Literature/Philosophy elective. ARH 101, 102, 103 is required for students in the Scene Design, Scene Painting, Stage Properties.

### **Arts Diploma Requirements**

Undergraduate students interested in taking arts classes but foregoing academic classes may pursue the Arts Diploma. All Design and Production courses that are required for the Bachelor of Fine Arts are required for the Arts Diploma. Additional academic courses may be taken but are not required. The Arts Diploma is earned in a four-year conservatory program.

## **Standards of Achievement and Evaluation**

### **Continuation in the Program**

Students are accepted based upon their demonstrated level of achievement and the faculty's estimation of their professional promise. Throughout matriculation, students are continually evaluated and advised regarding their progress and artistic development. At the end of each term, the faculty as a group discusses each individual student's strengths, weaknesses, needs and progress. That information is then shared with the student via his/her advisor.

In addition, all students are required to present their work to the entire faculty at Portfolio Review at the end of the spring term each year. The faculty uses this presentation to further develop an understanding of the student's progress and steer the student's future in the program. Continuation in the program from year to year is not automatic. Students must be invited to continue, and will be invited only so long as they demonstrate substantial and continuing growth toward artistic excellence.

### **Minimum Grade Requirements**

To remain in the undergraduate program, the student must maintain a cumulative 2.0 average in Design and Production courses through the first year, and in the following years, a cumulative average of 2.5 in Design and Production courses. The student must also maintain a 2.0 term average in Design and Production courses through the first year and in following years, a term average of 2.5 in Design and Production courses. Students who fail to maintain these levels for a given term are placed on Arts Probation for the following term. Students earning a BFA are expected to adhere to the policies of the Undergraduate Academic Program.

### **Arts Probation and Letters of Warning**

A student who fails to maintain a 2.0 in arts classes in any single term during the first year, or a 2.5 in arts classes for any single term in subsequent years, will be placed on Arts Probation for the following term. Students who, in the judgment of the faculty, fail to demonstrate sufficient professional development in the arts will receive a Letter of Warning and may also be placed on Arts Probation.

### **Transfer Students**

Transfer students are placed according to ability and experience at the discretion of the dean, following review of prior courses and interviews with faculty members. Where applicable, placement tests will be administered and appropriate advanced credit will be

given. A transfer student must spend a minimum of two years at the School of the Arts to qualify for the Bachelor of Fine Arts in Design and Production.

## **Special Programs/Requirements**

### **Supplies and Materials**

Students are personally responsible for obtaining their own supplies and equipment for classes and crew (such as drafting equipment, shop hand tools and drawing and design supplies), as well as required (or recommended) textbooks for courses. Expenditures will be heaviest during the first year, as students make major investments that they will use for the rest of their professional careers. Students not already owning some of the major equipment and supplies needed should be prepared to spend \$750 or more during the early part of their first year.

### **Apprenticeship**

Students in their fourth year may, with the permission of the dean and the approval of the faculty, receive credit for one or two terms of arts courses for apprenticeship in a professional company. These students continue to pay regular tuition to the North Carolina School of the Arts.

## Undergraduate Course Requirements

### **COSTUME DESIGN & TECHNOLOGY (DESIGN)**

<b>Year One</b>	Fall	Winter	Spring
DEP 100: Production	4	4	4
DEP 110, 130, 160: Fundamentals	1	1	1
DEP 121, 122, 123: Drawing	1	1	1
DEP 151, 152, 153: Color & Design	2	2	2
GES 101, 102, 103: Critical Perspectives	2	2	2
THH 241, 242, 243: Theatre History	2	2	2
Credit Hours	12	12	12

<b>Year Two</b>	Fall	Winter	Spring
DEP 200: Production	4	4	4
DEP 261, 262, 263: Costume Design I	2	2	2
DEP 264, 265, 266: Costume Technology I	2	2	2
DEP 350: Studio Skills**	1	1	1
DEP 421, 422, 423: Art and Artifacts	1	1	1
GES 211, 212, 213: Western Thought	2	2	2
Credit Hours	12	12	12

**At the end of the 2<sup>nd</sup> year students are reviewed and invited to return in Design or Technology track.**

<b>Year Three</b>	Fall	Winter	Spring
DEP 300: Production	4	4	4
DEP 361, 362, 363: Costume Design II	2	2	2
DEP 364, 365, 366: Costume Technology II	2	2	2
Academic Electives*	2	2	2
Academic Electives*	2	2	2
Credit Hours	12	12	12

<b>Year Four</b>	Fall	Winter	Spring
DEP 400: Production	4	4	4
DEP 461, 462, 463: Costume Design III	2	2	2
Arts Electives**	2	2	2
Credit Hours	8	8	8
Academic Credit Hours			30
Total Credit Hours			132

#### Notes:

\* Academic Electives must include one term each of LIT 290 (Dramatic Literature), one Math or Science course, one Social Science course, and one Literature, Humanities or Philosophy course.

\*\* Arts Electives and Studio Skills must have advisors' approval.

## **COSTUME DESIGN & TECHNOLOGY (TECHNOLOGY)**

<b>Year One</b>	Fall	Winter	Spring
DEP 100: Production	4	4	4
DEP 110, 130, 160: Fundamentals	1	1	1
DEP 121, 122, 123: Drawing	1	1	1
DEP 151, 152, 153: Color & Design	2	2	2
GES 101, 102, 103: Critical Perspectives	2	2	2
THH 241, 242, 243: Theatre History	2	2	2
Credit Hours	12	12	12

<b>Year Two</b>	Fall	Winter	Spring
DEP 200: Production	4	4	4
DEP 261, 262, 263: Costume Design I	2	2	2
DEP 264, 265, 266: Costume Technology I	2	2	2
DEP 350: Studio Skills**	1	1	1
DEP 421, 422, 423: Art and Artifacts	1	1	1
GES 211, 212, 213: Western Thought	2	2	2
Credit Hours	12	12	12

**At the end of the 2<sup>nd</sup> year students are reviewed and invited to return in Design or Technology track.**

<b>Year Three</b>	Fall	Winter	Spring
DEP 300: Production	4	4	4
DEP 394, 395, 396: Theatre Management Survey	1	1	1
DEP 364, 365, 366: Costume Technology II	2	2	2
Academic Electives*	2	2	2
Academic Electives*	2	2	2
Credit Hours	11	11	11

<b>Year Four</b>	Fall	Winter	Spring
DEP 400: Production	4	4	4
DEP 464, 465, 466: Costume Technology III	2	2	2
Arts Electives**	2	2	2
Credit Hours	8	8	8
Academic Credit Hours			30
Total Credit Hours			129

### **Notes:**

\* Academic Electives must include one term each of LIT 290 (Dramatic Literature), one Math or Science course, one Social Science course, and one Literature, Humanities or Philosophy course.

\*\* Arts Electives and Studio Skills must have advisors' approval.

## **UNDERGRADUATE LIGHTING**

<b>Year One</b>	Fall	Winter	Spring
DEP 100: Production	4	4	4
DEP 110, 130, 160: Fundamentals	1	1	1
DEP 121, 122, 123: Drawing	1	1	1
DEP 141, 142: Drafting for the Theatre	2	2	
DEP 151, 152, 153: Color & Design	2	2	2
DEP 341: Introduction to CAD			2
GES 101, 102, 103: Critical Perspectives	2	2	2
Credit Hours	12	12	12
<b>Year Two</b>			
DEP 200: Production	4	4	4
DEP 217, 218, 219: Stagecraft	2	2	2
DEP 231, 232, 233: Lighting Design I	2	2	2
DEP 234, 235, 236: Stage Electrics Technology & Practice	2	2	2
THH 241, 242, 243: Theatre History	2	2	2
GES 211, 212, 213: Western Thought	2	2	2
Credit Hours	14	14	14
<b>Year Three</b>			
DEP 300: Production	4	4	4
DEP 350: Studio Skills** (*) and	1	1	
DEP 331, 332, 333: Lighting Design II (*) or	2	2	2
DEP 334, 335, 336: Commercial Stage Electrics (*)	(2)	(2)	(2)
Arts Electives**	2	2	2
Academic Electives*	2	2	2
Academic Electives*	2	2	2
Credit Hours	13 (12)	13 (12)	12
<b>Year Four</b>			
DEP 400: Production	4	4	4
Academic Electives*	2	2	2
Arts Electives**	2	2	2
Credit Hours	8	8	8
Academic Credit Hours			36
Total Credit Hours			140 (139)

### Notes:

\*Academic Electives must include one term each of LIT 290 (Dramatic Literature), one Math or Science course, one Social Science course, and one Literature, Humanities or Philosophy course.

\*\*Arts Electives and Studio Skills must have advisors' approval.

(\*) Students must receive advisors' approval for second choice when offered.

