

THE SCHOOL OF DESIGN AND PRODUCTION

Joseph Tilford, Dean

Recognizing the importance of designers and craftsmen as collaborative artists and artisans 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 and 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 Design
- Scene Design
- Sound Design
- Wig and Makeup Design

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 131 to 145 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 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, Costume Design, Costume Technology, Scene Painting, Stage Properties, and Makeup curricula.

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

Continuance 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 adviser.

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 program, the student must maintain a cumulative 2.0 average in both academic and arts courses through the first year, and in the following years, a cumulative average of 2.0 in academic courses and 2.5 in arts courses.

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

Year One	Fall	Winter	Spring
DEP 100: Production	4	4	4
DEP 110, 120, 130: Fundamentals	1	1	1
DEP 151, 152, 153: Color & Design	2	2	2
DEP 161, 162, 163: Drawing	2	2	2
DEP 221, 222, 223: Costume Construction I	2	2	2

DEP 599: Intensive Arts Projects	2		
GES 101, 102, 103: Critical Perspectives	2	2	2
ARH 101, 102, 103: Art History	2	2	2
Academic Electives ¹	2	2	2
Credit Hours	19	17	17

Year Two

DEP 200: Production	4	4	4
DEP 171, 172: Costume History	2	2	
DEP 261, 262, 263: Costume Design I	2	2	2
DEP 264, 265, 266: Drawing & Painting for the Designer: Costumes	2	2	2
DEP 321, 322, 323: Costume Construction II	2	2	2
DEP 524: Textiles			2
DEP 599: Intensive Arts Projects	2		
THH 241, 242, 243: Theatre History	2	2	2
GES 211, 212, 213: Western Thought	2	2	2
Credit Hours	18	16	16

Year Three

DEP 300: Production	4	4	4
DEP 177, 178, 179: Hair History & Styling	2	2	2
DEP 361, 362, 363: Costume Design II	2	2	2
DEP 390: Text Analysis & Directing		2	
DEP 421, 422, 423: Costume Construction III	2	2	2
DEP 599: Intensive Arts Projects	2		
Academic Electives ¹	2	2	2
Credit Hours	14	14	12

Year Four

DEP 400: Production	4	4	4
DEP 461, 462, 463: Costume Design III	2	2	2
DEP 174, 175, 176: History of Decor	2	2	2
And			
DEP 251, 252, 253: Scene Design I	2	2	2
Or			
DEP 231, 232, 233: Lighting Design I	(2)	(2)	(2)
And			
Arts Electives ²	(2)	(2)	(2)
Or			
DEP 274, 275, 276: Makeup I	(2)	(2)	(2)
And			
Arts Electives ²	(2)	(2)	(2)
DEP 599: Intensive Arts Projects	2		
Credit Hours	12	10	10

Notes:

¹Academic electives must include LIT 290 (Dramatic Literature), one Math or Science course, one Social Science course, and one Literature or Philosophy course.

²Arts electives must have adviser's approval.

COSTUME TECHNOLOGY

Year One

	Fall	Winter	Spring
DEP 100: Production	4	4	4
DEP 110, 120, 130: Fundamentals	1	1	1
DEP 151, 152, 153: Color & Design	2	2	2

DEP 161, 162, 163: Drawing	2	2	2
DEP 221, 222, 223: Costume Construction I	2	2	2
DEP 599: Intensive Arts Projects	2		
GES 101, 102, 103: Critical Perspectives	2	2	2
ARH 101, 102, 103: Art History	2	2	2
Academic Electives ¹	2	2	2
Credit Hours	19	17	17

Year Two

DEP 200: Production	4	4	4
DEP 171, 172: Costume History	2	2	
DEP 261, 262, 263: Costume Design I	2	2	2
DEP 264, 265, 266: Drawing & Painting for the Designer: Costumes	2	2	2
DEP 321, 322, 323: Costume Construction II	2	2	2
DEP 524: Textiles			2
DEP 599: Intensive Arts Projects	2		
THH 241, 242, 243: Theatre History	2	2	2
GES 211, 212, 213: Western Thought	2	2	2
Credit Hours	18	16	16

Year Three

DEP 300: Production	4	4	4
DEP 177, 178, 179: Hair History & Styling	2	2	2
DEP 421, 422, 423: Costume Construction III	2	2	2
DEP 527, 528: Costume Shop Management	2	2	
DEP 599: Intensive Arts Projects	2		
Academic Electives ¹	2	2	2
Credit Hours	14	12	10

Year Four

DEP 400: Production	4	4	4
DEP 137, 157: Intro. to Lighting/Scene Design	2	2	
DEP 240: Beginning CAD	2		
DEP 247, 248, 249: Stage Properties	2	2	2
DEP 424, 425, 426: Costume Construction IV	2	2	2
Arts Electives ²	2	2	2
DEP 599: Intensive Arts Projects	2		
Credit Hours	16	12	10

Notes:

¹Academic electives must include LIT 290 (Dramatic Literature), one Math or Science course, one Social Science course, and one Literature or Philosophy course.

²Arts electives must have adviser's approval.

LIGHTING DESIGN

Year One

	Fall	Winter	Spring
DEP 100: Production	4	4	4
DEP 110, 120, 130: Fundamentals	1	1	1
DEP 141, 142, 143: Drafting	2	2	2
DEP 151, 152, 153: Color & Design	2	2	2
DEP 599: Intensive Arts Projects	2		
GES 101, 102, 103: Critical Perspectives	2	2	2
GES 211, 212, 213: Western Thought	2	2	2
Credit Hours	15	13	13

Year Two

DEP 200: Production	4	4	4
DEP 217, 218, 219: Stagecraft	2	2	2
Or			
DEP 161, 162, 163: Drawing	(2)	(2)	(2)
DEP 231, 232, 233: Lighting Design I	2	2	2
DEP 234, 235, 236: Stage Electrics Technology & Practice	2	2	2
DEP 599: Intensive Arts Projects	2		
THH 241, 242, 243: Theatre History	2	2	2
Credit Hours	14	12	12

Year Three

DEP 300: Production	4	4	4
DEP 240: CAD	2		
Or			
DEP 254: Drawing & Painting for the Designer			
(2)DEP 331, 332, 333: Lighting Design II	2	2	2
Or			
DEP 334, 335, 336: Commercial Stage Electrics	(2)	(2)	(2)
DEP 599: Intensive Arts Projects	2		
Arts Electives ¹	2	4	4
Academic Electives ¹			
Credit Hours	16	14	14

Year Four

DEP 400: Production	4	4	4
DEP 240, 340, 440: CAD	2	2	
Academic Electives	2	2	2
Credit Hours	10	8	8

Notes:

Students must receive adviser's approval for second choice when offered.

¹ Arts electives must be selected from below with adviser approval:

- DEP 540: Computer Graphics
- DEP 157, 167: Scene/Costume Design NM
- DEP 314, 315, 316: Advanced Theater Technology
- DEP 310, 410, 510: Rigging
- DEP 240, 340, 440: CAD
- DEP 114, 115, 116: Metalworking
- DEP 174, 175, 176 History of Decor

SCENE DESIGN

Year One	Fall	Winter	Spring
DEP 100: Production	4	4	4
DEP 110, 120, 130: Fundamentals	1	1	1
DEP 141, 142, 143: Drafting	2	2	2
DEP 151, 152, 153: Color & Design	2	2	2
DEP 161, 162, 163: Drawing	2	2	2
DEP 599: Intensive Arts Projects	2		
GES 101, 102, 103: Critical Perspectives	2	2	2
ARH 101, 102, 103: Art History	2	2	2
Academic Electives ¹	2	2	2
Credit Hours	19	17	17

Year Two

DEP 200: Production	4	4	4
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DEP 211, 212, 213: Scene Painting I	2	2	2
DEP 217, 218, 219: Stagecraft	2	2	2
DEP 241: Advanced Drafting	2		
DEP 251, 252, 253: Scene Design I	2	2	2
DEP 254, 255, 256: Drawing & Painting for the Designer: Scenery	2	2	2
DEP 599: Intensive Arts Projects	2		
THH 241, 242, 243: Theatre History	2	2	2
Credit Hours	18	14	14

Year Three

DEP 300: Production	4	4	4
DEP 174, 175, 176: History of Decor	2	2	2
DEP 311, 312, 313: Scene Painting II	2	2	2
DEP 351, 352, 353: Scene Design II	2	2	2
DEP 390: Text Analysis & Directing		2	
DEP 599: Intensive Arts Projects	2		
GES 211, 212, 213: Western Thought	2	2	2
Academic Electives ¹	2	2	2
Credit Hours	16	16	14

Year Four

DEP 400: Production	4	4	4
DEP 451, 452, 453: Scene Design III	2	2	2
DEP 231, 232, 233: Lighting Design I	2	2	2
And			
Arts Electives ²	2	2	2
Or			
DEP 171, 172: Costume History	(2)	(2)	
And			
DEP 261, 262, 263: Costume Design I	(2)	(2)	(2)
And			
Arts Elective ²			(2)
DEP 599: Intensive Arts Projects	2		
Credit Hours	12	10	10

Notes:

¹Academic electives must include LIT 290 (Dramatic Literature), one Math or Science course, one Social Science course, and one Literature or Philosophy course.

²Arts electives must have adviser's approval.

SCENE PAINTING

Year One

	Fall	Winter	Spring
DEP 100: Production	4	4	4
DEP 110, 120, 130: Fundamentals	1	1	1
DEP 141, 142, 143: Drafting	2	2	2
DEP 151, 152, 153: Color & Design	2	2	2
DEP 161, 162, 163: Drawing	2	2	2
DEP 599: Intensive Arts Projects	2		
GES 101, 102, 103: Critical Perspectives	2	2	2
ARH 101, 102, 103: Art History	2	2	2
Academic Electives ¹	2	2	2
Credit Hours	19	17	17

Year Two

DEP 200: Production	4	4	4
DEP 211, 212, 213: Scene Painting I	2	2	2

DEP 217, 218, 219: Stagecraft	2	2	2
DEP 247, 248, 249: Stage Properties	2	2	2
DEP 254, 255, 256: Drawing & Painting for the Designer: Scenery	2	2	2
DEP 599: Intensive Arts Projects	2		
THH 241, 242, 243: Theatre History	2	2	2
Credit Hours	16	14	14

Year Three

DEP 300: Production	4	4	4
DEP 174, 175, 176: History of Decor	2	2	2
DEP 251, 252, 253: Scene Design I	2	2	2
DEP 311, 312, 313: Scene Painting II	2	2	2
DEP 599: Intensive Arts Projects	2		
GES 211, 212, 213: Western Thought	2	2	2
Academic Electives ¹	2	2	2
Credit Hours	16	14	14

Year Four

DEP 400: Production	4	4	4
DEP 137: Intro. to Lighting Design	2		
DEP 264, 265, 266: Drawing & Painting for the Designer: Costumes	2	2	2
DEP 411, 412, 413: Scene Painting III	2	2	2
DEP 417, 418, 419: Professional Career Development	2	2	2
DEP 599: Intensive Arts Projects	2		
Credit Hours	14	10	10

Notes:

¹Academic electives must include LIT 290 (Dramatic Literature), one Math or Science course, one Social Science course, and one Literature or Philosophy course.