## UNDERGRADUATE SCENE DESIGN

<b>Year One</b>	Fall	Winter	Spring
DEP 100: Production	4	4	4
DEP 110, 130, 160: Fundamentals	1	1	1
DEP 141, 142, 143: Drafting for the Theatre	2	2	2
DEP 151, 152, 153: Color & Design	2	2	2
DEP 121, 122, 123: Drawing	1	1	1
GES 101, 102, 103: Critical Perspectives	2	2	2
ARH 101, 102, 103: Art History	2	2	2
Credit Hours	14	14	14
<b>Year Two</b>			
DEP 200: Production	4	4	4
DEP 211, 212, 213: Scene Painting I	1	1	1
DEP 217, 218: Stagecraft	2	2	
DEP 251, 252, 253: Scene Design I	2	2	2
DEP 350: Studio Skills**	1	1	1
THH 241, 242, 243: Theatre History	2	2	2
Credit Hours	12	12	10
<b>Year Three</b>			
DEP 300: Production	4	4	4
DEP 421, 422, 423: Art and Artifacts	1	1	1
DEP 313: Scene Painting II			1
DEP 350: Studio Skills**	1	1	
DEP 351, 352, 353: Scene Design II	2	2	2
GES 211, 212, 213: Western Thought	2	2	2
Academic Electives*	2	2	2
Credit Hours	12	12	12
<b>Year Four</b>			
DEP 400: Production	4	4	4
DEP 451, 452, 453: Scene Design III	2	2	2
Academic Electives*	2	2	2
DEP 350: Studio Skills**	1	1	
Credit Hours	9	9	8
Academic Credit Hours			36
Total Credit Hours			138

Notes:

\*Academic Electives must include one term each of LIT 290 (Dramatic Literature), one Math or Science course, one Social Science course, and one Literature, Humanities or Philosophy course.

\*\*Arts Electives and Studio Skills must have advisors' approval.

## **UNDERGRADUATE SCENE PAINTING**

<b>Year One</b>	Fall	Winter	Spring
DEP 100: Production	4	4	4
DEP 110, 130, 160: Fundamentals	1	1	1
DEP 141, 142, 143: Drafting for the Theatre	2	2	2
DEP 151, 152, 153: Color & Design	2	2	2
DEP 121, 122, 123: Drawing	1	1	1
GES 101, 102, 103: Critical Perspectives	2	2	2
ARH 101, 102, 103: Art History	2	2	2
Credit Hours	14	14	14
<b>Year Two</b>			
DEP 200: Production	4	4	4
DEP 211, 212, 213: Scene Painting I	1	1	1
DEP 217, 218: Stagecraft	2	2	
DEP 347, 348, 349: Stage Properties	2	2	2
DEP 350: Studio Skills**	1	1	1
THH 241, 242, 243: Theatre History	2	2	2
Academic Elective*	2	2	2
Credit Hours	14	14	12
<b>Year Three</b>			
DEP 300: Production	4	4	4
DEP 251, 252, 253: Scene Design I	2	2	2
DEP 311, 312, 313: Scene Painting II	1	1	1
GES 211, 212, 213: Western Thought	2	2	2
Academic Electives*	2	2	2
Credit Hours	11	11	11
<b>Year Four</b>			
DEP 400: Production	4	4	4
DEP 421, 422, 423: Art and Artifacts	2	2	2
DEP 137: Intro. to Lighting Design	2		
DEP 411, 412, 413: Scene Painting III	1	1	1
DEP 417, 418, 419: Professional Career Development	1	1	1
Credit Hours	10	8	8
Academic Credit Hours			36
Total Credit Hours			138

### Notes:

\*Academic Electives must include one term of LIT 290 (Dramatic Literature), one Math or Science course, one Social Science course, and one Literature, Humanities or Philosophy course.

\*\*Arts Electives and Studio Skills must have advisors' approval.

## **UNDERGRADUATE SOUND**

<b>Year One</b>	Fall	Winter	Spring
DEP 100: Production	4	4	4
DEP 110, 130, 160: Fundamentals	1	1	1
DEP 141, 142: Drafting for the Theatre	2	2	
DEP 341: Introduction to CAD			2
DEP 181, 182, 183: Intro. to Sound	2	2	2
GES 101, 102, 103: Critical Perspectives	2	2	2
Academic Electives*	2	2	2
Credit Hours	13	13	13
<b>Year Two</b>			
DEP 200: Production	4	4	4
DEP 234, 235, 236: Stage Electrics	2	2	2
DEP 281, 282, 283: Sound Design I	2	2	2
DEP 342: Intermediate CAD	2		
THH 241, 242, 243: Theatre History	2	2	2
GES 211, 212, 213: Western Thought	2	2	2
Credit Hours	14	12	12
<b>Year Three</b>			
DEP 300: Production	4	4	4
DEP 381, 382, 383: Sound Design II	2	2	2
DEP 384, 385, 386: Audio Electronics	2	2	2
DEP 414,415: Theatrical Rigging, Advanced Rigging Practice	2	2	
Academic Electives*	2	2	2
Academic Electives*	2	2	2
Credit Hours	14	14	12
<b>Year Four</b>			
DEP 400: Production	4	4	4
DEP 481, 482, 483: Sound Design III	2	2	2
DEP 394, 395, 396: Theatre Management Survey	1	1	1
Arts Electives**	2	2	2
Credit Hours	9	9	9
Academic Credit Hours			36
Total Credit Hours			144

### Notes:

\* Academic electives must include one term each of LIT 290 (Dramatic Literature), one Math or Science course, one Social Science course, and one Literature, Humanities or Philosophy course.

\*\* Arts Electives and Studio Skills must have advisors' approval.

## **UNDERGRADUATE STAGE MANAGEMENT**

<b>Year One</b>	Fall	Winter	Spring
DEP 100: Production	4	4	4
DEP 110, 130, 160: Fundamentals	1	1	1
DEP 141, 142: Drafting for the Theatre	2	2	
DEP 151, 152, 153: Color & Design	2	2	2
DEP 121, 122, 123: Drawing	1	1	1
DEP 190: Introduction to Stage Management			2
GES 101, 102, 103: Critical Perspectives	2	2	2
Academic Electives *	2	2	2
Credit Hours	14	14	14
<b>Year Two</b>			
DEP 200: Production	4	4	4
DEP 291, 292, 293: Stage Management I	2	2	2
Arts Electives **	2	2	2
THH 241, 242, 243: Theatre History	2	2	2
GES 211, 212, 213: Western Thought	2	2	2
Credit Hours	12	12	12
<b>Year Three</b>			
DEP 300: Production	4	4	4
DEP 137, 157, 167: Intro. to Lighting/Scene/Costume Design	2	2	2
DEP 394, 395, 396: Theater Management Survey	1	1	1
DEP 391, 392, 393: Stage Management III	2	2	2
Academic Electives **	2	2	2
Academic Electives **	2	2	2
Credit Hours	13	13	13
<b>Year Four</b>			
DEP 400: Production	4	4	4
DEP 498: Stage Management Seminar	2	2	2
Arts Electives **	2	2	2
Arts Electives **	2	2	2
Credit Hours	10	10	10
Academic Credit Hours			36
Total Credit Hours			147

Notes:

\* Academic Electives must include one term each of LIT 290 (Dramatic Literature), one Math or Science course, one Social Science course, and one Literature, Humanities or Philosophy course.

\*\* Arts Electives must have advisors' approval.

## **UNDERGRADUATE STAGE PROPERTIES**

<b>Year One</b>	Fall	Winter	Spring
DEP 100: Production	4	4	4
DEP 110, 130, 160: Fundamentals	1	1	1
DEP 141, 142: Drafting for the Theatre	2	2	
DEP 151, 152, 153: Color & Design	2	2	2
GES 101, 102, 103: Critical Perspectives	2	2	2
ARH 101, 102, 103: Art History	2	2	2

Credit Hours 13 13 11

### **Year Two**

DEP 200: Production	4	4	4
DEP 121, 122, 123: Drawing	1	1	1
DEP 217, 218, 219: Stagecraft	2	2	2
THH 241, 242, 243: Theatre History	2	2	2
Academic Electives*	2	2	2

Credit Hours 11 11 11

### **Year Three**

DEP 300: Production	4	4	4
DEP 421, 422, 423: Art and Artifacts	1	1	1
DEP 211, 212, 213: Scene Painting I	1	1	1
DEP 347, 348, 349: Stage Properties	2	2	2
GES 211, 212, 213: Western Thought	2	2	2
Academic Electives*	2	2	2

Credit Hours 12 12 12

### **Year Four**

DEP 400: Production	4	4	4
DEP 547, 548, 549: Furniture	2	2	2
DEP 417, 418, 419: Professional Career Development	1	1	1
DEP 114, 115, 116: Welding and Metalworking	2	2	2

Credit Hours 9 9 9

Academic Credit Hours 36  
Total Credit Hours 133

#### Notes:

\* Academic Electives must include one term each of LIT 290 (Dramatic Literature), one Math or Science course, one Social Science course, and one Literature, Humanities or Philosophy course.

\*\* Arts Electives and Studio Skills must have advisors' approval.

## **UNDERGRADUATE TECHNICAL DIRECTION**

<b>Year One</b>	Fall	Winter	Spring
DEP 100: Production	4	4	4
DEP 110, 130, 160: Fundamentals	1	1	1
DEP 114, 115, 116: Welding and Metalworking I	2	2	2
DEP 141, 142, 143: Drafting for the Theatre	2	2	2
DEP 151, 152, 153: Color & Design	2	2	2
GES 101, 102, 103: Critical Perspectives	2	2	2
Academic Electives*	2	2	2
Credit Hours	15	15	15
<b>Year Two</b>			
DEP 200: Production	4	4	4
DEP 211, 212, 213: Scene Painting I	1	1	1
DEP 217, 218, 219: Stagecraft	2	2	2
DEP 244, 245, 246: Shop Practice and Technique	1	1	1
THH 241, 242, 243: Theatre History	2	2	2
GES 211, 212, 213: Western Thought	2	2	2
Credit Hours	12	12	12
<b>Year Three</b>			
DEP 300: Production	4	4	4
DEP 421, 422, 423: Art and Artifacts	1	1	1
DEP 314, 315, 316: Advanced Theatre Technology	2	2	2
DEP 317, 318, 319: Technical Direction	2	2	2
Academic Electives*	2	2	2
Academic Electives*	2	2	2
Credit Hours	13	13	13
<b>Year Four</b>			
DEP 400: Production	4	4	4
DEP 137, 157, 167: Intro to Lighting/Scene/Costume Design	2	2	2
DEP 394, 395, 396: Theatre Management Survey	1	1	1
DEP 347, 348, 349: Stage Properties	2	2	2
Credit Hours	9	9	9
Academic Credit Hours			36
Total Credit Hours			147

### Notes:

\* Academic Electives must include one term each of LIT 290 (Dramatic Literature), one Math or Science course, one Social Science course, and one Literature, Humanities or Philosophy course.