SOUND DESIGN

Year One	Fall	Winter	Spring
DEP 100: Production	4	4	4
DEP 110, 120, 130: Fundamentals	1	1	1
DEP 141, 142, 143: Drafting	2	2	2
DEP 151, 152, 153: Color & Design	2	2	2
DEP 181, 182, 183: Intro. to Theatre Sound	2	2	2
DEP 599: Intensive Arts Projects	2		
GES 101, 102, 103: Critical Perspectives	2	2	2
Academic Electives ¹	2	2	2
Credit Hours	17	15	15

Year Two

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 284, 285, 286: Audio Electronics	2	2	2
DEP 240, 340, 440: CAD	2	2	2
DEP 599: Intensive Arts Projects	2		
THH 241, 242, 243: Theatre History	2	2	2
GES 211, 212, 213: Western Thought	2	2	2
Credit Hours	18	16	16

Year Three

DEP 300: Production	4	4	4
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DEP 174, 175, 176: History of Decor	2	2	2
DEP 291, 292, 293: Stage Management I	2	2	2
DEP 310, 410, 510: Rigging	2	2	2
DEP 381, 382, 383: Sound Design II	2	2	2
DEP 599: Intensive Arts Projects	2		
Academic Electives ¹	4	4	4
Credit Hours	18	16	16

Year Four

DEP 400: Production	4	4	4
DEP 341, 342, 343: Production Management	2	2	2
DEP 390: Text Analysis/Directing		2	
DEP 481, 482, 483: Sound Design III	2	2	2
DEP 599: Intensive Arts Projects	2		
Arts Electives ²	2	2	2
Credit Hours	12	12	10

Notes:

¹Academic electives must include LIT 290 (Dramatic Literature), one Math or Science course, one Social Science course, and one Literature or Philosophy course.

²Arts electives must have adviser's approval.

STAGE MANAGEMENT

Year One

	Fall	Winter	Spring
DEP 100: Production	4	4	4
DEP 110, 120, 130: Fundamentals	1	1	1
DEP 141, 142: Drafting	2	2	
DEP 151, 152, 153: Color & Design	2	2	2
DEP 161, 162, 163: Drawing	2	2	2
DEP 190: Introduction to Stage Management			2
DEP 599: Intensive Arts Projects	2		
GES 101, 102, 103: Critical Perspectives	2	2	2
Academic Electives ¹	2	2	2
Credit Hours	17	15	15

Year Two

DEP 200: Production	4	4	4
DEP 181, 182, 183: Intro. to Theatre Sound	2	2	2
DEP 291, 292, 293: Stage Management I	2	2	2
DEP 599: Intensive Arts Projects	2		
Arts Electives ²	2	2	2
THH 241, 242, 243: Theatre History	2	2	2
GES 211, 212, 213: Western Thought	2	2	2
Credit Hours	16	14	14

Year Three

DEP 300: Production	4	4	4
DEP 137, 157, 167: Intro. to Lighting/Scene/Costume Design	2	2	2
DEP 341, 342, 343: Production Management	2	2	2
DEP 391, 392, 393: Stage Management II	2	2	2
DEP 599: Intensive Arts Projects	2		
Academic Electives ¹	2	2	2
Academic Electives ¹	2	2	2
Credit Hours	16	14	14

Year Four

DEP 400: Production	4	4	4
DEP 498: Stage Management Seminar	2	2	2
Arts Electives ²	2	2	2
Arts Electives ²	2	2	2
DEP 599: Intensive Arts Projects	2		
Credit Hours	12	10	10

Notes:

¹Academic electives must include LIT 290 (Dramatic Literature), one Math or Science course, one Social Science course, and one Literature or Philosophy course.²Arts electives must have adviser's approval.**STAGE PROPERTIES****Year One**

	Fall	Winter	Spring
DEP 100: Production	4	4	4
DEP 110, 120, 130: Fundamentals	1	1	1
DEP 141, 142, 143: Drafting	2	2	2
DEP 151, 152, 153: Color & Design	2	2	2
DEP 161, 162, 163: Drawing	2	2	2
DEP 599: Intensive Arts Projects	2		
GES 101, 102, 103: Critical Perspectives	2	2	2
ARH 101, 102, 103: Art History	2	2	2
Academic Electives ¹	2	2	2
Credit Hours	19	17	17

Year Two

DEP 200: Production	4	4	4
DEP 174, 175, 176: History of Decor	2	2	2
DEP 211, 212, 213: Scene Painting I	2	2	2
DEP 217, 218, 219: Stagecraft	2	2	2
DEP 254, 255, 256: Drawing & Painting for the Designer: Scenery	2	2	2
DEP 247, 248, 249: Stage Properties	2	2	2
DEP 599: Intensive Arts Projects	2		
THH 241, 242, 243: Theatre History	2	2	2
Credit Hours	18	16	16

Year Three

DEP 300: Production	4	4	4
DEP 114, 115, 116: Welding and Metalworking I	2	2	2
DEP 137, 157, 167: Intro. to Lighting/Scene/Costume Design	2	2	2
DEP 344, 345, 346: Furniture	2	2	2
DEP 599: Intensive Arts Projects	2		
Arts Elective ²	2	2	2
GES 211, 212, 213: Western Thought	2	2	2
Academic Elective	2	2	2
Credit Hours	18	16	16

Year Four

DEP 400: Production	4	4	4
DEP 347, 348, 349: Advanced Stage Properties	2	2	2
DEP 417, 418, 419: Professional Career Development	2	2	2
DEP 599: Intensive Arts Projects	2		
Credit Hours	10	8	8

Notes:

¹Academic electives must include LIT 290 (Dramatic Literature), one Math or Science course, one Social Science course, and one Literature or Philosophy course.

²Arts electives must have adviser's approval.

TECHNICAL DIRECTION

Year One	Fall	Winter	Spring
DEP 100: Production	4	4	4
DEP 110, 120, 130: Fundamentals	1	1	1
DEP 114, 115, 116: Welding and Metalworking I	2	2	2
DEP 141, 142, 143: Drafting	2	2	2
DEP 151, 152, 153: Color & Design	2	2	2
DEP 599: Intensive Arts Projects	2		
GES 101, 102, 103: Critical Perspectives	2	2	2
Academic Electives ¹	2	2	2
Credit Hours	17	15	15

Year Two	Fall	Winter	Spring
DEP 200: Production	4	4	4
DEP 211, 212, 213: Scene Painting I	2	2	2
DEP 217, 218, 219: Stagecraft	2	2	2
DEP 244, 245, 246: Shop Practice and Technique	2	2	2
DEP 247, 248, 249: Stage Properties	2	2	2
DEP 599: Intensive Arts Projects	2		
THH 241, 242, 243: Theatre History	2	2	2
GES 211, 212, 213: Western Thought	2	2	2
Credit Hours	18	16	16

Year Three	Fall	Winter	Spring
DEP 300: Production	4	4	4
DEP 137, 157, 167: Intro. to Lighting/Scene/Costume Design	2	2	2
DEP 174, 175, 176: History of Decor	2	2	2
DEP 314, 315, 316: Advanced Theatre Technology	2	2	2
DEP 317, 318, 319: Technical Direction	2	2	2
DEP 599: Intensive Arts Projects	2		
Academic Electives ¹	2	2	2
Academic Electives ¹	2	2	2
Credit Hours	18	16	16

Year Four	Fall	Winter	Spring
DEP 400: Production	4	4	4
DEP 341, 342, 343: Production Management	2	2	2
Arts Electives ²	2	2	2
DEP 599: Intensive Arts Projects	2		
Credit Hours	10	8	8

Notes:

¹Academic electives must include LIT 290 (Dramatic Literature), one Math or Science course, one Social Science course, and one Literature or Philosophy course.

²Arts electives must have adviser's approval.

WIG AND MAKEUP DESIGN

Year One	Fall	Winter	Spring
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DEP 100: Production	4	4	4
DEP 110, 120, 130: Fundamentals	1	1	1
DEP 151, 152, 153: Color & Design	2	2	2
DEP 161, 162, 163: Drawing	2	2	2
DEP 170: Introduction to Makeup	1		
DEP 177, 178, 179: Hair History & Styling	2	2	2
DEP 599: Intensive Arts Projects	2		
GES 101, 102, 103: Critical Perspectives	2	2	2
Academic Electives ¹	2	2	2
Credit Hours	18	15	15

Year Two

DEP 200: Production	4	4	4
DEP 171, 172: Costume History	2	2	
DEP 264, 265, 266: Drawing & Painting for the Designer: Costumes	2	2	2
DEP 274, 275, 276: Makeup I	2	2	2
DEP 277, 278, 279: Wig Construction I	2	2	2
DEP 599: Intensive Arts Projects	2		
ARH 101, 102, 103: Art History	2	2	2
GES 211, 212, 213: Western Thought	2	2	2
Credit Hours	18	16	14

Year Three

DEP 300: Production	4	4	4
DEP 261, 262, 263: Costume Design I	2	2	2
DEP 374, 375, 376: Makeup II	2	2	2
DEP 377, 378, 379: Wig Construction II	2	2	2
DEP 390: Text Analysis & Directing		2	
DEP 570: Introduction to Prosthetics	2		
DEP 599: Intensive Arts Projects	2		
THH 241, 242, 243: Theatre History	2	2	2
Academic Electives ¹	2	2	2
Credit Hours	18	16	14

Year Four

DEP 400: Production	4	4	4
DEP 577, 578, 579: Advanced Wig & Makeup	4	4	4
DEP 599: Intensive Arts Projects	2		
Arts Electives ³	2	2	2
Credit Hours	12	10	10

Notes:

¹Academic electives must include LIT 290 (Dramatic Literature), one Math or Science course, one Social Science course, and one Literature or Philosophy course.

²Arts electives must have adviser's approval.

³Arts electives must have adviser's approval, and be selected from the following: Lighting Design, Costume Construction, Millinery/Masks, History of Decor, any foreign language, Opera History, Dance History, Stage Properties.

Academic Requirements

Costume Design, Costume Technology, Scene Design, Scene Painting, Stage Properties, Wig and Makeup Design:

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 Design, 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

*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
 Scene Painting
 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 during the last two years of the program.

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 be 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

To be eligible for the degree, a student must successfully complete a minimum of 60 hours of graduate credit. Students will be placed in classes according to their abilities demonstrated by their portfolio, placement tests, or courses taken previously as indicated by transcripts. Most students will need three years to complete the program.

Grading System

There is no grade of “D” at the graduate level.

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 receiving a grade of “F” in any course will be dropped from the program. No student will receive the M.F.A. with a grade of Incomplete.

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.

Thesis Requirement: Design and Production Concentrations

In their final year, students will complete a fully documented thesis production from either a design or technical point of view. The production will actually be produced and presented before the public, and documentation will include, but not be limited to, historical period research, design concepts, renderings, color samples, paint elevations, complete construction and mechanical drawings, cost estimations, schedules, and photographs of the completed production. With approval of the faculty, a student may elect to complete a research thesis rather than a production thesis, particularly in concentrations where research may be a more appropriate challenge for the candidate rather than engagement in a particular production.

Thesis Requirement: Management Concentration

In their final year, students will compile a thesis portfolio of major work completed throughout their three years. Such work might include written plans (e.g. marketing, development) developed in courses or

production or internship assignments, portfolio samples of pieces developed and/or realized (e.g. press releases, grant proposals, marketing materials), and other materials that demonstrate the student's preparation for a professional career in arts management. With approval of the faculty, a student may elect to complete a research thesis, particularly if research is a more appropriate challenge for the candidate.

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. Students in the Performing Arts Management program may be required to purchase a laptop computer.