\*\* Arts Electives and Studio Skills must have advisors' approval.

## **UNDERGRADUATE WIG AND MAKEUP**

<b>Year One</b>	Fall	Winter	Spring
DEP 100: Production	4	4	4
DEP 110, 130, 160: Fundamentals	1	1	1
DEP 151, 152, 153: Color & Design	2	2	2
DEP 121, 122, 123: Drawing	1	1	1
DEP 177, 178, 179: Intro to Makeup, Hair History & Styling	2	2	2
GES 101, 102, 103: Critical Perspectives	2	2	2
Credit Hours	12	12	12
<b>Year Two</b>			
DEP 200: Production	4	4	4
DEP 350: Studio Skills**	1	1	1
DEP 274: Makeup I		2	
DEP 277, 278: Wig Construction I	2		2
GES 211, 212, 213: Western Thought	2	2	2
Academic Electives*	2	2	2
Credit Hours	11	11	11
<b>Year Three</b>			
DEP 300: Production	4	4	4
DEP 421, 422, 423: Art and Artifacts	1	1	1
DEP 275, 276: Makeup I	2		2
DEP 279: Wig Construction I		2	
THH 241, 242, 243: Theatre History	2	2	2
Academic Electives*	2	2	2
Credit Hours	11	11	11
<b>Year Four</b>			
DEP 400: Production	4	4	4
DEP 474, 475, 476: Advanced Makeup	2	2	2
Academic Electives*	2	2	2
Open Electives**	2	2	2
Credit Hours	10	10	10
Academic Credit Hours			36
Total Credit Hours			132

### Notes:

\* Academic Electives must include one term each of LIT 290 (Dramatic Literature), one Math or Science course, one Social Science course, and one Literature, Humanities or Philosophy course.

\*\* Arts Electives and Studio Skills must have advisors' approval.

### ***Academic Requirements***

Scene Design, Scene Painting, Stage Properties:

GES 101, 102, 103	Critical Perspectives	6
GES 211, 212, 213	Foundations of Western Thought	6
THH 241, 242, 243	Theatre History	6
LIT 290	Topics in Dramatic Literature	2
ARH 101, 102, 103	Art History	6
Social Science Elective		2
Math/Science Elective		2
Literature/Philosophy Elective		2
Academic Electives		4
Total		36

Lighting Design, Sound, Stage Management, Technical Direction:

GES 101, 102, 103	Critical Perspectives	6
GES 211, 212, 213	Foundations of Western Thought	6
THH 241, 242, 243	Theatre History	6
LIT 290	Topics in Dramatic Literature	2
Social Science Elective		2
Math/Science Elective		2
Literature/Philosophy Elective		2
Academic Electives		10
Total		36

Costume Design & Technology

GES 101, 102, 103	Critical Perspectives	6
GES 211, 212, 213	Foundations of Western Thought	6
THH 241, 242, 243	Theatre History	6
LIT 290	Topics in Dramatic Literature	2
Social Science Elective		2
Math/Science Elective		2
Literature/Philosophy Elective		2
Academic Electives		4
Total		30

\*Students are strongly advised to choose their remaining electives from at least two of the following areas: Humanities, Social Science, and Mathematics/Science.

## **The Graduate Program**

The Master of Fine Arts professional training program is open to college graduates who wish to specialize in one of four design concentrations, one of five production concentrations, or the management concentration.

### **Design Concentrations:**

Costume Design  
Scene Design  
Sound Design  
Wig and Makeup Design

### **Production Concentrations:**

Costume Technology  
Scenic Art  
Stage Automation  
Stage Properties  
Technical Direction

### **Management Concentration:**

Performing Arts Management

## **Design and Production Concentrations**

The M.F.A. is earned in a three-year conservatory program where extensive classroom and studio work is balanced with practical production experience. Studio and production assignments escalate in scale and complexity to prepare students to take full responsibility for productions as designers and technicians.

Classes are small and the resident faculty members are working professionals and full-time participants in the training program. The faculty regularly gives guidance and evaluation to each student throughout the three-year program. As part of the training process, the faculty occasionally participates in NCSA productions as designers and technicians. Guest master teachers add to the curriculum with workshops in specialized areas. The studio and production work in which the student participates is of the highest professional level in both design creativity and technical execution.

## **Management Concentration**

The M.F.A. is earned in a three-year program consisting of two years in residence and a third-year internship. The two years in residence combine a full range of coursework with appropriate practical experience. The first-year curriculum is intended to give students the basic tools they need for a career in arts management. They will also begin functioning immediately as de facto members of the NCSA staff, through a series of rotating assignments in the "Production" course (DMT500). Second-year coursework focuses on larger issues of planning, leadership and institutional management. Students' work in "Production" (DMT600) will enable them to work on a more focused, year-long basis in an area of NCSA's operations that closely parallels their interests and abilities.

The program director, faculty and the appropriate senior managers within NCSA, in close consultation with the students, will determine second-year assignments.

In the third year, students will work in an internship away from NCSA, while creating and compiling their portfolio. The internship assignment is identified by the program director in consultation with each student, based on that student's particular abilities, interests and needs. The internship shall be full-time for three trimesters, though the program director may reduce that to one trimester based on the particular student's professional experience prior to attending NCSA. The academic credits for the internship may be earned over one full-time trimester, or three part-time trimesters, depending on the individual student's need.

## Standards of Achievement and Evaluation

### **Continuation in the Program**

Throughout matriculation, students are continually evaluated and advised regarding their progress and artistic development. At the end of each term, the faculty as a group discusses each individual student's strengths, weaknesses, needs and progress. That information is then shared with the student via his/her advisor.

In addition, all students are required to present their work to the entire faculty at Portfolio Review at the end of the spring term each year. The faculty uses this presentation to further develop an understanding of the student's progress and steer the student's future in the program. Continuation in the program from year to year is not automatic. Students must be invited to continue, and will be invited only so long as they demonstrate substantial and continuing growth toward artistic excellence.

### **Minimum Grade Requirements**

Graduate students are required to maintain a term and cumulative 3.0 or higher average in arts classes. A graduate student may accumulate only a maximum of eight credit hours of the grade of "C" (including "C+" and "C-") and remain enrolled in the graduate program. A graduate student receives a "D" or "F" is subject to probation or dismissal.

### **Arts Probation and Letters of Warning**

A student who fails to maintain a 3.0 in arts classes in any single term will be placed on Arts Probation for the following term. Students who, in the judgment of the faculty, fail to demonstrate sufficient professional development in the arts may receive a Letter of Warning and be placed on Arts Probation.

### **Portfolio Review**

A portfolio showing will be made at the end of each year with a final Portfolio Review before the full faculty at the end of the term in which graduation occurs. Evaluation of career potential will be an ongoing process, and students will be invited to continue in the program only so long as they demonstrate substantial growth toward artistic excellence.

## **Residency and Placement**

### **Residency**

The residency requirement for the MFA is two years as a full time student. A full time student is one who is enrolled for a minimum of six graduate credits per term. The MFA degree must be completed with five years of the initial enrollment of the program.

### **Placement**

Placement in the program is based on the faculty's assessment of student's prior training, abilities and proficiency.

### **MFA Thesis Requirement**

As a terminal degree, the MFA requires a rigorous thesis. Each MFA program in Design and Production has its own specific thesis. For further information, consult the director of your MFA program. The MFA degree must be completed within five years of the initial enrollment in the program.

### **Supplies and Materials**

Students are personally responsible for obtaining the supplies and equipment required by their MFA program. Items such as drafting equipment, shop hand tools and drawing and design supplies, as well as required (or recommended) textbooks for courses.

Expenditures will be heaviest during the first year, as students make major investments that they will use for the rest of their professional careers. Students not already owning some of the major equipment and supplies needed should be prepared to spend \$750 or more during the early part of their first year. Students in the Performing Arts Management and Sound Design program may be required to purchase a laptop computer. Please see the director of your MFA program for further information.

### **Financial Assistance**

A number of scholarships, grants and assistantships are available to graduate students and are awarded directly by the School of Design and Production. Students are automatically considered for these awards, and need do nothing specific to apply. The dean makes the awards, which are both need- and merit-based, in consultation with the faculty.

## Graduate Course Requirements

### **GRADUATE COSTUME DESIGN**

<b>Year One</b>	Fall	Winter	Spring
DEP 600: Production	4	4	4
DEP 661, 662, 663: Grad. Costume Design I	2	2	2
DEP 664, 665, 666: Grad. Costume Technology I	2	2	2
Credit Hours	8	8	8

**Year Two**

DEP 700: Production	4	4	4
DEP 761, 762, 763: Grad. Costume Design II	2	2	2
DEP 350: Studio Skills**	1	1	1
Credit Hours	7	7	7

**Year Three**

DEP 800: Production	4	4	2
DEP 861, 862, 863: Grad. Costume Design III	3	3	3
DEP 899: Thesis			2
Credit Hours	7	7	7

Total Credit Hours 66

**Notes:**

\*\*Arts Electives and Studio Skills must have advisors' approval.