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

Year One	Fall	Winter	Spring
DEP 500: Production	4	4	4
DEP 171, 172: Costume History	2	2	
DEP 264, 265, 266: Drawing & Painting for the Designer: Costumes	2	2	2
DEP 524: Textiles			2
DEP 561, 562, 563: Grad. Costume Design I	2	2	2
DEP 621, 622, 623: Grad. Costume Construction I	2	2	2
DEP 599: Intensive Arts Projects	2		
Credit Hours	14	12	12

Year Two

DEP 600: Production	4	4	4
DEP 177, 178, 179: Hair History & Styling	2	2	2
DEP 390: Text Analysis & Directing		2	
DEP 661, 662, 663: Grad. Costume Design II	2	2	2
DEP 721, 722, 723: Grad. Costume Construction II	2	2	2
DEP 599: Intensive Arts Projects	2		
Credit Hours	12	12	10

Year Three

DEP 700: Production	4	4	4
DEP 761, 762, 763: Grad. Costume Design III	2	2	2
DEP 799: Thesis			2
DEP 231, 232, 233: Lighting Design I	2	2	2
And			
Arts Electives ²	2	2	2
Or			
DEP 251, 252, 253: Scene Design I	(2)	(2)	(2)
And			
DEP 174, 175, 176: History of Decor	(2)	(2)	(2)
Or			

DEP 274, 275, 276: Makeup I	(2)	(2)	(2)
And			
Arts Electives ²	(2)	(2)	(2)
DEP 599: Intensive Arts Projects	2		
	Credit Hours	12	10
			12

Notes:

²Arts electives must have adviser's approval.

GRADUATE COSTUME TECHNOLOGY

Year One	Fall	Winter	Spring
DEP 500: Production	4	4	4
DEP 171, 172: Costume History	2	2	
DEP 264, 265, 266: Drawing & Painting for the Designer: Costumes	2	2	2
DEP 524: Textiles			2
DEP 561, 562, 563: Grad. Cost. Design I	2	2	2
DEP 621, 622, 623: Grad. Cost. Construction I	2	2	2
DEP 599: Intensive Arts Projects	2		
	Credit Hours	14	12
			12

Year Two	Fall	Winter	Spring
DEP 600: Production	4	4	4
DEP 177, 178, 179: Hair History & Styling	2	2	2
DEP 527, 528: Costume Shop Management		2	2
DEP 661, 662, 663: Grad. Costume Design II	2	2	2
DEP 721, 722, 723: Grad. Costume Construction II	2	2	2
DEP 599: Intensive Arts Projects	2		
	Credit Hours	12	12
			12

Year Three	Fall	Winter	Spring
DEP 700: Production	4	4	4
DEP 154, 155, 156: Sculpture	2	2	2
DEP 240: Beginning CAD	2		
DEP 724, 725, 726: Grad. Costume Construction III	2	2	2
DEP 799: Thesis			2
DEP 599: Intensive Arts Projects	2		
Arts Electives ²	2	2	2
	Credit Hours	14	10
			12

Notes:

²Arts electives must have adviser's approval.

GRADUATE PERFORMING ARTS MANAGEMENT

Year One	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
DMT 591: Stage Management for the Arts Manager	1		
Production Elective		2	
Production Elective			2

DMT 514: Business Systems and Computer Applications	2		
DMT 598: Issues and Aesthetics	1	1	1
DMT 500: Production	4	4	4
DMT 599: Intensive Arts	2		
Credit Hours	16	13	13

Year Two

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

Year Three

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

Year One	Fall	Winter	Spring
DEP 500: Production	4	4	4
DEP 174, 175, 176: History of Decor	2	2	2
DEP 240: Beginning CAD		2	
DEP 241: Advanced Drafting	2		
DEP 254, 255, 256: Drawing & Painting for the Designer: Scenery	2	2	2
DEP 511, 512, 513: Grad. Scenic Art I	2	2	2
DEP 551, 552, 553: Grad. Scene Design I	2	2	2
DEP 599: Intensive Arts Projects	2		
Credit Hours	16	14	12

Year Two

DEP 600: Production	4	4	4
DEP 390: Text Analysis & Directing		2	
DEP 611, 612, 613: Grad. Scenic Art II	2	2	2
DEP 651, 652, 653: Grad. Scene Design II	2	2	2
DEP 231, 232, 233: Lighting Design I	2	2	2
And			
Arts Electives ²	2	2	2
Or			
DEP 171, 172: Costume History	(2)	(2)	
And			
DEP 261, 262, 263: Costume Design I	(2)	(2)	(2)
And			

Arts Electives ²				(2)
DEP 599: Intensive Arts Projects	2			
Credit Hours	14	14		12

Year Three

DEP 700: Production	4	4		4
DEP 751, 752, 753: Grad. Scene Design III	2	2		2
DEP 799: Thesis				2
DEP 599: Intensive Arts Projects	2			
Arts Electives ²	2	2		2
Arts Electives ²	2	2		2
Credit Hours	12	10		12

Notes:

²Arts electives must have adviser's approval.

GRADUATE SCENE PAINTING

Year One

	Fall	Winter	Spring
DEP 500: Production	4	4	4
DEP 141, 142, 143: Drafting	2	2	2
Or			
Arts Electives ²	(2)	(2)	(2)
DEP 174, 175, 176: History of Decor	2	2	2
DEP 254, 255, 256: Drawing & Painting for the Designer: Scenery	2	2	2
DEP 511, 512, 513: Grad. Scenic Art I	2	2	2
DEP 551, 552, 553: Grad. Scene Design I	2	2	2
DEP 599: Intensive Arts	2		
Credit Hours	16	14	14

Year Two

DEP 600: Production	4	4	4
DEP 611, 612, 613: Grad. Scenic Art II	2	2	2
DEP 264, 265, 266: Drawing & Painting for the Designer: Costumes	2	2	2
DEP 547, 548, 549: Grad. Stage Properties	2	2	2
DEP 599: Intensive Arts	2		
Arts Electives ²	2	2	2
Credit Hours	14	12	12

Year Three

DEP 700: Production	4	4	4
DEP 137: Intro. to Lighting Design	2		
DEP 540: Computer Graphics		2	
DEP 711, 712, 713: Grad. Scenic Art III	2	2	2
DEP 799: Thesis			2
DEP 599: Intensive Arts	2		
Arts Electives ²	2	2	2
Credit Hours	12	10	10

Notes:

²Arts electives must have adviser's approval.

GRADUATE SOUND DESIGN

Year One	Fall	Winter	Spring
DEP 500: Production	4	4	4
DEP 240, 340, 440: CAD	2	2	2
DEP 284, 285, 286: Audio Electronics	2	2	2
DEP 310, 410, 510: Rigging	2	2	2
DEP 581, 582, 583: Grad. Sound Design I	2	2	2
DEP 599: Intensive Arts Projects	2		
Credit Hours	14	12	12
Year Two			
DEP 600: Production	4	4	4
DEP 174, 175, 176: History of Decor	2	2	2
DEP 390: Text Analysis & Directing		2	
DEP 681, 682, 683: Grad. Sound Design II	2	2	2
DEP 599: Intensive Arts Projects	2		
Arts Electives ²	2	2	2
Credit Hours	12	12	10
Year Three			
DEP 700: Production	4	4	4
DEP 641, 642, 643: Grad. Production Management	2	2	2
DEP 680: Graduate Sound Projects	2	2	2
DEP 781, 782, 783: Grad. Sound Design III	2	2	2
DEP 799: Thesis			2
DEP 599: Intensive Arts Projects	2		
Arts Electives ²	2	2	2
Credit Hours	14	12	14

Notes:

²Arts electives must have adviser's approval.

GRADUATE STAGE AUTOMATION

Year One	Fall	Winter	Spring
DEP 500: Production	4	4	4
DEP 114, 115, 116: Welding and Metalworking I	2	2	2
DEP 141, 142, 143: Drafting	2	2	2
Or			
DEP 240, 340, 440: CAD	(2)	(2)	(2)
DEP 514, 515, 516: Motion Control I	2	2	2
DEP 614, 615, 616: Grad. Advanced Theatre Technology	2	2	2
DEP 599: Intensive Arts	2		
Credit Hours	14	12	12
Year Two			
DEP 600: Production	4	4	4
DEP 214, 215, 216: Welding and Metalworking II	2	2	2
DEP 240, 340, 440: CAD	2	2	2
Or			
Arts Electives ²	(2)	(2)	(2)
DEP 517, 518, 519: Motion Control II	2	2	2
DEP 617, 618, 619: Grad. Technical Direction	2	2	2
DEP 641, 642, 643: Grad. Production Management	2	2	2
DEP 599: Intensive Arts	2		
Credit Hours	16	14	14
Year Three			
DEP 700: Production	4	4	4

DEP 310, 410: Theatrical Rigging Practice		2	2
DEP 620, 620, 620: Motion Control III	2	2	2
DEP 644, 645, 646: Grad. Shop Practice and Technique	2	2	2
DEP 799: Thesis			2
DEP 599: Intensive Arts	2		
	Credit Hours	10	10
			12

Notes:

²Arts electives must have adviser's approval.

GRADUATE STAGE PROPERTIES

Year One	Fall	Winter	Spring
DEP 500: Production	4	4	4
DEP 141, 142, 143: Drafting	2	2	2
Or			
Arts Electives ²	(2)	(2)	(2)
DEP 174, 175, 176: History of Decor	2	2	2
DEP 511, 512, 513: Grad. Scenic Art I	2	2	2
DEP 547, 548, 549: Grad. Stage Properties	2	2	2
DEP 599: Intensive Arts	2		
Arts Electives ²	2	2	2
	Credit Hours	16	14
			14

Year Two

DEP 600: Production	4	4	4
DEP 114, 115, 116: Welding and Metalworking I	2	2	2
DEP 344, 345, 346: Furniture	2	2	2
DEP 611, 612, 613: Grad. Scenic Art II	2	2	2
DEP 644, 645, 646: Grad. Shop Practice and Technique	2	2	2
DEP 647, 648, 649: Grad. Advanced Stage Properties	2	2	2
DEP 599: Intensive Arts	2		
	Credit Hours	16	14
			14

Year Three

DEP 700: Production	4	4	4
DEP 699: Prop Independent Study	2	2	2
DEP 799: Thesis			2
DEP 599: Intensive Arts	2		
Arts Electives ²	2	2	2
	Credit Hours	10	8
			10

Notes:

²Arts electives must have adviser's approval.

GRADUATE TECHNICAL DIRECTION

Year One	Fall	Winter	Spring
DEP 500: Production	4	4	4
DEP 114, 115, 116: Welding and Metalworking I	2	2	2
DEP 141, 142, 143: Drafting*	2	2	2
Or			
Arts Electives ²	(2)	(2)	(2)
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
DEP 599: Intensive Arts Projects	2		
	Credit Hours	16	14
			14

*Students placing out of Drafting must enroll in Arts Electives.

Note: Students must place out of, or enroll in, DEP 120 (Costume Fundamentals) during Year One.

Year Two

DEP 600: Production	4	4	4
DEP 151, 152, 153: Color & Design	2	2	2
DEP 231, 232, 233: Lighting Design I	2	2	2
DEP 511, 512, 513: Grad. Scenic Art I	2	2	2
DEP 610: Graduate Technical Projects	2		
DEP 641, 642, 643: Production Mgmt.	2	2	2
DEP 599: Intensive Arts Projects	2		
Arts Electives ²		2	2
Credit Hours	16	14	14

Note: Students with a strong background in lighting, and with the adviser's approval, may elect to enroll in one of the Advanced Lighting Design sequences, in place of DEP 231, 232, 233 (Lighting Design I).