Students are expected to demonstrate or develop proficiency equivalent to the following courses:

DEP 264, 265, 266: Costume Technology I

DEP 421, 422, 423: Art and Artifacts

**GRADUATE COSTUME TECHNOLOGY****Year One**

	Fall	Winter	Spring
DEP 600: Production	4	4	4
DEP 661, 662, 663: Graduate Costume Design I	2	2	2
DEP 664, 665, 666: Graduate Costume Technology I	2	2	2
Credit Hours	8	8	8

**Year Two**

DEP 700: Production	4	4	4
DEP 667, 668: Costume Shop Management	2	2	
DEP 764, 765, 766: Graduate Costume Technology II	2	2	2
Credit Hours	8	8	6

**Year Three**

DEP 800: Production	4	4	2
DEP 864, 865, 866: Graduate Costume Technology III	3	3	3
DEP 899: Thesis			2
Credit Hours	7	7	7

Total Credit Hours 67

**Notes:**

\*\*Arts Electives and Studio Skills must have advisors' approval.

Students are expected to demonstrate or development proficiency equivalent to the following courses:

DEP 264, 265, 266: Costume Technology I

DEP 421, 422, 423: Art and Artifacts

## **GRADUATE PERFORMING ARTS MANAGEMENT**

<b>Year One</b>	Fall	Winter	Spring
DMT 511, 512, 513: Accounting and Financial Management	2	2	2
DMT 521, 522, 523: Communication for the Arts Manager	2		
Public Relations		2	
Marketing			2
DMT 531, 532, 533: Intro. to Arts Management	2		
Development		2	
Public Policy and Advocacy			2
Production Elective		2	
Production Elective			2
DMT 514: Computer Applications	2		
DMT 598: Issues and Aesthetics	1	1	1
DMT 500: Production	4	4	4
DMT 599: Intensive Arts	2		
Credit Hours	15	13	13
<b>Year Two</b>			
DMT 641, 642, 643: Law and the Arts	2		
Contracts		2	
Labor Relations			2
DMT 651, 652: Managing the Production Process	2		
Human Resources			2
DMT 634, 635, 636: Leadership	2		
Strategic Planning		2	
Entrepreneurship			2
DMT 654, 655, 656: Producing for the Commercial Theatre	2		
Advertising		2	
Artistic Management			2
DMT 598: Issues and Aesthetics	1	1	1
DMT 500: Production	4	4	4
DMT 599: Intensive Arts	2		
Credit Hours	15	11	13
<b>Year Three</b>			
DMT 799-01: Internship		6 (over the course of the year)	
DMT 799-02: Thesis		6 (over the course of the year)	
Credit Hours	12		

## **GRADUATE SCENE DESIGN**

<b>Year One</b>	Fall	Winter	Spring
DEP 600: Production	4	4	4
DEP 350: Studio Skills**	1	1	1
DEP421, 422, 423: Art and Artifacts	1	1	1
DEP 611, 612, 613: Grad. Scenic Art I	1	1	1
DEP 651, 652, 653: Grad. Scene Design I	2	2	2
Credit Hours	9	9	9
<b>Year Two</b>			
DEP 700: Production	4	4	4
DEP 350: Studio Skills**	1	1	1
DEP 713: Grad. Scenic Art II			1
DEP 751, 752, 753: Grad. Scene Design II	2	2	2
Credit Hours	7	7	8
<b>Year Three</b>			
DEP 800: Production	4	4	4
DEP 851, 852, 853: Grad. Scene Design III	2	2	2
DEP 899: Thesis			2
Credit Hours	6	6	8
Total Credit Hours			69

### **Notes:**

\*\* Arts Electives and Studio Skills must have advisors' approval.

**Students are expected to demonstrate or develop proficiency equivalent to the following courses:**

**DEP 141, 142, 143: Drafting for the Theatre**

**DEP 137: Intro to Lighting Design**

**DEP 217, 218: Stagecraft**

## **GRADUATE SCENIC ART**

<b>Year One</b>	Fall	Winter	Spring
DEP 600: Production	4	4	4
DEP 611, 612, 613: Grad. Scenic Art I	1	1	1
DEP 350: Studio Skills**	1	1	1
DEP 651, 652, 653: Grad. Scene Design I	2	2	2
Credit Hours	8	8	8
<b>Year Two</b>			
DEP 700: Production	4	4	4
DEP 711, 712, 713: Grad. Scenic Art II	1	1	1
DEP 350: Studio Skills**	1	1	1
DEP 421, 422, 423: Art and Artifacts	1	1	1
Credit Hours	7	7	7
<b>Year Three</b>			
DEP 800: Production	4	4	4
DEP 811, 812, 813: Grad. Scenic Art III	1	1	1
DEP 320: Computer Graphics	2	2	
DEP 899: Thesis			2
Credit Hours	7	7	7
Total Credit Hours			66

### **Notes:**

\*\* Arts Electives and Studio Skills must have advisors' approval

**Students are expected to demonstrate or develop proficiency equivalent to the following courses:**

**DEP141, 142, 143: Drafting for the Theatre**

**DEP 137: Intro to Lighting Design**

**DEP 271, 218: Stagecraft**

## **GRADUATE SOUND DESIGN**

<b>Year One</b>	Fall	Winter	Spring
DEP 600: Production	4	4	4
DEP 341: Introduction to CAD	2		
DEP 414, 415: Theatrical Rigging Practice, Advanced Rigging Practice	2	2	
DEP 681, 682, 683: Grad. Sound Design I	2	2	2
Credit Hours	10	8	6
<b>Year Two</b>			
DEP 700: Production	4	4	4
DEP 781, 782, 783: Grad. Sound Design II	2	2	2
DEP 384, 385, 386: Audio Electronics	2	2	2
Credit Hours	8	8	8
<b>Year Three</b>			
DEP 800: Production	4	4	4
DEP 881, 882, 883: Grad. Sound Design III	2	2	2
DEP 899: Thesis			2
Credit Hours	6	6	8
Total Credit Hours			68

### **Notes:**

**\* Arts Electives and Studio Skills must have advisors' approval.**

**Students are expected to demonstrate or develop proficiency equivalent to the following courses:**

**DEP 141, 142, 143: Drafting for the Theatre**

## **GRADUATE STAGE AUTOMATION**

<b>Year One</b>	Fall	Winter	Spring
DEP 710: Graduate Automation Production	3	3	3
DEP 540: Adv. Computer Techniques: Topics	1	1	1
DEP 591, 592, 593: Motion Control I	2	2	2
DEP 614, 615, 616: Advanced Theatre Technology	2	2	2
DEP 690: Motion Seminar	1	1	1
Credit Hours	9	9	9
<b>Year Two</b>			
DEP 710: Graduate Automation Production	3	3	3
DEP 691, 692, 693: Motion Control II	2	2	2
DEP 694, 695, 696: Graduate Welding and Metalworking	1	1	1
DEP 617: Graduate Technical Direction	2		
DEP 395: Theatre Management Survey		1	
DEP 416: Adv. Rigging Projects/Practicum			2
DEP 790: Motion Seminar	1	1	1
Credit Hours	9	8	9
<b>Year Three</b>			
DEP 710: Graduate Automation Production	3	3	
DEP 791, 792, 793: Motion Control III	2	2	2
DEP 891, 892, 893: Machining and Fabrication	1	1	1
DEP 890: Motion Seminar	1	1	1
DEP 899: Thesis			2
Credit Hours	7	7	6
Total Credit Hours			73

### **Notes:**

\*\* Arts Electives and Studio Skills must have advisors' approval.

**Students are expected to demonstrate or develop proficiency equivalent to the following courses:**

**DEP 141, 142, 143: Drafting for the Theatre**

**DEP 341, 342, 343: CAD**

**DEP 114, 115, 116: Welding and Metalworking**

**An Internship will usually be the third term of the second year and the following summer**

**or**

**the summer between the second and third years and the first term of the third year.**

## **GRADUATE STAGE PROPERTIES**

<b>Year One</b>	Fall	Winter	Spring
DEP 600: Production	4	4	4
DEP 547, 548, 549: Furniture	2	2	2
DEP 611, 612, 613: Grad. Scenic Art I	1	1	1
Credit Hours	7	7	7
<b>Year Two</b>			
DEP 700: Production	4	4	4
DEP 711, 712, 713: Grad. Scenic Art II	1	1	1
DEP 747, 748, 749: Grad. Stage Properties	2	2	2
Credit Hours	7	7	7
<b>Year Three</b>			
DEP 800: Production	4	4	4
DEP 847, 848, 849: Grad. Adv. Stage Properties	2	2	2
DEP 899: Thesis			2
Credit Hours	6	6	8
Total Credit Hours			62

### **Notes:**

<sup>\*\*</sup> Arts Electives and Studio Skills must have advisors' approval.