Year Three

DEP 700: Production	4	4	4
DEP 174, 175, 176: History of Decor	2	2	2
DEP 799: Thesis			2
Arts Electives ²	2	2	2
Arts Electives ²	2	2	2
Arts Electives ²	2	2	2
DEP 599: Intensive Arts Projects	2		
Credit Hours	14	12	14

Notes:

²Arts electives must have adviser's approval.

GRADUATE WIG AND MAKEUP DESIGN

Year One	Fall	Winter	Spring
DEP 500: Production	4	4	4
DEP 171, 172: Costume History	2	2	
DEP 177, 178, 179: Hair History & Styling	2	2	2
DEP 264, 265, 266: Drawing & Painting for the Designer: Costumes	2	2	2
DEP 674, 675, 676: Makeup I	2	2	2
DEP 677, 678, 679: Wig Construction I	2	2	2
DEP 599: Intensive Arts Projects	2		
Credit Hours	16	14	12

Year Two

DEP 600: Production	4	4	4
DEP 154, 155, 156: 3-D Design & Sculpture	2	2	2
DEP 390: Text Analysis & Directing		2	
DEP 570: Introduction to Prosthetics	2		
DEP 774, 775, 776: Makeup II	2	2	2
DEP 777, 778, 779: Wig Construction II	2	2	2
DEP 599: Intensive Arts Projects	2		
Arts Electives ³	2	2	2
Credit Hours	16	14	12

Year Three

DEP 700: Production	4	4	4
DEP 577, 578, 579: Advanced Prosthetics	4	4	4

DEP 771, 772, 773: Wig Design Seminar	2	2	2
DEP 799: Thesis	2		
DEP 599: Intensive Arts Projects	2		2
Arts Electives ³		2	2
Credit Hours	14	12	14

Notes:

³Arts electives must have adviser's approval, and be selected from the following: Lighting Design, Costume Construction, Millinery/Masks, History of Decor, Costume Design, Opera History, Dance History, any foreign language.

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 prerequisite to 115. Students may only enter 116 with consent of the instructor and the successful completion of 114 and 115.

DEP 120: **Costume Fundamentals** (1 credit)

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

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 161, 162, 163: Drawing (2 credits each term)

A practical study in developing drawing skills. Special focus is given to space, movement, perspective, and the human form.

DEP 167: Introduction to Costume Design (2 credits)

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

DEP 170: Introduction to Makeup (2 credits)

An introductory exploration of the basic materials and methods used in stage and film makeup.

DEP 171, 172: Costume History (2 credits each term)

A survey of clothing and accessories throughout the Western world from ancient times to the present.

DEP 174, 175, 176: History of Decor (2 credits each term)

A survey of architecture, interiors and furniture throughout the Western world, from ancient times to the present.

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

Brief overview of the 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 191, 192, 193: Film Production Fundamentals (2 credits each term)

A thorough understanding of the entire process, tools, terminology and safety of film production will be taught through lectures, demonstrations, screenings and practical experiences.

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 (2 credits 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.

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 221, 222, 223: **Costume Construction I** (2 credits each term)

A study of flat patterning and construction techniques, with emphasis on practical application in theatrical costuming.

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 240: **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 his/her area of concentration. The course will focus on one of several software applications for CAD.

DEP 241: **Advanced Drafting** (2 credits)

A course which concentrates on improving the speed and style of the designer's drafting. Also included is a review of mechanical perspective.

DEP 244, 245, 246: **Shop Practice and Technique** (2 credits each term)

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

DEP 247, 248, 249: **Stage Properties** (2 credits each term)

A study of basic procedures, techniques, and materials that can be used by the designer and technician in the construction of stage properties. Basic introduction to organization and procurement of stage properties. DEP 247 and 248 are prerequisites to DEP 249.

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 254, 255, 256: **Drawing and Painting for the Designer: Scenery** (2 credits each term)

An exploration of techniques and media used in rendering scenic elements for theatre and film.

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

An examination of the fundamental techniques of costume design through a series of historical and problem-oriented projects. Emphasis will be placed on imagination, problem-solving, and growth in both rendering and presentation of work. Costume History (DEP 171, 172, 173) required as a prerequisite or concurrent course.

DEP 264, 265, 266: **Drawing and Painting for the Designer: Costumes** (2 credits each term)

An exploration of techniques and media used in rendering costumes for theatre and film.

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 284, 285, 286: **Audio Electronics** (2 credits each term)

A practical introduction to troubleshooting, repair, and servicing of individual components and audio systems used for theatre sound. Consideration will also be given to the redesign and remanufacture of equipment from other fields for use in theatre sound. Prerequisite: Sound Concentration.

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 310: **Theatrical Rigging Practice** (2 credits each term)

An intermediate level class in theatrical rigging practice. 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 311, 312, 313: **Scene Painting II** (2 credits each term)

A review of basic processes and techniques will be the foundation for development of more complex assignments. Specialized applicators, dyes, and multi-step processes will be introduced.

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 321, 322, 323: **Costume Construction II** (2 credits each term)

Advanced projects in theatrical patterning and construction with an emphasis on developing problem-solving skills. Possible subjects include corsetry, petticoats, trousers, and draping.

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 theater and an in-depth study of the knowledge and expertise beneficial to lighting technicians in the field. Prerequisites: DEP 234, 235, 236; DEP 240, 340, 440 may be taken concurrently, with instructor approval.

DEP 340: **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 240 or instructor's approval.

DEP 341, 342, 343: **Production Management** (2 credits each term)

An investigation into the structure of theatre administration and personnel management as it relates to technical theatre, technical direction and stage management.

DEP 344, 345, 346: **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 347, 348, 349: **Advanced Stage Properties** (2 credits each term)

A course revolving around student-generated projects. 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 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 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: **Advanced Drawing II** (2 credits each term)

A studio course using various media and focusing on figure-drawing and exterior architectural studies.