**Students are expected to demonstrate or develop proficiency equivalent to the following courses:  
DEP 141, 142, 143: Drafting for the Theatre**

## **GRADUATE TECHNICAL DIRECTION**

<b>Year One</b>	Fall	Winter	Spring
DEP 600: Production	4	4	4
DEP 614, 615, 616: Grad. Adv. Theatre Technology	2	2	2
DEP 617, 618, 619: Grad. Technical Direction	2	2	2
DEP 644, 645, 646: Grad. Shop Practice and Technique	2	2	2
Credit Hours	10	10	10
<b>Year Two</b>			
DEP 700: Production	4	4	4
DEP 611, 612, 613: Grad. Scenic Art I	1	1	1
DEP 394, 395, 396: Theatre Management Survey	1	1	1
Credit Hours	6	6	6
<b>Year Three</b>			
DEP 800: Production	4	4	4
DEP 421, 422, 423: Art and Artifacts	1	1	1
DEP 610 Graduate Technical Projects	2	2	
DEP 899: Thesis			2
Credit Hours	7	7	7
Total Credit Hours			69

### **Notes:**

<sup>†</sup>Arts Electives and Studio Skills must have advisors' approval.

**Students are expected to demonstrate or develop proficiency equivalent to the following courses:**

**DEP 141, 142, 143: Drafting for the Theatre**

**DEP 160: Costume Fundamentals**

**DEP 151, 152, 153: Color & Design**

**DEP 231, 232, 233: Lighting Design I**

## **GRADUATE WIG AND MAKEUP DESIGN**

<b>Year One</b>	Fall	Winter	Spring
DEP 600: Production	4	4	4
DEP 350: Studio Skills**	1	1	1
DEP 474, 475, 476: Advanced Makeup	2	2	2
Credit Hours	7	7	7
<b>Year Two</b>			
DEP 700: Production	4	4	4
DEP 774, 775, 776: Graduate Prosthetics	2	2	2
DEP 777, 778, 779: Grad. Wig Construction	2	2	2
Credit Hours	8	8	8
<b>Year Three</b>			
DEP 800: Production	4	4	4
DEP 874, 875, 876: Advanced Character Creation	2	2	2
DEP 871, 872, 873: Grad. Wig and Makeup Design Seminar	1	1	1
DEP 899: Thesis			2
Credit Hours	7	7	9
Total Credit Hours			68

### **Notes:**

\*\* Arts Electives and Studio Skills must have advisors' approval.

**Students are expected to demonstrate or develop proficiency equivalent to the following courses:**

**DEP 177, 178, 179: Introduction to Makeup**

**DEP 110, 160, 130: Fundamentals of Costume/Lighting/Scenery**

**DEP 121, 122, 123: Drawing**

**DEP 151, 152, 153: Color and Design**

**DEP 274, 275, 276: Makeup I**

**DEP 277, 278, 279: Wig Construction I**

## **Course Descriptions**

All courses listed may not be offered each year. Lists of courses offered in a given year or term may be obtained from the School of Design and Production office.

DEP 100, 200, 300, 400: **Production** (4 credits each term)

Practical application of all phases of technical production and design for staged productions. During the first year, assignments to crews and design projects will be varied to ensure broad exposure and experience. Advanced students will be assigned to the areas of their concentration.

DEP 110: **Scenery Fundamentals** (1 credit)

An introduction to the fundamentals of scenery construction, theatre rigging, tools and shop procedures, and safety.

DEP 114, 115, 116: **Welding and Metalworking I** (2 credits each term)

A three-term sequence exploring the use of metal as a scenic material. Concentration is on safety, tools, and the various welding and metalworking processes. 114 is a prerequisite to 115. Students may only enter 116 with consent of the instructor and the successful completion of 114 and 115.

DEP 121,122,123: **Drawing** (1 credit each term)

A practical study in developing a solid drawing foundation, including elements of line, gesture, shape, value, texture, space, scale, proportion, composition, human form, and perspective. This course utilizes a variety of media and techniques in the exploration of two-dimensional space as it pertains to drawing as an art form, as well as a means to express and convey ideas relevant to students' course of study.

DEP 130: **Lighting Fundamentals** (1 credit)

An introduction to the mechanics of stage lighting, including instrument maintenance, control boards, color media, basic electricity and shop procedures. In addition, basic stage management and a discussion of a performing arts organizational chart will be discussed.

DEP 137: **Introduction to Lighting Design** (2 credits)

An introduction to and survey of the principles of lighting design for the non-designer, focusing on the history, development, function and future of lighting design for the stage.

DEP 141, 142, 143: **Drafting for the Theatre** (2 credits each term)

Intensive training in the various elements of technical theatre and stage design graphics. Included in the first term are ground plans, elevations, sections and orthographics. Second and third terms concentrate on lighting graphics, pictorial drawings, perspective techniques, and presentational styles. Students must successfully complete each term in sequence.

DEP 151, 152, 153: **Color and Design** (2 credits each term)

An investigation of the basic principles of two-dimensional art and graphic forms through various media and a study of color and color theory through projects in traditional and individual expression.

DEP 154, 155, 156: **3-D Design and Sculpture** (2 credits each term)

The study of three-dimensional design and sculpture for the theatrical designer. Sculptural problems will be explored using various media – clay, wire, paper, wood.

DEP 157: **Introduction to Scene Design** (2 credits)

An introduction to and survey of the principles of scene design for the non-designer, focusing on the process of theatrical design as influenced by the Western physical stage.

DEP 160: **Costume Fundamentals** (1 credit)

An introduction to sewing for stage costumes, including shop procedures and basic techniques of pinning, marking, cutting, and machine and hand-sewing.

DEP 167: **Introduction to Costume Design** (2 credits)

An introduction to and survey of the process of costume design for the non-designer.

DEP 177, 178, 179: **Introduction to Makeup, Hair History and Styling** (2 credits each term)

Brief overview of basic stage makeup materials, methods, history of hairstyles and styling techniques with an emphasis on applications for theatre and film.

DEP 181, 182, 183: **A Practical Introduction to Theatre Sound** (2 credits each term)

Terms 1 and 2 are a practical introduction to sound, sound equipment, and sound systems utilized by the theatre technician in theatrical production, including a basic introduction to film location recording. Term 3 is an introduction to and survey of the principles of theatre sound design, focusing on the considerations, processes, and breadth of sound design for the stage.

DEP 190: **Introduction to Stage Management** (2 credits)

The course is designed to acquaint first-year stage management students with their role on the various productions throughout this campus. Students will become familiar with the guidelines of the Stage Management Department as well as the structure and guidelines of all the various schools and departments with which they will be working.

DEP 199, 299, 399, 499, 699: **Tutorials and Contracts** (credits to be announced)

Credit is given for apprenticeships and tutorials, originated by the student with faculty approval, for special projects which will significantly enrich the student's growth and development in areas not regularly covered in established courses.

DEP 211, 212, 213: **Scene Painting I** (1 credit each term)

A study of basic techniques employed by the scenic artist. Emphasis is placed on equipment, procedure and practical application to framed scenery, drops and three-dimensional units. Projects will include spray technique, wood grain, marble, simple trompe l'oeil and landscape.

DEP 214, 215, 216: **Welding and Metalworking II** (2 credits each term)

A honing of welding and fabrication skills learned in Welding and Metalworking I. Basic machine shop operations will be covered including general tool and shop maintenance. DEP 214, 215, 216 must be completed in sequence or students must obtain consent of the instructor. Prerequisites: DEP 116 or consent of the instructor.

DEP 217, 218, 219: **Stagecraft** (2 credits each term)

An in-depth study of the tools and techniques of scenery construction, backstage operating systems, and construction materials.

DEP 231, 232, 233: **Lighting Design I** (2 credits each term)

Introduction to the principles, theories, and equipment employed by the lighting designer for the stage. Areas of investigation include color, light sources, control systems and script analysis.

DEP 234, 235, 236: **Stage Electrics** (2 credits each term)

A dialogue of basic stage electric equipment and lighting technology. Course discussions will include conventional instrumentation, power distribution and control systems. The sequence will conclude with exercises in preparing a lighting shop order.

DEP 244, 245, 246: **Shop Practice and Technique** (1 credit each term)

Exploration of typical shop organization and methodology, including techniques to improve craftsmanship and productivity.

DEP 251, 252, 253: **Scene Design I** (2 credits each term)

Introduction to Scene Design, emphasizing the design process from script analysis to presentational material, through the investigation of styles of theatre and stage spaces and the application of design variables.

DEP 261, 262, 263: **Costume Design I** (2 credits each term)

An examination of the fundamental techniques of costume design through a series of problem-oriented projects. Emphasis will be placed on imagination, problem-solving, and growth in both rendering and presentation of work. DEP 421, 422, 423: Art and Artifacts are required as a prerequisite or concurrent course.

DEP 264, 265, 266: **Costume Technology I** (2 credits each term)

A study of basic flat patterning and construction techniques, with emphasis on practical applications. Possible topics include: men's period shirts, women's pieced bodices, and basic sleeves. Non-costume design or technology majors must have the permission of the instructor to enroll.

DEP 274, 275, 276: **Makeup I** (2 credits each term)

An introduction to basic makeup techniques concentrating on creating characters with painting techniques.

DEP 277, 278, 279: **Wig Construction** (2 credits each term)

An introduction to the techniques used to build hairpieces for the theatre and film. Topics will include ventilating beards, mustaches and wig fronts. Prerequisites: DEP 177, 178, 179.

DEP 281, 282, 283: **Sound Design I - The Craft** (2 credits each term)

An in-depth study of the tools and techniques used to construct reinforced sound and sound scores for the theatre. Topics include system calculation, drafting and design, color codes and conventions, digital and analog pre-production, communications, and documentation. Prerequisites: DEP 181, 182, 183, 240.

DEP 291, 292, 293: **Stage Management I** (2 credits each term)

An introduction to the fundamentals of stage management as related to current productions as well as professional union requirements. The basic techniques of the stage manager are presented, including the prompt book, rehearsal and performance procedures. In addition, stage management forms and formats will be studied to strengthen organizational skills.

DEP 311, 312, 313: **Scene Painting II** (1 credit each term)

A review of basic processes and techniques will be the foundation for development of more complex assignments. Specialized applicators, bas-relief carving, dry pigment, dyes and multi-step processes will be introduced. A translucent painting will be the final project.

DEP 314, 315, 316: **Advanced Theatre Technology** (2 credits each term)

A continuation of Stagecraft (DEP 217-219) with special emphasis on complex problem-solving and new technology. Included is a brief study of structural engineering with a concentration on problems in scenic construction and mathematical problem-solving.

DEP 317, 318, 319: **Technical Direction** (2 credits each term)

A more specific examination of theatre technology, including the role of the technical director in production, rigging, special effects, equipment specifications and developments in theatre technology.

DEP 320: **Computer Graphics** (2 credits)

How to capture and manipulate graphics for use on stage, using digital photographs, scanners and clip art. This course may be taken three times for credit.

DEP 331, 332, 333: **Lighting Design II** (2 credits each term)

Theory and practice of lighting the stage for various styles of productions. Emphasis is placed on concept development, design collaboration and script interpretation. Instruction in new systems and mechanical/electrical systems as well as new developments in lighting design.

DEP 334, 335, 336: **Commercial Stage Electrics** (2 credits each term)

This class is a survey of the electrics department in commercial theatre and an in-depth study of the knowledge and expertise beneficial to lighting technicians in the field. Prerequisites: DEP 234, 235, 236; DEP 341, 342, 343 may be taken concurrently, with instructor approval.

DEP 341: **Introduction to CAD** (2 credits)

An introduction to computer-assisted drafting (CAD) and its use in theatre. The student's basic CAD skills are developed as a foundation for intermediate and advanced study in their area of concentration. The course will focus on one of several software applications for CAD.

DEP 342: **Intermediate CAD** (2 credits)

An intermediate level course in computer-assisted drafting (CAD) for the theatre. The student will continue to build upon basic skills by producing more complex projects and will begin to focus on specific applications. The course will focus on one of several software applications. Prerequisite: DEP 341 or instructor's approval.

DEP 343: **Advanced CAD** (2 credits)

An advanced level course in computer-assisted drafting (CAD) for the theatre. The student will continue to build upon intermediate skills and focus on advanced applications such as three-dimensional drawing and programming. The course will focus on one of several software applications. Prerequisites: DEP 342 or instructor's approval.

DEP 344: **Drafting with Vectorworks** (2 credits)

A one term study of Vectorworks computer-assisted drafting (CAD) and its use in theatre. The course will focus on both 2D and 3D drawings, including rendering and sketching techniques available in the Vectorworks software application. Prerequisite: DEP 141, 142, 143: Drafting for the Theatre.

DEP 347, 348, 349: **Stage Properties** (2 credits each term)

A study of procedures, techniques, and materials that can be used by the designer and technician in the construction of stage properties. A focus on organization and procurement of stage properties.

DEP 350: **Studio Skills** (1 credit each term)

A series of topics courses that focuses on the art, craft and technical skills necessary to produce theatrical design concepts. Representative areas of study: Dry Media, Wet Media, Model Building, Model Materials and Techniques, Organizational Paperwork, Drafting Style and Content, 3D Manipulation, Figure Drawing, Portraiture, Light and Space, Rendering Technique, Perspective Drawing, Presentation Style and Content, the complete package, or Computer Rendering. Course work will relate directly to design class projects. May be taken up to 9 times for credit.

DEP 351, 352, 353: **Scene Design II** (2 credits each term)

A continuation of projects in Scene Design incorporating all of the various theatrical forms, such as opera, ballet, and musicals, as well as drama. Emphasis is on the speed of conceptualization and rendering.

DEP 354, 355, 356: **3-Dimensional Design and Sculpture for the Theatrical Designer** (1 credit each term)

The study of three-dimensional design and sculpture for the theatrical designer. Terminology appropriate to the planning, analysis and interpretation of the fine arts and theatrical design will complement the investigation of sculptural problems using a variety of media.

DEP 361, 362, 363: **Costume Design II** (2 credits each term)

A continuation in costume design intended to give the student the opportunity to explore its many facets, from theatre to dance. All projects are geared toward a strong portfolio.

DEP 364, 365, 366: **Costume Technology II** (2 credits each term)

Study of theatrical patterning and construction through realized projects made for live models with an emphasis on developing problem-solving skills. Possible topics include: semi-tailored menswear (vests, trousers), women's period undergarments (corsets, petticoats), and sketch interpretation through draping. Prerequisite: DEP 264, 265, 266 or equivalent.

DEP 381, 382, 383: **Sound Design II - The Art** (2 credits each term)

An in-depth study of the interrelationships and considerations needed to fully explore sound design for the theatre. Areas of study include actors, aesthetics, space, time, shape, historical period, music, director, designers, technicians, audience, script analysis, perception, and politics. Comparative reference will be made to sound design for the screen. Prerequisites: DEP 181, 182, 183.

DEP 384, 385, 386: **Audio Electronics** (2 credits each term)

This course will teach the electronic and electrical skills necessary to troubleshoot, repair, service, design and install electronic equipment and audio systems used for theatre sound. Consideration will also be given to the redesign and remanufacture of equipment for use in theatre sound as well as designing and building "project box" solutions to typical problems. Prerequisites: Sound Major with instructor's approval.

DEP 391, 392, 393: **Stage Management II** (2 credits each term)

A course designed specifically for stage managers to increase their awareness of the training of, and problems faced by, performers, directors and choreographers, as they relate to the functions and duties of the stage manager in production.

DEP 394, 395, 396: **Theatre Management Survey** (1 credit each term)

An investigation of how a performing arts organization is created. Among the topics included will be mission statements, choosing artistic properties, a basic understanding of copyrights, theatre personnel, theatre unions, fundraising and budgets.

DEP 411, 412, 413: **Scene Painting III** (1 credit each term)

A series of projects to further develop the scene painter's skill with concentration on brushwork, drawing and product selection. New processes and skills relating to the field of decorative painting and painting for film will be introduced. Projects will be tailored to the student.

DEP 414: **Theatrical Rigging Practice** (2 credits each term)

An intermediate level class. The student will build on a foundation laid in DEP 219: Stagecraft, learning how to design and use rigging systems in theatrical and arena settings. Emphasis will be placed on proper selection and use of rigging hardware and equipment.

DEP 415: **Advanced Rigging Practice** (2 credits each term)

An advanced level class in theatrical rigging practice. The student will study specific techniques in flying scenery, chain motors, trusses, and equipment, as well as safe climbing practices. This course will build upon a foundation laid in DEP 414: Theatrical Rigging Practice.

DEP 416: **Advanced Rigging Projects/Practicum** (2 credits each term)

An advanced-level course in theatrical rigging. The student will study specific techniques in flying scenery, chain motors, trusses, and equipment, as well as safe climbing practices, through hands-on projects and training. This course will build upon a foundation laid in DEP 415: Advanced Rigging Practice.

DEP 417, 418, 419: **Professional Career Development** (1 credit each term)

Group discussions on current productions, resumes, portfolio formats, cover letters, personal budgets, establishing credit, taxes and mock interviews. This course is designed for students in their final year, preparing for the job market and life after NCSA.

DEP 421, 422, 423: **Art and Artifacts** (1 credit each term)

A study of the artifacts of humanity including clothing, architecture, interiors, furniture and art movements including the manner of their presentation in the current media. Methods of independent research will be investigated.

DEP 431, 432, 433: **Lighting Design III** (2 credits each term)

A continuation of Lighting Design II, with special emphasis on discussion and critique of actualized productions. Lighting Design students in this class will, when qualified, design lighting for major mainstage productions.

DEP 451, 452, 453: **Scene Design III** (2 credits each term)

An advanced study of the philosophy and techniques of design as they apply to full and complete design packages, including final-year production assignments.

DEP 461, 462, 463: **Costume Design III** (2 credits each term)

An advanced study of the philosophy and techniques of design as they apply to full and complete design packages, including final-year production assignments.

DEP 464, 465, 466: **Costume Technology III** (2 credits each term)

Advanced projects in theatrical costuming with a dual emphasis on flat patterning and draping. Possible topics include: complex women's gowns, male and female period patterning and construction techniques, and the transformation of modern garments for theatrical use. Prerequisite: DEP 364, 365, 366 or equivalent.

DEP 474, 475, 476: **Advanced Makeup** (2 credits each term)

In-depth study of professional makeup skills, including painting techniques and basic prosthetic application and lab techniques.

DEP 481, 482, 483: **Sound Design III - The Business** (2 credits each term)

Students are guided in their active participation in the running of a business that allocates resources and personnel to, and is responsible for, the sound requirements for all theatrical productions on campus. Additional areas of guidance include contracts, copyright, unions, health and safety, Americans with Disabilities Act, health insurance, pensions, continued learning, and stress management.

DEP 498: **Stage Management Seminar** (2 credits each term)

Group discussion and individual projects relating to current productions for the senior stage management student; and development of the student's skills needed to survive in the marketplace.

DEP 520: **Advanced Stagecraft** (2 credits each term)

An advanced level class in stagecraft. The student will study advanced techniques in complex scenery layout and construction. This course will build upon a foundation laid in DEP 217, 218, 219: Stagecraft.

DEP 540: **Advanced Computer Techniques** (1 credit each term)

In-depth study of advanced software applications being used in the theatrical field and its associated industries. May be taken up to 3 times for credit.