DEP 374, 375, 376: **Makeup II** (2 credits each term)

Continued development of painting skills for dance, opera, drama and film. The student will execute makeups with a variety of makeup materials. Prerequisites: DEP 274, 275, 276.

DEP 377, 378, 379: **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 277, 278, 279.

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 390: **Text Analysis and Directing** (2 credits)

A basic introduction to a directorial approach to a production. Conceptual approaches, style, character, and basic blocking techniques are examined.

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 410: **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 310: Theatrical Rigging Practice.

DEP 411, 412, 413: **Scene Painting III** (2 credits each term)

A further development of the scene painter's skills with concentration on brushwork, drawing and product selection. New processes and skills relating to the fields of decorative painting and painting for film will be introduced.

DEP 417, 418, 419: **Professional Career Development** (2 credits 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: **Costume Construction III** (2 credits each term)

Advanced projects in theatrical patterning and construction with an emphasis on developing problem-solving skills. Possible subjects include tailoring, millinery, and sleeves.

DEP 424, 425, 426: **Costume Construction IV** (2 credits each term)

A series of term projects in the areas of dance costume, mask-making, dressmaker detail, computer-assisted pattern drafting, advanced draping problems, and shape-changing through padding. Instructor will select one area each term, depending upon individual student needs and interest. Prerequisite for computer-assisted pattern drafting: DEP 240 during the term *immediately* preceding enrollment in DEP 425.

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 440: **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 340 or instructor's approval.

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 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 to survive in the marketplace.

DEP 500, 600, 700: **Graduate Production** (4 credits each term)

Practical laboratory application of all phases of design and technical production. Students enroll each term they are in residence.

DEP 510: **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 410: Advanced Theatrical Rigging.

DEP 511, 512, 513: **Graduate Scenic Art I** (2 credits each term)

A study of basic techniques employed by the scenic artist. Emphasis is placed upon equipment, procedure and practical application to framed scenery, drops and three-dimensional units.

DEP 514, 515, 516: **Motion Control** (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 517, 518, 519: **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 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 524: **Textiles** (2 credits)

The study of textiles: fabric construction, properties and characteristics.

DEP 527, 528: **Costume Shop Management** (2 credits each term)

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

DEP 540: **Computer Graphics** (2 credits)

How to capture and manipulate graphics for use on stage, using digital photographs, scanners and clip art.

DEP 547, 548, 549: **Graduate Stage Properties I** (2 credits each term)

A study of basic procedures, techniques and materials that can be used by the designer and technician in the construction of stage properties. Basic introduction to organization and procurement of stage properties. DEP 547 and 548 are prerequisite to DEP 549.

DEP 551, 552, 553: **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 561, 562, 563: **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.

DEP 570: **Introduction to Prosthetics** (2 credits)

An introductory exploration of the basic materials and methods used in creating three-dimensional prosthetics.

DEP 577, 578, 579: **Advanced Prosthetics** (4 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 570, 374, 375, 376 (undergraduate); DEP 570, 774, 775, 776 (graduate).

DEP 581, 582, 583: **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 591, 592, 593: **Graduate Film Production Fundamentals** (2 credits each term)

A thorough understanding of the entire process, tools, terminology and safety of film production will be taught through lectures, demonstrations, screenings and practical experiences.

DEP 599: **Intensive Arts Projects** (2 credits)

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. The course will be graded "pass/fail."

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 II** (2 credits each term)

A review of basic processes and techniques will be the foundation for development of more complex assignments. Specialized applicators, dyes and multi-step processes will be introduced.

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 620: **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 621, 622, 623: **Graduate Costume Construction I** (2 credits each term)

Advanced projects in theatrical patterning and construction with an emphasis on developing problem-solving skills. Possible subjects include corsetry, petticoats, trousers and draping.

DEP 641, 642, 643: **Production Management** (2 credits each term)

Study of general management for the theatre with emphasis on the duties of the production manager through lecture and discussion 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 647, 648, 649: **Graduate Advanced Stage Properties** (2 credits each term)

A course revolving around student-generated projects. 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 651, 652, 653: **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 661, 662, 663: **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.

DEP 674, 675, 676: **Graduate Makeup I** (2 credits each term)

In-depth study of makeup skills, including painting techniques and simple prosthetics.

DEP 677, 678, 679: **Graduate Wig Construction I** (2 credits each term)

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

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 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 711, 712, 713: **Graduate Scene Painting III** (2 credits each term)

A further development of the scene painter's skills with concentration on brushwork, drawing and product selection. New processes and skills relating to the fields of decorative painting and painting for film will be introduced.

DEP 721, 722, 723: **Graduate Costume Construction II** (2 credits each term)

Advanced projects in theatrical patterning and construction with an emphasis on developing problem-solving skills. Possible subjects include tailoring, millinery, and sleeves.

DEP 724, 725, 726: **Graduate Costume Construction III** (2 credits each term)

A series of term projects in the areas of dance costume, mask-making, dressmaker detail, computer-assisted pattern drafting, advanced draping problems and shape-changing through padding. Instructor will select one area each term, depending upon individual student needs and interest. Prerequisite for computer-assisted pattern drafting: DEP 240 during the term *immediately* preceding enrollment in DEP 725.

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

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

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

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

DEP 771, 772, 773: **Graduate Wig Design Seminar** (2 credits each term)

A course devoted to the techniques of design and construction of unusual "hairgoods." Many of the projects focus on problem-solving and boldly going where no one has gone before.

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

Development of advanced makeup techniques, including prosthetics, bald caps and applying makeup to others. Prerequisites: DEP 674, 675, 676.

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 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 799: **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 adviser, 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: **Business Systems and Computer Applications** (2 credits)

An overview of the radical 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 591: Stage Management for the Arts Manager (1 credit)

The basic tools and techniques of stage management, including the stage manager's responsibilities to a particular production, its collaborating artists, and management, and techniques to establish effective working relationships to benefit the production and the organization.

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.