DEP 547, 548, 549: **Furniture and Woodworking** (2 credits each term)

Practical study of the construction, upholstery, repair and refinishing of furniture for the stage, and the art of fine woodworking.

DEP 591, 592, 593: **Motion Control I** (2 credits each term)

Motion control for the stage. In-depth study of the use of control systems and equipment in relation to moving scenery. Computer and other control systems will be covered.

DEP 610: **Graduate Technical Projects** (2 credits)

Students undertake self-directed study in technical projects or topics of their choosing, with the consent and supervision of the faculty.

DEP 611, 612, 613: **Graduate Scenic Art I** (1 credit each term)

A study of basic techniques employed by the scenic artist. Emphasis is placed on equipment, procedure and practical application to framed scenery, drops and three-dimensional units. Projects will include spray technique, wood grain, marble, simple trompe l'oeil and landscape. Students will be required to complete projects appropriate to a graduate level of study.

DEP 614, 615, 616: **Advanced Theatre Technology** (2 credits each term)

An advanced course in scenery construction techniques and material technology with an emphasis on mathematical problem-solving. A brief study of structural engineering is included, with concentration on its application to stage machinery and scenic units.

DEP 617, 618, 619: **Graduate Technical Direction** (2 credits each term)

Study in-depth of the functions and responsibilities of production and scene shop supervisors through studio/laboratory sessions.

DEP 644, 645, 646: **Graduate Shop Practice and Technique** (2 credits each term)

The exploration of typical shop organization and methodology, including techniques to improve craftsmanship and productivity.

DEP 651, 652, 653: **Graduate Scene Design I** (2 credits each term)

Review and analysis of the principles of scene design for the stage, with emphasis on the use of various stage spaces, research, visual presentation, and integration with costumes and lighting.

DEP 661, 662, 663: **Graduate Costume Design I** (2 credits each term)

Review and analysis of the principles of costume design for the stage, with emphasis on research, style and character and their integration with scenery and lighting. Prerequisite: DEP 464, 465, 466 or equivalent proficiency.

DEP 664, 665, 666: **Graduate Costume Technology I** (2 credits each term)

Advanced study of theatrical patterning and construction through realized projects made for live models with an emphasis on demonstrating problem-solving and leadership skills. Possible topics include: semi-tailored menswear (vests, trousers), women's period undergarments (corsets, petticoats), and sketch interpretation through draping. Prerequisite: DEP 264, 265, 266 or equivalent proficiency. Students will be required to complete projects appropriate to a graduate level of study.

DEP 667, 668: **Costume Shop Management** (2 credits each term)

A study of the skills needed for successful costume shop management, including personal time management, supervision, leadership, stress management, space management, and health and safety.

Non-costume technology majors must have the permission of the instructor to enroll.

DEP 680: **Graduate Sound Projects** (2 credits each term)

Students undertake self-directed study in sound projects or topics of their choosing, with the consent and supervision of the faculty.

DEP 681, 682, 683: **Graduate Sound Design I** (2 credits each term)

Individually tailored review and analysis of the tools, techniques, interrelationships and considerations needed to design sound for the theatre. Comparative reference will be made to sound design for the screen.

DEP 690: **Motion Control Seminar** (1 credit each term)

Weekly meeting of all Stage Automation students for a round table discussion of current and future automation projects. May be taken up to 3 times for credit.

DEP 691, 692, 693: **Motion Control II** (2 credits each term)

A continuation of the skills and knowledge from Motion Control. More in-depth study in design and programming of complete systems.

DEP 694, 695, 696: **Graduate Welding and Metalworking** (1 credit each term)

A honing of welding and fabrication skills. Basic shop operations will be covered including general tool and shop maintenance. Emphasis will be on different welding techniques and equipment. Prerequisite: Consent of the instructor.

DEP 710: **Graduate Automation Production** (3 credits each term)

This is a practical laboratory class that is required for all Stage Automation students. Students enroll each term they are in residence. Specific assignments vary according to each student's abilities and productions to which they are assigned. This class may be taken up to nine times for credit. Prerequisite: Consent of instructor.

DEP 711, 712, 713: **Graduate Scenic Art II** (1 credit each term)

A review of basic processes and techniques will be the foundation for development of more complex assignments. Specialized applicators, bas-relief carving, dry pigment, dyes and multi-step processes will be introduced. A translucent painting will be the final project. Students will be required to complete projects appropriate to a graduate level of study.

DEP 747, 748, 749: **Graduate Stage Properties** (2 credits each term)

A study of new procedures and materials, combined with advanced techniques for use in the construction of stage properties by the Artisan or Property Master. A demonstrated background in stage properties is a prerequisite.

DEP 751, 752, 753: **Graduate Scene Design II** (2 credits each term)

Development of skills in conceptualizing the scenic design and preparing it for execution. Emphasis is placed on developing facility and speed with the designer's graphic skills and solving the design problems of multi-set productions in theatre, opera, dance and musical theatre through lecture/discussion/critique sessions.

DEP 761, 762, 763: **Graduate Costume Design II** (2 credits each term)

Continued development of skills needed to produce larger and more complex costume design projects. In-depth involvement with production concepts and solutions through lecture and critique. Prerequisite: DEP 661, 662 663 or equivalent.

DEP 764, 765, 766: **Graduate Costume Technology II** (2 credits each term)

Intensive study of patterning and construction techniques, predominantly for periods prior to the twentieth century. Demonstrations and discussion will lead to methods suitable for modern theatrical productions. Possible topics include garments from: early 20th century (hobble skirt, bias cut gown), 19th century (frock coat, tailcoat, Norfolk jacket, bustle gown, Belle Epoch sleeves), 18th century (breeches, robe a la francaise, waistcoat), 16th century (doublet, bodice, neckwear). Prerequisite: DEP 664, 665, 666 or equivalent. Students will be required to complete projects appropriate to a graduate level of study.

DEP 774, 775, 776: **Graduate Prosthetics** (2 credits each term)

An in-depth exploration of prosthetics techniques and materials. Students will design, sculpt, build and apply human and creature prosthetics using a variety of materials including gelatin, latex and urethane. Prerequisites: DEP 474, 475, 476 Advanced Makeup and permission of instructor.

DEP 777, 778, 779: **Graduate Wig Construction II** (2 credits each term)

Continued development of construction skills by executing more complex projects, including full wigs and character hairpieces. Prerequisites: DEP 677, 678, 679.

DEP 781, 782, 783: **Graduate Sound Design II** (2 credits each term)

An in-depth study of, and research into, acoustics and perception as related to theatre sound design. Senior involvement in running a business that is responsible for providing the sound for

all the productions on campus. Comparative reference will be made to sound design for the screen.

DEP 790: **Motion Control Seminar** (1 credit each term)

Weekly meeting of all Stage Automation students for a round table discussion of current and future automation projects. May be taken for up to 3 times for credit.

DEP 791, 792, 793: **Motion Control III** (2 credits each term)

Advanced study of Motion Control in a seminar setting. Includes investigations in equipment, software and procedures for control of effects on stage and in the entertainment industry.

DEP 811, 812, 813: **Graduate Scenic Art III** (1 credit each term)

A series of projects to further develop the scene painter's skill with concentration on brushwork, drawing and product selection. New processes and skills relating to the field of decorative painting and painting for film will be introduced. Projects will be tailored to the student. Students will be required to complete projects appropriate to a graduate level of study.

DEP 847, 848, 849: **Graduate Advanced Stage Properties** (2 credits each term)

An advanced course revolving around student-generated projects on the graduate level. The purpose is to give the Properties specialist the opportunity to discover and execute projects that they may not have covered in the production setting or previous classroom experience. This class also engages in perplexing projects that may occur in the productions currently under construction.

DEP 851, 852, 853: **Graduate Scene Design III** (2 credits each term)

Directed study in scenic design for theatre, opera, ballet and musical theatre for the most advanced student.

DEP 861, 862, 863: **Graduate Costume Design III** (3 credits each term)

Directed study in costume design for theatre, opera, ballet, and musical theatre for the most advanced student. Prerequisite: DEP 761, 762, 763 or equivalent.

DEP 864, 865, 866: **Graduate Costume Technology III** (3 credits each term)

Wide-ranging study of dance costume construction techniques. Possible techniques include: stretch dancewear (leotards, unitards, tights, dyeing spandex), women's bodices and skirts (classical and romantic tutus), men's classical ballet costume (tunics, shirts). Prerequisite: DEP 764, 765, 766 or equivalent. Students will be required to complete projects appropriate to a graduate level of study.

DEP 871, 872, 873: **Graduate Wig and Makeup Design Seminar** (1 credit each term)

Directed study in wig and makeup design for opera, film, theatre, ballet, and musical theatre for the most advanced student.

DEP 874, 875, 876: **Advanced Character Creation** (2 credits each term)

An in-depth study of the techniques and materials used to create a range of complex alterations to the human form. Prerequisites: Successful completion of DEP 774, 775, 776 Graduate Prosthetics & DEP 777, 778, 779 Graduate Wig Construction and permission of the instructor.

DEP 881, 882, 883: **Graduate Sound Design III** (2 credits each term)

Advanced projects and research into the most complex areas of theatre sound design with comparative reference being made to sound design for the screen. Senior involvement in running

the business that is responsible for providing the sound for all the theatrical productions on campus.

DEP 890: **Motion Control Seminar** (1 credit each term)

Weekly meeting of all Stage Automation students for a round table discussion of current and future automation projects. May be taken for up to 3 times for credit.

DEP 891, 892, 893: **Machining and Fabricating for the Theatre** (1 credit each term)

Basic machine shop operations will be covered including general tool and shop maintenance. Emphasis will be on different fabricating techniques and equipment for theatrical machinery. Prerequisite: Consent of the instructor.

DEP 899: **Thesis** (2 credits)

Preparation and submission of a fully documented production thesis in the student's area of concentration: costume design, costume technology, scene design, scene painting, stage automation, stage properties, sound design, technical direction, or wig and makeup design. The production will be fully produced and presented before the public. Documentation will include design concepts, research material, renderings, fabric/paint samples, elevations, complete construction and mechanical drawings, cost estimates, schedules, and photographs of the completed production. With permission of the faculty, a student may elect to complete a research project, conducted under the close supervision of the thesis advisor, rather than a production project.

### **Performing Arts Management**

DMT 500: **Production** (4 credits each term)

Practical laboratory application of all phases of performing arts management. Students work on a rotating basis in administrative capacities at NCSA, either on productions, or in offices at NCSA or the Stevens Center. Students enroll each term they are in residence.

DMT 511, 512, 513: **Accounting and Financial Management** (2 credits each term)

An introduction to financial accounting concepts and procedures. How to create, use and interpret budgets, financial statements (balance sheets and cash flow statements). Understanding cash versus accrual accounting. Developing accounting controls. Using financial management as a planning tool. Students will learn how to use financial data to identify operating problems and to realize organizational goals.

DMT 514: **Computer Applications** (2 credits)

An overview of the practical tools of business management in the arts, and the basic tools offered by computers to assist arts managers in their work. Topics covered include budgeting and cash flow, preparing payroll, payroll taxes, union compliance, tax compliance, insurance, box office statements and royalties.

DMT 521: **Communication for the Arts Manager**

DMT 522: Public Relations

DMT 523: Marketing

(2 credits each term)

The first trimester of this course is designed to strengthen students' professional written communication and oral presentation skills in preparation for a career which may involve writing memos, letters and reports; public relations and marketing materials; grant proposals; and

speaking to various constituencies (staff, trustees, audiences, funders). The second and third trimesters will focus on the development of public relations and marketing plans and materials. This includes working with the media; writing press releases and promotional copy; pitching feature stories; and managing photo calls, as well as targeting potential audiences; planning subscription, single ticket and group sales campaigns; direct mail techniques; telemarketing; the Internet; customer service; and market research. Prerequisites: DMT 521 is prerequisite for DMT 522; DMT 522 is prerequisite for DMT 523.

**DMT 531: Introduction to Arts Management (2 credits)**

**The history of organizational practice in the arts in America, including the different challenges facing nonprofit arts organizations and commercial entities. Topics include limited partnerships, nonprofit organizational structure, staff organization, and artistic mission.**

**DMT 532: Development (2 credits)**

How to generate contributed income by working with corporations, foundations, government agencies and private individuals. Building volunteer leadership. Trends in arts philanthropy and fund raising. Methods of research into developing donor prospects and finding support, including grant proposals, direct mail appeals, personal solicitation, special events, capital campaigns and corporate sponsorships. Prerequisite: DMT 531.

**DMT 533: Public Policy and Advocacy (2 credits)**

The arts' contribution to the community and the wider society. Creating constructive government cultural policy to strengthen the arts. The role of advocacy in working with public entities – federal, state and local. Developing policies to invigorate corporation art, as well as channels by which to broaden public access. Prerequisite: DMT 532.

**DMT 598: Issues and Aesthetics (1 credit each term)**

A course that will present opportunities for students to learn about dance, music and theatre from an aesthetic point of view (including discussions of the seminal figures in each art form), and to discuss key current issues in arts management. This course will feature frequent guest speakers.

**DMT 599: Intensive Arts (2 credits each term)**

Special projects, programs, classes, seminars and performances, developed by each of the arts areas, during the two-week period immediately following the Thanksgiving break. These may be either intradisciplinary or interdisciplinary among arts areas and/or academics. Students must enroll in the course each fall term they are in attendance at NCSA.

**DMT 600: Production (4 credits each term)**

Practical laboratory application of all phases of performing arts management. Students work on a rotation basis in administrative capacities at NCSA, either on productions, or in offices at NCSA or the Stevens Center. Students enroll each term they are in residence. Prerequisite: Second-year standing.

**DMT 624: Advertising** (2 credits)

Clear and persuasive communication through paid ads in the print and broadcast media. Topics include choice of outlets, purchasing of space, size, placement, graphics, copy and strategy. Prerequisite: DMT 654.

**DMT 634: Leadership** (2 credits)

This course will examine the following questions: What are the characteristics of an effective leader for an arts organization? How can you shape your own talents and abilities to inspire the strongest interaction with and contributions from those with whom you work – artistic and administrative staff, performers, board members, volunteers, the audience? What are the best approaches to governance and structure for different types of arts organizations? Are there ethical considerations involved? How might your leadership style develop as the organization grows? How can you best make the strongest and most valuable links with the larger community which you serve? How do you create a strategic plan for the responsible development of an institution to enable it to grow creatively and provide organizational stability for the long term? Prerequisite: Second-year standing.

**DMT 635: Strategic Planning** (2 credits)

Strategy is the match between an organization's qualifications and the opportunities afforded by a changing environment. It provides a guide to allocating human and financial capital when times are good, and to seeing opportunities for progress when times are bad. This course shows how to identify the organization's mission, analyze its internal and external environments, identify its strategy, resolve tensions between mission and strategy, analyze organizational culture, and adapt the culture in order to implement robust strategies. Prerequisite: DMT 634.

**DMT 636: Entrepreneurship** (2 credits)

What is involved in setting up a new artistic venture? Creating a concept and a mission; leadership and personnel recruitment; building support in the larger community; defining physical needs for the organization and the search for facilities; developing financial viability on many levels; public relations, marketing, outreach and tourism. This course explores a variety of management theories and the issues facing a new or start-up organization. Prerequisite: DMT 635.

**DMT 641: Law and the Arts** (2 credits)

An examination of the legal rights and responsibilities of artists and artistic institutions. Topics include the law of intellectual property (copyright and trademark), moral rights, personality rights (defamation, publicity, and privacy), and freedom of expression. The course also provides an introduction to basic contract law and to the structure and language of contracts, including commissioning, performance rights, and music licensing agreements. Other legal issues that arise in the management of arts organization may also be discussed. Prerequisite: Second-year standing.

**DMT 642: Contracts** (2 credits)

A seminar on how to read, write, administer and interpret employment contracts. Standard arts union agreements will be studied. Prerequisite: DMT 641.

**DMT 643: Labor Relations** (2 credits)

An investigation of employee relations, with emphasis on the collective bargaining process. Topics discussed include wages, hours, personnel policy, grievances, negotiation of individual contracts, employment discrimination, union negotiations, and contract administration. Prerequisite: DMT 642.

**DMT 651: Managing the Production Process** (2 credits)

An investigation of the relationship between the artistic and managing leaders of arts organizations, with particular attention to the role of a manager in the production process, including season planning, artistic budgeting, contract negotiations, artist relationships, and production partnering. Prerequisite: Second-year standing.

**DMT 652: Human Resources** (2 credits)

Principles and best methods for managing both paid and volunteer personnel in an arts organization. Topics will include hierarchical vs. collegial organizational structures and supervisory skills; orientation and training of the board of directors and committees; managing staff meetings; establishing management teams; recruiting and hiring new employees (job descriptions; interviewing skills); job training and performance evaluation; using MBTI (Meyers Briggs Type Inventory) to indicate particular employee capabilities and to facilitate internal communications; compensation and benefits; advancement and succession; the use of independent contractors vs. regular employees. The implications of the change in the volunteer demographic profile will be addressed, as well as volunteer recruitment, supervision, retention and recognition, and designing alternative volunteer opportunities to accommodate today's professionals. The final part of the course will complement the material taught in other organizational management courses through discussions of cases involving such management challenges as motivation, diversity, discrimination and harassment. Prerequisite: Second-year standing.

**DMT 654: Producing for the Commercial Theatre** (2 credits)

This seminar examines the role of the producer in the commercial theatre, including creative supervision; relationships with the author, director, cast, other personnel, theatre owner, unions and agents; budgeting commercial productions; selected collective bargaining agreements for the New York commercial theatre; and financing, touring and marketing (press relations and advertising). Prerequisite: Second-year standing.

**DMT 660: Artistic Management** (2 credits)

An upper-level seminar designed to integrate skills and judgment through discussion of institutional leadership and production organization. Prerequisite: Second-year standing.

**DMT 698: Issues and Aesthetics** (1 credit each term)

A course that will present opportunities for students to learn about dance, music and theatre from an aesthetic point of view (including discussions of the seminal figures in each art form), and to discuss key current issues in arts management. This course will feature frequent guest speakers.

**DMT 799: Internship** (1-6 credits each term)

A full-time work experience at a professional performing arts organization outside of NCSA. Three trimesters (and a total of six credits) required. Program director may waive this down to one trimester (two credits) based upon a student's professional work prior to entering NCSA. Prerequisite: Third-year standing.

**DMT 799: Thesis** (1-6 credits each term)

Preparation and submission of a thesis portfolio of major work completed throughout the student's three years. Such work might include written plans developed in courses or production or internship assignments, portfolio samples of pieces developed and/or realized, and other materials that demonstrate the student may elect to complete a research thesis, particularly if research is a more appropriate challenge for the candidate. Each student will be required to

present his/her portfolio in an appropriate forum at NCSA, for review by the faculty and fellow students.